STAR FLEET BATTLES

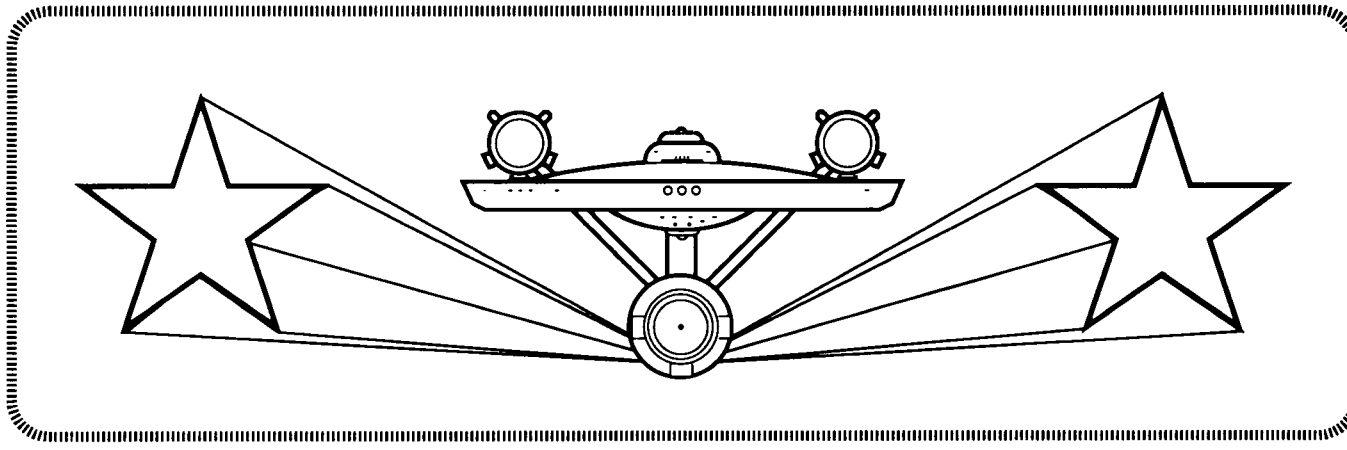
ADVANCED FIGHTERS

CAPTAIN'S MODULE J2

STAR FLEET BATTLES
CAPTAIN'S EDITION

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES



CAPTAIN'S MODULE J2

INTERDICTION CARRIERS, PATROL CARRIERS, AND BOMBERS

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(Z31.0) NOTES ON MODULE J2

(Z31.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE J2 is a modular expansion of the SFB game system. You will need Basic Set and Module J to use this material, and will need other products (e.g., ***Adv Missions, C1, C2, C3***) to use it to the fullest extent.

(Z31.2) DESIGN CREDITS

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(Z31.4) DESIGNER'S INFORMATION

This project began life seven years ago and was originally intended to be only a handy book of carrier group SSDs. During and after the Interregnum, we changed it into a very different product with many exciting new ideas.

Drogues go back to U-boats towing encapsulated V-2 missiles in 1944, and have been seen in science fiction many times. Players willing to pay the cost can now tow their scatter-packs and wild weasels into combat. Type-H "heavy" drones (another incarnation of the old ship-killing Exodrones and Scuds) can at last have a place to launch.

Megafighters are an effort to keep pace with PFs while remotely-controlled fighters are an effort to keep down pilot casualties. Both will liven up carrier battles considerably.

Bombers are very large shuttles loaded with weapons, but are restricted to planetary defenses. These will be a considerable improvement over the old defense satellites.

Scout-Carriers are carriers trying to evolve into PFTs. While surpassed by PFTs, they were the last and best of the fleet carriers and deserve a place in your battle force.

While the Andromedans never built fighters or PFs, they did build Mobile Weapons Platforms to fill odd corners of the hangar bays and make motherships much more dangerous.

Type-K plasmas are the equivalent of dogfight drones, and are very useful on the new shuttle-based fighters like the F-7. New ships in this product include several new carriers and escorts. And there are plenty of new fighters, including upgrades and speed increases for the plasma boys.

(Z31.5) TABLE OF CONTENTS

(Z31.6) COPYRIGHT & LICENSING

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(FD17.0) STONEFISH DRONES

Stonefish drones were developed by the Klingons in Y168 for use against fighters. The concept was to mount an anti-drone in the nose of a Stingray drone, allowing the drone to engage a fighter beyond the normal range at which a fighter would expect to have time to destroy it.

Theoretically, the Stonefish drones would be launched from a distance to target fighters. The ship would close in behind the drones, the idea being that the Stonefishes would release their ADDs 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 every time, although its first use did terrify some fighter pilots.

There are some limited tactical applications to the Stonefish, even with all of its limitations. The ADD submunition is immune to EW and WWs and ultimately cost less than high-speed Stingray drones. Stonefish on type–III frames can be launched ballistically without any control circuit use at all, even by ships on passive fire control. They were also favorite weapons for use against Kzinti ECM drones.

(FD17.1) CONSTRUCTION

(FD17.11) MODULE: The Stonefish module is a one payload space module containing a single ADD. 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.

(FD17.12) MOUNTING: If mounted on a type–IV frame, the Stonefish module must be in the forward position. The two elements (Stonefish and bus vehicle) could have different targeting options. This configuration was known as the "Super Stonefish" and allowed the drone to defend itself against a counter-drone and then continue on toward the ship with an explosive warhead in the rear position.

(FD17.13) SUBMUNITION: The submunition is, literally, an anti-drone and, like the submunitions on MW drones (FD8.23), could be disassembled by drone loading crews and used in launchers able to fire ADDs. Note that, as per (FD8.23), this will ruin the drone; it cannot be reused later.

(FD17.14) AVAILABILITY: Stonefish drones are "limited" availability in Y168-169 and "restricted" thereafter.

(FD17.2) OPERATIONS

(FD17.21) TARGETING: The Stonefish drone works in all respects like an Starfish (multi-ADD) drone except that there is only a single submunition.

(FD17.211) When it reaches a pre-set release range from that target ("three hexes or less"; this is the only setting), the ADD is fired. The submunition cannot be fired on the same impulse as the drone is launched and cannot engage a target at range zero.

(FD17.212) A type-III-Stonefish could be launched on a ballistic course, with the ADD submunition fired at the first size-6 or size-7 target that presents itself within 3 hexes of the FA arc.

(FD17.22) ELECTRONIC WARFARE: The ADD submunition is not affected by EW (FD5.13), but the drone itself (prior to release) is treated as a standard drone.

(FD17.23) TARGETS: The Stonefish drone can accept any target that an anti-drone can accept.

(FD17.24) POST-FIRING: After firing its submunition, the drone frame is treated as the bus vehicle of a Starfish drone; see (FD15.24) and (FD8.221).

(FD17.25) CARRIAGE: In general, any unit (or rail) which can launch a multi-warhead drone can launch a Stonefish.

(FD17.251) Stonefish drones on type–III frames can only be carried by fighters on "special" drone rails (J4.233). In this way, they are like Starfish drones (FD15.251). 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.

(FD17.252) Stonefish drones can be launched by drone racks.

(FD17.253) Stonefish drones cannot be placed in an SP.

(FD17.254) An MRS (which is not being used as a scatter-pack) may launch a Stonefish (FD8.33).

(FD17.255) DefSats cannot use Stonefish (R1.15E).

(FD17.256) Captor mines can use Stonefish under the restrictions of (M4.412).

(FD18.0) – (FD20.0)

These rule numbers were used for drone types used in the early years as (YFD18.0), (YFD19.0), and (YFD20.0). There are no current non-Early Years drones relevant to these systems, but these rule numbers are not used in order to avoid confusion with the Early Years systems.

(FD21.0) TYPE-H DRONES

Developed in Y165 for use by ground bases (which did not have space limitations) based on lessons from the Four Powers War of Y158 to Y162, these very heavy drones (three spaces) were also deployed on special drogues that were developed late in the General War (Y178). These use the general drone rules (FD0.0) with the changes noted below:

(FD21.1) AVAILABILITY

Type-H drones are general availability weapons unless given special warheads with a more restrictive availability level (FD10.6).

(FD21.11) DEPLOYMENT: Type-H drones can only be deployed on ground bases or on heavy weapon drogues (G34.35).

(FD21.12) A GROUND BASE with type-H drones can put them in one or more of its drone racks, but such a rack can ONLY have one type-H drone. It cannot mix type-H drones with smaller drone types.

(FD21.2) TYPES

There are numerous sub-types of Type-H drones as shown on the chart below:

TYPE	SPEED	ENDURANCE	COST
H1	8	3	3
H2	12	2	3.5
H3	20	3	3.5
H4	32	3	4

All four types have a warhead of 36 (three warhead spaces, this assumes standard explosive modules), are destroyed by 12 damage points, and take up three spaces.

(FD21.3) CONSTRUCTION

Type-H drones can be modified as per (FD10.0) for various special purposes.

(FD21.31) WARHEAD: Type-H drones have three warhead spaces, only one of which is the "front" space (FD10.402). Note that the fact that only one space is a "front" space still allows the drone to use any single module, either one or two space, requiring a "front" space.

(FD21.32) PROHIBITED TYPES: Type-H drones cannot be configured as ECM or probe drones.

(FD21.33) RANGE: The cost of adding extended range or ATG frame modifications to a type-H drone is the same as for any other drone (FD10.53). Type-H drones cannot be fitted out as type-III drones.

(FD21.34) LOADOUTS: For purposes of determining drone percentages, all type-H drone frames available to a given side are counted as their own separate non-carrier pool, e.g., if there are four type-H drones available, they are treated as a pool of 12 spaces of drones. This means that if a Federation force brought four heavy weapons drogues each carrying two type-H drones to a given scenario six of the 24 spaces could be special (limited and/or restricted), and all six spaces could be on a single drogue. Note that a frame modification still applies to the entire drone, thus if ATG was added to a type-H drone it would count as three spaces of restricted availability provided one of the warhead spaces was not equipped with a limited module.

(FD21.35) SPEARFISH: A type-H drone cannot combine a spearfish module with an explosive module. Such a drone could carry three spaces of spearfish modules. Such a drone would score nine points of damage to the target, of which three points would be resolved as internal damage, and the remaining six would damage the target's shields per the spearfish rules (FD14.2).

(FD21.36) ARMOR: External armor modules reduce the speed of type-H drones as they do normal drones. Due to the larger and more powerful engine mounted on a type-H drone, the degradation in speed is not as severe as for a type-IV drone frame:

Original Speed of Type-H Drone	32	20	12	8
Speed with Half Space of Armor	29	18	11	7
Speed with Full Space of Armor	26	16	9	5

(FD21.4) COMBAT

Type-H drones, due to their size, are somewhat more robust than type-I or even type-IV drones.

(FD21.41) ADDs do not automatically destroy type-H drones, but damage them as if they were shuttles (E5.31).

(FD21.42) IMPACT: As with other drones, the impact of a drone with at least a half-space of explosive warhead will destroy a type-H drone (FD1.56). Exception: type-VI drones damage type-H drones as if they were fighters (FD2.54).

(FD21.43) HEAVY WEAPONS listed in (FD1.52), or in their own rules, as penalized when fired at drones are still penalized when fired at type-H drones.

(FD21.44) MONSTER Close in Defense Systems (MCIDS) treat type-H drones as drones [(E6.1) and (E6.42)].

(FD21.45) TAC INTEL: The fact that a given drone is a type-H drone cannot be detected through Tactical Intelligence, but only through the procedures listed in (F1.4).

(FD21.5) RELOADING

Type-H drones cannot be reloaded by any means on any unit during a scenario. They can only be reloaded between scenarios of a campaign. Not even the Kzinti weightlifting team (J4.8962) can reload this drone during a scenario as its size and weight exceeds what mere flesh and blood (or fur and blood, or even fur and scales) can handle.

(FD21.6) CAPTOR MINE

The Kzintis developed a variant of the large type-A captor mine that held two type-H drones, it was copied by the Federation, Klingons, and Orions. It was only used around planets or bases and always had a command link. This mine costs twelve BPV PLUS the cost of any speed or other upgrades of the two type-H drones. This mine can never be purchased as part of a mine package (M6.32), but up to two can be purchased for each package purchased. The cost reductions in (M6.33) are applied to these mines, e.g., for a circular minefield around a base, the base cost for this captor mine is six BPV plus the cost of any upgrades.

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(FP13.0) TYPE-K PLASMA TORPEDO

Known as the "dogfight plasma," this weapon is little more than a footnote in history. Developed by the Gorns, and copied by the Romulans, ISC, and Orions, the plasma-K was even smaller than the plasma-D and was, like it, held in a stasis canister. While the plasma-K had the advantage of being small enough to load on some fighters, its weak warhead made it unpopular and almost useless in other than a defense mode. It is estimated that two-thirds of the plasma-Ks ever fired in anger were used by Romulan fighters to intercept Federation drones.

A plasma-K uses all rules of the plasma-D except as noted herein.

(FP13.1) ARMING

Plasma-Ks (like plasma-Ds) come from the factory armed and only need to be energized. This requires 1/8 of a point of energy, half of the amount required for a plasma-D.

(FP13.2) WARHEAD STRENGTH

A plasma-K has considerably less range and power than a plasma-D when fired at units larger than size class 6.

Range	0-5	6-7	8-9	10	11+
Strength	5	4	2	1	0
Bolt	1-4	1-3	1-3	1-3	N/A

Due to the warp-seeking nature of its guidance system, the plasma-K was considerably more effective against smaller targets (FP13.5), effectively doubling the damage, i.e.:

Range	0-5	6-7	8-9	10	11+
Strength	10	8	4	2	0

Note: The above increase in damage is not used if the torpedo is bolted at a target as the warp seeking nature does not apply to such a direct-fire application. The doubled damage is based on the strength of the plasma when it hits the target and after accounting for any reduction in warhead strength, rounded down, as a result of "phaser" damage. Thus a plasma-K with four points of phaser damage striking a shuttle on its sixth hex of movement would do four points of damage to the shuttle.

(FP13.3) FIGHTERS

A plasma-K can replace a plasma-D on a launch rail (one for one) of a fighter (or MRS) that carries plasma-Ds.

(FP13.31) K-RAILS: A few fighters (see racial sections) were designed to carry plasma-Ks on light rails, including the Gorn copy of the Shenyang F-7 (R6.F11).

(FP13.32) LOADING: As a plasma-K capsule is half of the size of a plasma-D, it requires half of a deck crew action to load onto a fighter launch rail or ready rack. Activation energy can be applied as part of this action. Plasma-Ks loaded by (J4.8962) can receive activation energy before loading.

(FP13.33) STORAGE: For each plasma-D replaced by a plasma-K on a fighter's ready rack/launch rail, two plasma-Ks can replace one plasma-D in a carrier's reload storage. Unlike drones, a player controlling a plasma carrier can choose the mix of his available plasma-D storage that he wishes to have as plasma-Ks irrespective of the number of plasma-Ds and/or plasma-Ks that are loaded in his ready racks/launch rails at the start of a scenario. Thus a Warhawk (50 plasma-Ds stored for its fighters) operating five Gladiator-Fs could choose to start them with ten plasma-Ds (two per fighter) and determine that the 40 plasma-Ds in reload storage are in fact 30 plasma-Ds and 20 plasma-Ks. He might also decide to have the fighters loaded with 10 plasma-Ks and his reloads be 45 plasma-Ds. He can mix this in any way he chooses, perhaps having each fighter loaded with one plasma-D and one plasma-K with 42 plasma-Ds and one plasma-K in reload storage. Whatever his available reloads will be must be recorded in writing before the scenario begins.

(FP13.4) PLASMA RACKS

(FP13.41) RACKS: Plasma-Ks can be loaded in plasma racks (FP9.0), with each plasma-K replacing one plasma-D in the rack.

(FP13.42) DROGUES: Plasma-Ks can be mounted in plasma drogues (G34.313), with each plasma-K replacing one plasma-D in the rack.

(FP13.43) CAPTORS: Plasma-Ks can replace plasma-Ds on type-G captor mines on a one-for-one basis.

(FP13.44) K-RACKS: No rack specifically to operate plasma-Ks was ever developed, nor was it possible to have two plasma-Ks replace a single plasma-D on any of the above systems.

(FP13.5) SEEKERS

Plasma-Ks are the only warp-seeking plasma torpedoes. It was not possible to mount a warp-seeking warhead on larger plasma torpedoes (not even plasma-Ds) as the warhead's power overwhelms the sensor, blinding it. This means that, like type-VI drones, once a plasma-K has its own lock-on (at eight hexes range) it cannot be distracted by a wild weasel (FD5.131) and will remain targeted on a cloaked ship (FD5.131). [This latter fact would be useful except that (FP1.313) prohibits plasma torpedoes from being targeted on plasma torpedoes, so the darkfire tactic of launching drones targeted to hit a type-VI targeted on a cloaked ship on the same impulse the type-VI hits the cloaked ship will not work.]

(FP13.51) CHAFF: Plasma-Ks can be distracted by chaff (FD5.132) as plasma-Ds can be.

(FP13.52) RANDOM TARGETS: Plasma-Ks will target "friendly units" under the same provisions as type-VI drones if released from a fighter (or MRS) scatterpack in random targeting mode (FD7.371). Note that due to the restricted release arc of such a fighter, any such plasma-Ks will only target units in the fighter's (or MRS') FA arc (FD7.444).

(FP13.6) SUMMARY

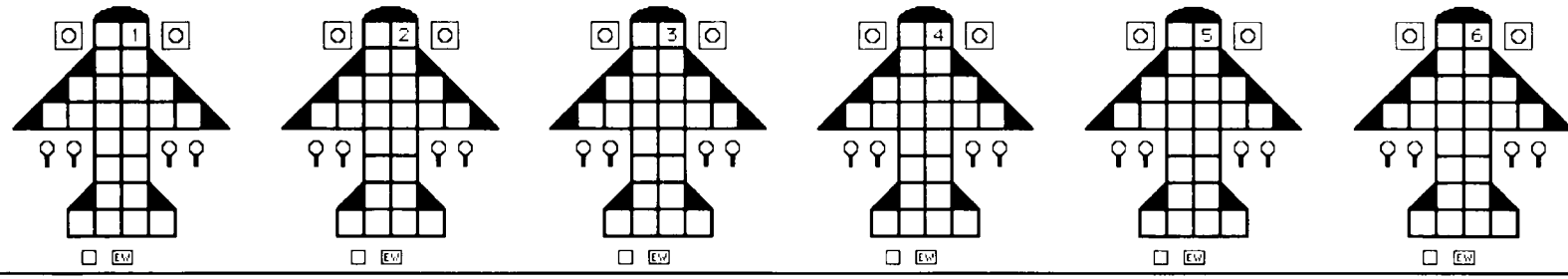
There is no pseudo-plasma-K. Shotguns cannot produce plasma-Ks. Larger launchers cannot download plasma-Ks. Plasma-Ks cannot be mounted in scatterpacks, excepting plasma-Ks on a fighter or MRS operating as a scatterpack (FD7.443).

NOTE: Rules (FP11.0) Plasma Sabot and (FP12.0) ECM Plasma will be in a future product.

GORN BOMBER SQUADRONS

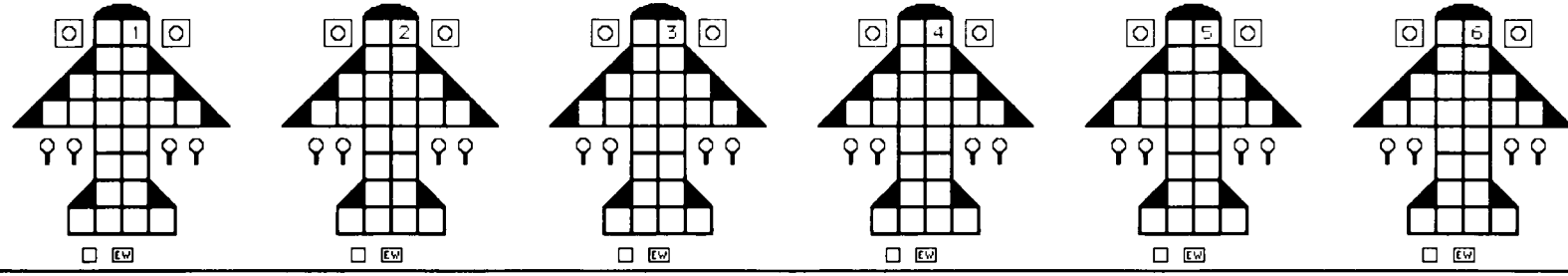
GORN BOMBER-A

BOMBER-A
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 25



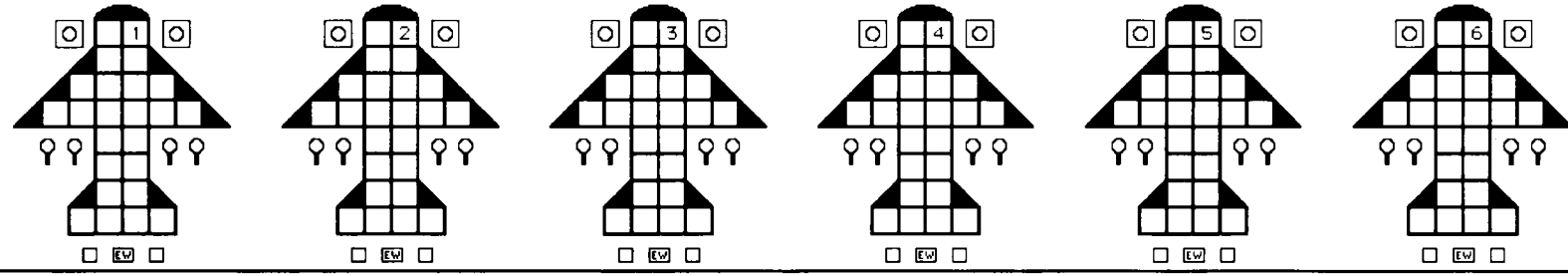
GORN BOMBER-B

BOMBER-B
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 28



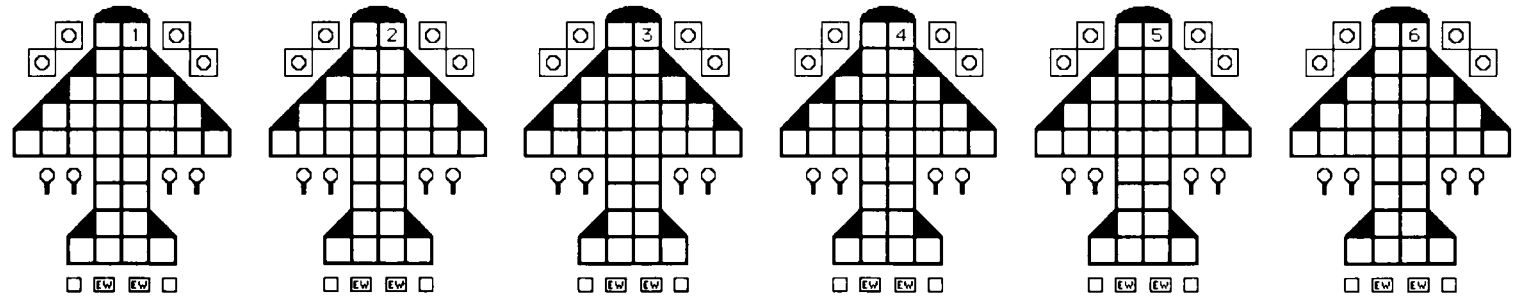
GORN BOMBER-C

BOMBER-C
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 32



GORN HEAVY BOMBERS

HEAVY BOMBER
2xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = -1
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 40



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(G34.0) DROGUES

First developed by the Klingons in Y178 as an outgrowth of mech link technology, these were quickly copied by other races and came into widespread use by Y180. The basic idea was a structure that could be towed about 5km behind the ship on a "tractor-tether"; the drogue could then be used for various purposes (launching drones or plasma torpedoes, electronic warfare, and other purposes). There were several kinds of drogues, each with their own unique abilities.

(G34.1) MOUNTING DROGUES

A drogue consists of two elements. The towed structure (the actual drogue) and the platform (which is bolted to the deck in the shuttle bay and includes the tractor-tether).

(G34.11) SSD: If a ship mounts a drogue in the shuttle bay, mark a shuttle track in the Administrative Shuttles Table of the ship's SSD with a "D." Drogues can only replace admin shuttles and their variants (MSS, MLS, etc.). They could replace an HTS that a ship normally carried, perhaps with a drogue in one such HTS box and an admin shuttle in the other or with two drogues replacing the entire HTS. Drogues cannot be mounted in any internal or external fighter box (including a box equipped with ready racks to service the fighters of a carrier as found on carrier escorts) or half of a pair of boxes normally used for a heavy fighter. Drogues are the size of a single-space shuttle; limitations of the tractor-tether did not allow double-space drogues to be built.

(G34.12) DESTRUCTION: If the shuttle box containing the drogue platform is destroyed (by a normal "shuttle" hit or a hit-and-run raid), the drogue platform is destroyed. If the towed drogue was deployed, it is lost (due to the breaking of the tether); if the towed drogue was still on the platform, it is destroyed with the platform. A seeking weapon drogue loaded with seeking weapons will chain react (D12.12) if a fighter with the same weapons would.
(G34.121) Drogues are treated as shuttles for purposes of victory conditions (S2.23).

(G34.13) REPAIR: If a destroyed shuttle box that originally contained a drogue unit is repaired, the drogue unit is not repaired and a new drogue unit must be purchased and installed (after the scenario is over) if the ship wants to use drogues. If a deployed drogue is damaged, and recovered aboard, it can be repaired as if it were a shuttle (J4.818).

(G34.14) TECHNOLOGY: Drogues can be used (in the appropriate year) by any ship (of any race, type, or size class) which has shuttlecraft. A ship can have as many drogues as it has space for, but see (G34.211).
(G34.141) Drogue units cannot be installed in option mounts, but could be installed in Non-Weapon Option boxes (G33.3) that are configured as part of the shuttle bay.
(G34.142) The cost of a drogue unit is paid for as commander's options, or (if designated by the scenario) as part of the basic force cost. The cost varies with the type of drogue purchased, but includes the cost of the shuttle given up for the drogue system. For campaign purposes, each purchased drogue comes with one spare drogue of the same type which can replace a spare shuttle; if the player decides not to replace the spare shuttle he cannot store the spare drogue elsewhere. At the time a drogue is purchased, the owning player must record in writing what type of drogue it is. Spare drogues are subject to the same rules as spare shuttles, i.e., they cannot be broken out of storage during a scenario (J1.422) except by an outstanding crew under the provisions of (G21.233), counting as the one shuttle allowed.
(G34.1421) This rule means that in a historical scenario the purchase of drogues will be limited to those that can be bought with Commander's Option Items which will be, by the nature of such a scenario, restricted. However, if one player opted to use a Prime Team (if that option is available in the scenario) the other player could use the 25 points this makes available to him to purchase drogues.
(G34.1422) In a generic scenario a player could purchase any number of drogues as part of the points he is allowed for the purchase of his force. These would not count against his Commander's Options directly, but because they reduce the total ship BPV to compute Commander's options there will be some reduction.
(G34.143) Uncontrolled ships (G2.2) and ships with poor crews (G21.1) cannot use drogues.

(G34.15) TACTICAL INTELLIGENCE: The presence of a deployed drogue (one being towed) can be detected at level D. It is also detected if it takes any detectable action (e.g., firing or launching a weapon, going wild, etc.). If not otherwise identified by any action it has taken, drogues can be identified as to type at Tactical Intelligence Level H.

(G34.16) MONSTERS: A deployed weapons drogue will be detected as a threat by a monster and engaged by MCIDS (E6.42). A decoy or sensor drogue would not be attacked by MCIDS.

(G34.17) FIRE CONTROL: An armed drogue is able to use its weapons four impulses after the impulse it is launched, i.e., if launched on Impulse #9 it can launch a seeking weapon in the seeking weapon segment, or fire a direct-fire weapon in the direct-fire segment, of Impulse #13. This also applies to the operation of the sensors on a sensor drogue.
(G34.171) A deployed drogue uses the EW status of the its ship for all purposes, except that it does not benefit from any ECM generated by or lent to its ship. Any weapons on the drogue will benefit from the ECCM status of its deploying ship, including the effects of any ECCM lent to its deploying ship. The drogue cannot be lent EW as a separate unit from the ship.
(G34.172) In addition to (G34.171), a deployed drogue receives the small target modifier in (E1.7) as an admin shuttle.
(G34.173) Weapon drogues have no fire control of their own but use the fire control of their home ship or base.

(G34.2) OPERATIONS

(G34.21) DEPLOYMENT: A drogue is held on its platform until deployed.
(G34.211) Drogues can only function when deployed. A ship can only have one deployed drogue for each of its shuttle bays [exception, tunnel decks (J1.58) or other bays with more than one hatch can deploy one drogue per hatch], and the drogue must have been installed in the shuttle bay it is being towed from. Bays with large hatches, such as the Federation CVA (R2.13), are still restricted to a single deployed drogue. A ship does not have to have active fire control when deploying or recovering drogues, but some drogues will not work without the ship's active fire control.
(G34.212) A drogue can be deployed in the shuttle launch step, counting as a shuttle launch. A drogue can be recovered (pulled back inside the ship and locked to its platform) as a shuttle landing operation. A deployed drogue can only be recovered into the same bay and drogue platform

that launched it. The presence of a deployed drogue does not otherwise interfere in the operations of a given shuttle bay, with the exception that launching or recovering a drogue is treated as having launched, or landed, a shuttle on the impulse it occurs. A drogue cannot be landed back aboard earlier than the fourth impulse after it was launched, e.g., launch on Impulse #4, recover no sooner than Impulse #8.

(G34.213) Drogue systems cannot be installed on shuttle mech links.

(G34.214) In those cases where only a given ship can fire at a given target, weapons on a drogue towed by a ship are considered to be on the deploying ship.

(G34.215) A tractor beam critical hit (D8.2–9) will cause all tractor-tethers to fail. This will destroy a deployed drogue and prevent any undeployed drogues from deploying until the matter is resolved. A shuttle launch controls critical hit (D8.2-10) will prevent any drogues from being deployed or recovered, but will not itself cause any deployed drogues to be lost.

(G34.216) A launched drogue must have its position relative to the launching unit's shield facing defined when it is launched. This location can be changed each impulse during subsequent shuttle launch steps of the Shuttle and PF Functions Stage (6B8) of the Sequence of Play, but any such changes must be announced.

(G34.217) Units held in a tractor (G7.0) by another unit cannot launch or recover drogues. Any deployed drogues are not lost and function normally unless themselves tractored by another unit (G34.222). Exception (G34.331).

(G34.218) Drogues cannot be installed on balconies (J1.53), and cannot themselves use balconies, nor do they interfere with the operations of a balcony system except wherein their launching or retrieval counts as launching or landing a shuttle in that bay.

(G34.22) TRACTOR-TETHER: The tractor tether is a particular type of tractor beam, used only to tow the drogue. It cannot be used to tow or hold anything other than its specific drogue.

(G34.221) The energy cost to operate a tractor tether is one point per tractor tether. In an exception to normal tractor operations, if a tractor-tether is released or destroyed, the designated point of energy could be used to operate a different tractor-tether on the same ship during later impulses of that same turn. This allows a ship to launch a new drogue, even one in a different bay, after the first (or second, or third, etc.) is recovered or destroyed with the same point of power.

(G34.222) A deployed drogue can be seized by a tractor beam (not a tractor tether) on another ship. This results in the destruction of the drogue and breaking of the tether. The enemy tractor must have an effective strength of at least one point after adjusting for range, i.e., if attempting to tractor the drogue at three hexes range the opposing tractor must have at least three points of power (G7.62). There is no auction, if an opposing tractor of an effective strength of one is applied, the drogue is destroyed.

(G34.223) A deployed drogue can be released during the land shuttlecraft step, causing it to be destroyed. (Any event which causes the tractor-tether to fail destroys the drogue.)

(G34.224) Deployed drogues cannot be transferred to other ships, or to other tractor-tethers on the same ship.

(G34.225) A ship with ESGs which is towing a deployed drogue is considered to always have the drogue inside the ESG, regardless of its radius.

(G34.226) Tractor-tethers will not function in any terrain that blocks the use of tractors [e.g., nebulae (P6.6)]. Drogues cannot be deployed in such hexes, and entering such a hex with a deployed drogue will result in its immediate destruction.

(G34.227) A deployed drogue does not interfere in the operations of the shuttle bay it is tethered to except as provided under (G34.212), i.e., deploying or landing it counts as launching or landing a shuttle.

(G34.228) Tractor tethers are released (just as regular tractor connections are) if the ship operating the tether launches a wild weasel or an active decoy drogue [or orders a deployed decoy drogue to go active (G34.332)]. The tether of an operating decoy drogue is exempt from this restriction (G34.331).

(G34.23) COMBAT DAMAGE: A deployed drogue is a distinct unit (not inside the shields of the ship) and can be targeted by all types of weapons, and is a valid target for aegis (D13.21). Damage to a drogue will only affect the drogue, not the ship; exception (G34.333). A drogue inside the shuttle bay can only be destroyed by destroying the shuttle box it is in.

(G34.231) All deployed drogues are treated as shuttlecraft (size class 6 targets) for purposes of damage and are destroyed by ten damage points. There is no "crippled" status for drogues, which retain all functions until destroyed.

(G34.232) Direct-fire weapons can engage deployed drogues.

(G34.233) Seeking weapons can engage deployed drogues. If the drogue that is the target of a seeking weapon is pulled back inside the ship, the ship becomes the target of the weapon as per (F2.335). If the drogue that is the target of a seeking weapon is destroyed, the seeking weapon has no target and goes inert; exception, decoy drogues (G34.333).

(G34.234) Deployed drogues suffer from explosion, terrain, mine, and wild weasel collateral damage as if they were shuttles. A drogue and the ship towing it make only one roll to set off mines, not two. This roll will be for the ship, which overwhelms the signature of the drogue. This means that if a ship with a deployed drogue were to enter a hex where it might be detected by two mines, one set for the ship and one set for shuttles, only the one set for the ship would roll for possible detonation. If the ship entered a hex where a mine set for shuttles might detect it, the mine would only see the ship and not the drogue and so would not explode.

(G34.235) Deployed drogues are damaged by ESGs as if they were shuttles; they are a separate target from the ship towing them. The directional relationship between the ship and the drogue is irrelevant; the drogue is simply treated as another shuttle in the same hex.

(G34.236) A damaged drogue which is pulled back inside the ship can be repaired by the same procedures as repairing a shuttlecraft.

(G34.24) WEAPON STATUS: A ship at WS-III can begin the scenario with one (and only one) deployed drogue (regardless of the number of bays or drogues on the ship). Ships at lower weapon statuses cannot. In the case of a weapons drogue, the drogue is presumed to be loaded at the start of any scenario. If a unit is surprised, rule (D18.12) takes precedence, i.e., any drogues on a surprised unit are not loaded. In addition, a surprised ship may not begin arming any drogues, or deploy any drogues, such as decoy or sensor drogues, until it is activated (D18.3).

(G34.25) MANEUVER RESTRICTIONS: A ship towing a deployed drogue is under maneuver restrictions as follows:

(G34.251) A ship towing a drogue cannot exceed an effective speed (C2.412) of 12. If it does, the drogue is destroyed. A ship moving at speed zero can deploy and use drogues normally. Bases can use drogues.

(G34.252) A deployed drogue towed by a ship which performs an HET is destroyed.

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(G34.253) If a ship with a deployed drogue(s) announces that it will begin erratic maneuvers in the Final Movement Actions of Stage (6A4) of a given turn, any drogue(s) not recovered in the intervening Shuttle and PF Functions Stage (6B8) of that turn are destroyed in Segment 6E. Drogues cannot be deployed by a ship conducting erratic maneuvers, any attempt to do so results in the destruction of the drogue. Enemy boarding parties that have gained control of a ship's shuttlebay might use this procedure to destroy that ship's drogues.
(G34.254) A deployed drogue towed by a ship moving in reverse will function normally. A deployed drogue towed by a ship making a quick reverse will be unaffected.
(G34.255) A deployed drogue towed by a ship performing emergency deceleration or tactical maneuvers will not be affected.
(G34.256) A deployed drogue towed by a ship which is displaced will be displaced with the ship and function normally. The drogue could be displaced independently from the ship, which would destroy the drogue.
(G34.257) A deployed drogue towed by a ship which is placed in stasis will cease to function; a deployed drogue which is itself placed in stasis will cease to function. In both cases, the stasis field breaks the tractor link and the drogue is destroyed (G34.223), but in the latter case destruction occurs when the drogue is released from stasis.
(G34.258) If a ship towing a deployed drogue enters a web hex, the drogue is affected in the same way (if any) as the ship. If the ship leaves the web the drogue is not affected unless the ship is going fast enough to destroy the drogue (G34.251).

(G34.26) CLOAKS
(G34.261) If a ship with a deployed drogue cloaks, the drogue does not void the cloak, and the drogue is also cloaked. Note that a drogue cannot do anything its ship cannot do, so being cloaked would prevent weapons fire and some other abilities. The drogue can be recovered normally.
(G34.262) A cloaked ship could deploy a drogue (assuming that an uncloaked ship in the same situation could); the drogue is also cloaked and does not expose the ship as launching a shuttle would.
(G34.263) While a cloaked ship has a drogue deployed, enemy ships gain a +1 die roll shift on rolls to retain or regain lock-on.

(G34.3) TYPES OF DROGUES

(G34.31) SEEKING WEAPONS DROGUE: This was the original Klingon-designed drogue, intended to match Kzinti drone launch rates without the tactical drawbacks of scatter packs. The Kzintis were able to copy this within weeks and by the time the Kzintis told the Federation about it, the Federation had already built their own. Cost is ten points not including the costs of any speed upgrades, see also (G34.311). This type of drogue is used by any ship equipped with drones including, but not limited to, the Federation, Klingons, and Kzintis. Orions with drone racks can use this type of drogue. Lyran carriers, carrier escorts and casual carriers (HDW not in true carrier mode) cannot use drogues of this type. See (G34.313) if a ship of a plasma (or plasma-D) using race is equipped with a drogue of this type.
(G34.311) The drone-armed version of the seeking weapons drogue holds six spaces of drones, which can include single-space, half-space, and double-space drones. The original factory loading includes standard explosive drones; other drones allowed in scatterpacks (FD7.13) can be substituted at the appropriate cost within the ship's overall drone purchase limits. For this purpose, the six spaces of drones on a given drogue are considered to add two spaces of initial loadout to the ship's drone racks. Once special drones are determined, the owning player may place some or all of his initial loadout of special drones into drogues instead of racks. Given time and deck crew actions as is always the case, a player can unload some or all of his non-special drones and replace them with his reload special drones. EXAMPLE: Adding a drogue to a D7 in Y178 gives it 14 spaces of rack drones to compute special drone percentages and 24 spaces of proportional reloads. This allows it to start with four spaces of restricted drones (one space of which may be limited) loaded. These four spaces of special drones may be loaded in the racks and/or drogue in any combination the player sees fit, but the other 14 spaces of drones on the racks and the drogue must be general availability drones.
(G34.312) A deployed seeking weapons drogue can launch its weapons on command; they are not launched by the "detection" system of scatter-packs. A deployed seeking weapons drogue can launch all of its (remaining) seeking weapons at one time or it can launch one per impulse, at the discretion of the player controlling the towing ship. Any seeking weapons launched on a given impulse must have the same target, i.e., the drogue cannot launch a type-IV at a ship and two type-VIs at shuttles in the same impulse, but could launch the type-IV on one impulse and each type-VI on two subsequent impulses. These seeking weapons use the fire control systems of the ship, but if capable of self-guidance can be released to their own control once the attain lock-on.
(G34.313) There is a plasma-D version of this drogue used by the Gorns, ISC, Romulans, and those Orion ships with plasma-D racks. It carries six plasma-Ds. These seeking weapons use the fire control systems of the ship. Plasma-Ks can be substituted for the plasma-Ds (one-for-one); see (FP13.4).
(G34.314) Seeking weapon drogues can be reloaded by the same procedure as reloading a drone rack or plasma rack.
(G34.315) Note that a ship of a drone-using race that does not normally operate drones of its own could be equipped with a drone drogue. Such a ship would be able to purchase additional drones with its Commander's Options points to reload the drogue, but the drogue itself does not come with any reload drones. This also applies to a plasma-ship purchasing a plasma-D drogue that does not itself normally operate plasma-Ds. The drogue does not have any reloads, but the ship could purchase additional plasma-Ds with its Commander's Options points to reload the drogue.

(G34.32) PHASER DROGUE: As the Klingons worked on their drone-launching drogue, their Lyran allies, with access to the plans, developed their own towed weapons platform, which mounts a phaser-2 and a phaser-3, both with 360° arcs. This type of drogue is used by all races which use drogues.
(G34.321) A deployed phaser drogue can fire each of its phasers once per turn. The phasers recharge from systems on board the drogue. Firing these phasers uses the ship's sensor and scanner ratings, fire control, etc.
(G34.322) The Hydrans used the above phaser drogue, but also used one which mounted two phaser-Gs. A phaser-G drogue costs eight points. This drogue is not available to races other than the Hydrans, including the Orion Pirates and WYN Cluster.

(G34.33) DECOY DROGUE: Once drogue technology was developed scientists and engineers quickly adapted it to other uses, the first of which was a decoy to replace the wild weasel. While this had a strategic limitation (a shuttle could be used for many purposes, but a decoy drogue only had

one), it had tactical advantages in that the ship could maintain a greater speed (i.e., speed 12).
(G34.331) A decoy drogue can function as a wild weasel. It must be armed by the same procedures as a WW (J3.12). The ship must meet all other conditions of a ship using a wild weasel except that the (J3.131) maneuver rate limit for a ship protected by an active decoy is 12. The requirement to meet the conditions of (J3.0) does mean that if a unit is held in a tractor beam, even if it has a decoy drogue already deployed, the decoy drogue will have no effect if ordered to go active (J3.452). (Note that the tractor-tether to the Decoy Drogue is an exception to the requirement that all tractors be released.)
(G34.332) A deployed decoy drogue can be ordered to "go wild" during any shuttle launch step after it is deployed, and thereafter functions as a wild weasel except that it remains attached to the ship and moves with it. Once deployed, if the drogue is recovered it must be re-armed as if it were a shuttle being prepared for the wild weasel mission, i.e., have a point of energy applied on each of two consecutive turns. This re-arming must be done in order to use the decoy as a wild weasel even if it was not ordered to "go wild" before it was recovered. The nature of the system requires the decoy drogue to discharge its energy prior to recovery. A decoy drogue cannot be launched wild, but can be ordered to go wild during the launch shuttle step of the Shuttle and PF Functions Stage (6B8) of the Sequence of Play the impulse after it is launched.
(G34.333) If a deployed wild decoy drogue is destroyed, it remains in that hex for the normal wild weasel explosion period and everything in that hex suffers collateral damage. If the ship exceeds a maneuver rate of 12 during the explosion period, the decoy drogue is voided. Any seeking weapons targeted on the drogue will continue to pursue the explosion hex through the explosion period, but will begin tracking the ship at the end of the explosion period if it is still moving faster than [maneuver rate (C2.42)] speed four.
(G34.334) Decoy drogues deployed by cloaked ships are considered cloaked targets, in effect, a cloaked wild weasel. Seeking weapons targeted on such a decoy only score "collateral damage" (J3.3), but this damage is applied to both the decoy and the ship (as well as any other units in the hex). This damage is not reduced by (G13.37).
(G34.335) Due to the nature of drogues, a decoy drogue cannot be launched without its tractor link, and will cease to function, i.e., be voided, immediately if voluntarily or involuntarily released from the link.
(G34.336) A wild decoy drogue can be ordered to drop its wild status during any Shuttle and PF Functions Stage (6B8) after it is ordered to go wild. It cannot resume wild status unless it is rearmed (G34.332). It can be recovered aboard on the following impulse during the Recover (Land) Shuttle step. Any seeking weapons targeted on the decoy revert to the ship, unless they were originally targeted on the decoy regardless of its wild status (if the decoy is recovered aboard, such seeking weapons would also revert to the ship). Type-VI drones which had accepted the decoy as their target will only switch their targeting to the ship if the decoy is recovered.

(G34.34) SENSOR DROGUE: Only shortly after the Decoy Drogue was deployed, engineers from all races developed the similar but different Sensor Drogue. This platform, which costs seven points, enhances a ship's sensor and EW abilities as follows:
(G34.341) A ship with a deployed sensor drogue can use two more points (total) of ECM and/or ECCM than it could otherwise. These points operate normally, i.e., the ship must allocate the energy for them.
(G34.342) A ship with a deployed sensor drogue obtains tactical intelligence at one column (ship type) higher than it is otherwise entitled. This cannot exceed the table, so a sensor drogue will not improve the tactical intelligence abilities of a scout.
(G34.343) Sensor drogues increase the amount of electronic warfare a scout may lend to a unit in accordance with the above limits. In order for the target to benefit, it must have its own sensor drogue. This allows a scout to lend up to eight points of EW to such a unit, including O-EW to an enemy ship with a sensor drogue deployed.

(G34.35) HEAVY WEAPONS DROGUE: As the General War dragged on, scientists and engineers sought ways to improve the firepower of their ships, and one result was the Heavy Weapons Drogue. This could carry weapons heavier than the Seeking Weapons Drogue. Due to size limitations, there was no way to increase the firepower of the phaser drogue.
(G34.351) The heavy drone drogue carried only two drones. These could be any type, but the object of the exercise was to employ the very heavy type-H drones, which could not otherwise be mounted on a ship. Note that a heavy drone drogue cannot be reloaded during a scenario. Type-H drones can only be loaded onto the drogue between scenarios of a campaign.
(G34.352) The heavy plasma drogue could carry three type-F plasma torpedoes in stasis chambers. Each torpedo has to be loaded as any type-F launcher on a ship (and can be considered armed at the same weapon status as a type-F torpedo, i.e., they are held for zero cost). Plasma-Fs cannot be replaced with plasma-Ds or plasma-Ks.

(G35.0) ANDROMEDAN SMALL SUPPORT UNITS

The Andromedans developed and used a number of Small Support Units (SSUs). These are basically very small satellite ships used for certain special tasks and functions. SSUs are Andromedan technology not available to other races.

(G35.1) SIZE

(G35.11) SIZE CLASS: Andromedan SSUs take up 1/4 of a standard hangar space. That is, four SSUs replace one Cobra, three replace one Viper, and six replace one Python.
(G35.111) The Conquistador's (R10.8) and Ravager's (R10.42) hangars can accommodate one non-SSU satellite ship. The hangars of these ships (and others that may be added to the game later) can be configured to carry a Viper and an SSU. They can be configured to carry up to four SSUs if no other satellite ship is carried. The Imposer's (R10.27) hangar can be configured to carry up to six SSUs, or one Viper and three SSUs, or one Cobra and two SSUs.
(G35.112) If an SSU is picked up by a mothership not configured to carry SSUs, each one takes one hangar space, just as if unit configured to carry Mambas were to pick up a Viper (G19.212).

(G35.12) MOVEMENT COST: Andromedan SSUs have a movement cost of 1/5 of an energy point per hex. Note that many SSUs are immobile (they have no engines). SSUs can be tractored and towed and are not subject to "death dragging" (G7.55) as shuttles are.

(G35.13) TARGETING: SSUs are size class 5 units and considered PFs for targeting purposes (see E1.7).

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(G35.14) REPLACEMENT: Small Support Units carried by an Andromedan mothership replace some of the mothership's satellite ship capacity. This requires the configuration of the hangar space just as if a ship originally configured to carry Vipers were to be changed to carry Cobras or Mambas (G19.212). There is no BPV cost to do this, but the hangar capacity devoted to carrying SSUs cannot be used to carry any other satellite ship.

(G35.2) DEPLOYMENT

(G35.21) TRANSPORTERS: Transporting an SSU (launch or recovery) costs one point of energy (G19.41). They otherwise operate under the satellite ship rules (G19.0) unless otherwise defined in these rules. An SSU can be transported directly to, or from, a planet's surface.

(G35.22) DISPLACEMENT: SSUs can be deployed by displacement (G19.42).

(G35.23) ACTIVATION: SSUs cannot use their various systems for four complete impulses from the time of deployment.

(G35.3) TYPES OF SSU

(G35.31) CARGO SSU: One of several methods the Andromedans had to move and store cargo. Each Cargo SSU has 12 cargo boxes, but no weapons, power, crew, or PAs.

(G35.32) SMALL ENERGY SSU: Basically a smaller version of the Energy Module in (G20.0), this has two 360° PA panels and otherwise operates under the rules for Energy Modules.

(G35.33) GROUND BASES: Andromedan ground bases (R10.31) are, in effect, double-size SSUs.

(G35.34) DEFENSE SATELLITES: Andromedan defense satellites (R10.32) are, in fact, a specialized form of SSU.

(G35.35) OTHER SSUs: Three other types of SSUs are so specialized that they are given their own sub-rules. These include the displacement beacon (G35.4), the decoy SSU (G35.5), and the mobile weapons platform (G35.6).

(G35.4) DISPLACEMENT BEACON

The Displacement Beacon is a Small Support Unit used by the Andromedans to enhance tactical mobility. While reports are not confirmed, it seems to be a tactical application of RTN technology.

(G35.41) DEPLOYMENT

(G35.411) A given Andromedan force in a scenario cannot have more displacement beacons than it is allowed to have displacement devices (G18.8). There is an exception for bases, which can have up to six displacement beacons as part of their minefield packages; these may be deployed hidden with their hex numbers recorded, or retained for later deployment under (G35.412). A base may purchase one displacement beacon for each minefield package, this is an additional cost not included in the cost of the minefield package itself. Scenarios may specify other exceptions or limitations.

(G35.412) Being SSUs, displacement beacons are deployed by transporters or displacement devices (G35.2). Active beacons cannot be displaced; inactive beacons can be displaced as any other unit of their type.

(G35.42) OPERATIONS

(G35.421) Displacement beacons are deployed in a non-active status. They can be activated by a command from any manned Andromedan ship or base within 15 hexes with active fire control during the Seeking Weapons Control Step of the Seeking Weapons Stage (6B6). This activation uses one of the ship's seeking weapon control channels under the provisions and limitations of operating a command controlled mine (M5.26). A beacon becomes active four impulses after the command is sent. (Deactivation uses the same procedure.) A beacon transported (or displaced) on Impulse #3 could be activated on Impulse #4 and would become active on Impulse #8.

(G35.422) Once a beacon is activated, its presence [if not previously known, i.e., if the beacon was pre-deployed (G35.411)] and location is known to all units within fifty hexes, even those with passive, inactive, or disrupted fire control.

(G35.423) An active displacement beacon helps Andromedan ships (with active fire control and a lock-on to the beacon) move to its location. In the case of ships self-displacing or being displaced to the hex of the active beacon, subtract two from the die roll for (G18.511), (G18.323), or (G18.52) as appropriate. If the unit being displaced is not within displacement range of the beacon, there is no effect.

(G35.424) If the displacement beacon is destroyed in the intervening Direct Fire Step between the announcement of displacement and the execution of the displacement, the displacement automatically fails.

(G35.425) All Andromedan bases act as displacement beacons for no energy cost. As units cannot displace into or within a temporal elevator shaft via (G31.32), the base's beacon affects only apply if the base is at level 0. A displacement device equipped unit in the elevator can use external beacons normally, adding the additional hexes of distance gained by the elevation per the normal rules.

(G35.426) Being held in a tractor does not stop a beacon from functioning. Units displacing to the beacon are not held in the tractor on arrival.

(G35.427) Being in stasis does stop a beacon from functioning; a frozen beacon has no effect.

(G35.428) Displacement beacons do not use PA panels, but are destroyed by 25 total damage points. Each damage point on a displacement beacon can be repaired by five repair points (G17.0). They have no engines and cannot move.

(G35.429) A beacon in a web hex functions normally. A beacon can be used if one web hex is between it and the displacing unit, but not if two or more web hexes intervene.

(G35.5) DECOY SSU

The Decoy SSU was deployed after Andromedans began to be subjected to massive attacks of drones or plasma torpedoes.

(G35.51) DEPLOYMENT

(G35.511) Being SSUs, decoys are deployed by transporters or displacement devices (G35.2). Active decoys cannot be displaced; inactive decoys can be displaced as any other unit of their type.

(G35.512) No Andromedan ship can have more than two decoy SSUs.

(G35.52) OPERATIONS

(G35.521) Decoy SSUs function in much the same way as wild weasels. They must be armed as wild weasels are armed prior to being deployed, must be "held" as wild weasels are

held if armed and not deployed, and cannot be deployed within 32 impulses of the point where they began arming with reserve power. (They can be deployed unarmed, but would have no function other than perhaps to be a target.)

(G35.522) Decoy SSUs are deployed in a non-active status. They become active on the immediately following Transfer Control of Seeking Weapons Step. Once a decoy SSU is activated, it functions as a wild weasel (J3.0). The ship must, immediately upon activation of the decoy SSU (or before), satisfy all requirements of a ship using a wild weasel, otherwise, the decoy SSU will be voided and will go inert.

(G35.523) Decoy SSUs do not use PA panels, but are destroyed by 25 total damage points. Each damage point on a decoy SSU can be repaired by five repair points (G17.0). They have no engines and cannot move.

(G35.524) A given decoy SSU can only be used by one Andromedan mothership or base in a given scenario, and must begin the scenario aboard the ship that will be allowed to use it. Any Andromedan mothership or base can recover and repair any given decoy, but a decoy can only be configured to protect a different ship between scenarios.

(G35.525) Decoy SSUs are immobile, i.e., they cannot move under their own power. A decoy SSU can be transported, and on a subsequent impulse it can be tractored (usually by another Andromedan unit) and dragged along. Such dragging does not void the decoy, and it might be dragged at speed-31 (G35.12). Having a satellite ship using one of its TRLs as a tractor to drag a decoy outside of the control range of any enemy ship was a powerful Andromedan tactic versus drone-armed races.

(G35.6) MOBILE WEAPONS PLATFORM

Mobile Weapons Platforms (MWPs) are the Andromedan equivalent of fighters, interceptors, and PFs. They are very small, armed and crewed, and function as combat units.

(G35.61) DEPLOYMENT

(G35.611) Being SSUs, MWPs are deployed by transporters or displacement devices (G35.2) and can be displaced.

(G35.612) Andromedan motherships can replace any or all of their satellite ships with MWPs.

(G35.62) OPERATIONS

(G35.621) Unlike most SSUs, MWPs are crewed units with engines able to move. They are under control of the Andromedan player. They operate as any other satellite ship except where noted in these rules. MWPs have a turn mode of AA and are nimble (C11.0) units.

(G35.622) MWPs have an SSD. They perform Energy Allocation and operate as unusually small satellite ships. They do not allocate damage by the DAC or by the PF DAC (K5.0); the owning player can distribute internal damage to any boxes of his choosing.

(G35.623) MWPs have the built-in EW capabilities of a PF, i.e., two points of ECCM (K3.71), two points that can be allocated to either ECM or ECCM (K3.72). They can generate additional EW within the rules for a PF under (K3.73). There was a variant MWP that was able to lend EW to MWPs of a given group (R10.52), but MWPs can otherwise only receive lent EW from scouts on a one-to-one basis, i.e., one special sensor can lend EW to one MWP.

(G35.624) All MWPs are capable of landing on planets by the powered landing system.

(G35.625) MWP crews cannot be converted into militia squads except to defend the MWP from ground attack.

(G35.626) MWPs cannot lay mines or purchase mines through Commander's Options. There is an exception for the MMP (R10.53), but it can only use mines provided to it from those purchased by the mothership/base. A special scenario rule may provide that an MMP is part of a raiding force and has T-bombs provided by another unit.

(G35.63) ORGANIZATION: MWPs were operated in groups of up to 18 units. Generally there would be a dozen standard MWPs, and up to six variant MWPs, at a BATS or Base Station. Similar numbers could be found at planets with PCBs. If an MEP was present, it and 11 MWPs would be configured for EW lending (G35.623).

(G35.631) The status of which MWPs and variants are eligible to receive lending from an MEP must be determined at the start of the scenario. This status can be changed during a scenario by landing the MEP and any MWPs that are to be added to its lending group into a hangar, and remaining there for one turn, i.e., Energy Allocation Phase to Energy Allocation Phase, not just 32 consecutive impulses. At then end of the turn the MEP's new lending group is recorded. MWPs that are not landed can be cut from the group, and cannot be added again without going through this procedure.

(G35.632) Satellite Bases with a Mobile Weapons Platform Hangar Module (R10.55) and GPBs (R10.54B) might have an MEP as one of the six MWPs the module could operate. But any SatBase might have three additional MWP variants as a "support squadron". Generally at least three MWPs will not be docked in the hangar as they are conducting patrols or other missions. SatBase support squadrons cannot consist of more than three MWP variants, at least two of which must be MCP (cargo) variants.

(G35.633) Andromedan Base Stations, Battle Stations, and Desecrators can have up to two Mobile Weapons Platform Hangar Modules (R10.55). They can have up to six MWP variants in their support squadrons, of which two must be MCPs, and no more than one of each other variant type, e.g., three MCPs, one MMP, one MTP, and one MGP. Planetary Control Bases (R10.54) also use this limit.

(G35.634) Any Andromedan mothership deploying MWPs can carry any types, but no more than one MEP can be carried by any given mothership, and no more than one MEP can be at any given Andromedan base, including a Desecrator. MTPs can only be based at bases and cannot be purchased as a satellite for a mothership except by special scenario rule.

(G35.635) Scenarios where MWPs are being used for an independent raid on a planet may define mixes of MWP types outside these rules. For example, a raid might be made by 12 MWPs of which five are standard MWPs, one is an MEP, four are MGPs, and two are MCPs carrying Ground Combat Vehicles. Note that in such a raid the standard MWPs might land on the planet also to debark boarding parties purchased with their Commander's Options.

(G35.64) WEAPON STATUS: Generally, if a base has a support group [(G35.632) and (G35.633)] there will be some MWPs (or variants) that are not docked. Beyond that, MWPs use the deployment patterns for PFs at the various Weapon Status Levels as follows:

(G35.641) Weapon Status 0: all hangar spaces are occupied (if an MWP is available, i.e., assuming the full number of MWPs were purchased), and MWPs outside the hangar do not have their phaser capacitors (if any) energized.

(G35.642) Weapon Status I: the same as weapon status 0 except that all MWPs have their phaser capacitors energized.

(G35.643) Weapon Status II: half of the MWP hangars can be empty, i.e., the MWPs have been launched, phaser capacitors of all MWPs are fully charged.

(G35.644) Weapon Status III: all MWPs may begin the scenario deployed with phaser capacitors fully charged.

(G35.645) MWPs on motherships are deployed within the restrictions of the mothership's weapon status.

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(J14.0) BOMBERS

Bombers were very large shuttlecraft configured as weapon platforms. They were used exclusively for planetary defense as only planets had the huge space required by these craft. No ships or orbital bases could operate them, nor was any race able to modify a ship to operate them.

(J14.1) BOMBER TYPES

There are two basic types of bombers, differentiated by size. Each race that uses fighters has one or more bombers listed on its master fighter chart.

(J14.11) MEDIUM BOMBERS are triple-sized shuttles (50% larger than heavy fighters are). They are damaged in their hangars in a manner similar to heavy fighters (J10.13), except that each hangar box destroyed only destroys 33% of the bomber.

(J14.12) HEAVY BOMBERS, which first appeared later in the General War, are quadruple-size shuttles. They are damaged in their hangars in a manner similar to heavy fighters (J10.13), except that each hangar box destroyed only destroys 25% of the bomber.

(J14.13) YACHTS: These are non-combat units used for transportation of important people and cargoes over limited distances, and are often the playthings of the incredibly rich. They have minimal armament (one phaser-3), various amenities, and limited range. Going from Earth to Mars in such a shuttle would be an amusing voyage; going from Earth to Vulcan in one would become cramped and uncomfortable and would stretch the abilities of the system. The various types are fully described in the (R1.0) section, but it should be noted that they include cargo transports, luxury yachts, and "buses" (for moving large numbers of uncomplaining people) in both triple-size and quadruple-size units.

(J14.2) BOMBER OPERATIONS

(J14.21) GENERAL: Bombers operate as shuttles (J1.0), fighters (J4.0), and heavy fighters (J10.0) except where noted. They are simply much larger, with more weapons and more resistance to damage. Most medium bombers have a crew of four and most heavy bombers have a crew of six.

(J14.22) LIMITATIONS: Bombers can only operate from ground bases. They can never operate from ships. They can never land inside a shuttle bay, but can dock externally to any unit's docking stations under (C13.98) or internally at a starbase or FRD, for purposes of transferring crew or cargo. They cannot be armed, rearmed, refueled, or repaired by such units. They can never be connected to a mech link. They cannot be used as wild weasels or suicide shuttles.
(J14.221) Bombers can be differentiated from other shuttle types at Tactical Intelligence Level C (D17.4), i.e., are identified as the very large shuttles they are. They are otherwise treated as fighters, e.g., the specific type of bomber is not known until Tactical Intelligence Level H.
(J14.222) Bombers can only be rearmed at ground bases built to support their operations. They cannot be rearmed, even by (J4.8962), except at their home base (or another base operating the same bombers). Casual bases (J13.0) cannot rearm bombers in any way. Casual bases can repair damaged bombers. Casual bases can also refuel heavy bombers and replace expended chaff packs.
(J14.223) Because of their large frames bombers were relatively unmaneuverable. Bombers cannot HET, but their heavy frames make them immune to death dragging (G7.54) unless they have been crippled (J13.32). Crippled bombers are death dragged normally. Bombers cannot perform Close Combat Maneuvers (J4.5).
(J14.224) Bombers have the small target modifier of heavy fighters (E1.7).
(J14.225) Warp packs for bombers were larger and burned out faster in use. This is reflected in game terms by an increase in the cost to fit a bomber with warp packs. In scenarios where bombers are equipped with warp packs, a surcharge of two points must be paid for each medium bomber able to use warp packs. Heavy bombers pay a surcharge of three points. Any bomber for which a this surcharge is not paid cannot use warp packs. Bombers that appear in historical scenarios after warp packs become available have already paid this surcharge unless the scenario instructions say otherwise.
(J14.226) The large size of bombers meant that they could not fit inside the warp field of a ship, and lacking shields of their own (unlike interceptors or PFs) would be destroyed if held on a mechlink by a ship going faster than speed 32. Normal shuttles are small enough to fit inside a ship's warp field, making shuttle mechlinks possible.

(J14.23) ABILITIES: Bombers can use booster packs (J5.0) and remote-controls (J15.0). They cannot use megafighter systems (J16.0). They can be configured as scatterpacks as other fighters can be (FD7.44).
(J14.231) All bombers, whether heavy or medium, have provisions to carry up to four fighter pods under (J11.111), except that one or two pods carried only reduces the bomber's speed by one point, three or four pods carried reduces the bomber's speed by two points.
(J14.232) All heavy bombers have two built-in EW pods that do not count against their pod rails or their movement. All medium bombers have one built-in EW pod that does not count against their pod rails or their movement.
(J14.233) Bombers use the same rules as heavy fighters (J10.4) for launching seeking weapons or firing direct-fire weapons, except that bombers can launch a maximum of three seeking weapons during any single turn.
(J14.234) Medium bombers normally have three deck crews associated with them, and can be worked on by a maximum of six deck crews. Heavy bombers normally have four deck crews associated with them, and can be worked on by a maximum of eight deck crews.
(J14.235) Bombers did not have chaff prior to Y168, but all bombers still in service had chaff installed from that date. There is no change in the BPV of a bomber for having chaff packs installed, but no bomber can use chaff prior to Y168.

(J14.24) ORION PIRATES: Due to the nature of Orion Cartel Operations, Orion Pirates almost never employed bombers. The expense of carrying them to a temporary base on a planet's surface only to be forced to abandon them if a hasty evacuation was required made them economically unfeasible. However, a few bombers were employed on some hidden shipyards on isolated planets or asteroids.

(J14.3) DAMAGING BOMBERS

As with normal shuttles and fighters, bombers have their effectiveness reduced by damage short of outright destruction. However, due to their larger and more robust frames, bombers are damaged in a manner similar to, but somewhat different from non-bomber shuttles.

(J14.31) DEGRADED: Bombers are considered "degraded" when the number of damage points scored on them equals or exceeds 1/2 of their destruction point. (Round fractions to the next larger whole number when calculating the number of points required for degrading; a bomber destroyed by 25 damage points is degraded by 13.) The following penalties take effect immediately after the step in which the damage was received.

(J14.311) SPEED: When a bomber is degraded, its maximum speed is reduced to 2/3 of its rated maximum (round fractions up; a bomber with a speed of 15 can move 10 when degraded).

(J14.3111) The current speed, if more than the new degraded maximum, is immediately reduced to that degraded maximum [exception: crippling (J14.321)]. This is considered a speed change under (C12.34), and while it may occur at less than the required interval from the previous change, the next change must wait the required interval from the point of a speed change required by degradation.

(J14.3112) A degraded bomber still cannot be destroyed by tractor beam when towed at a speed exceeding its original maximum speed; see (J1.212) and (J1.331).

(J14.312) WEAPONS: Half, rounded down, of all non-phaser weapons by type (drones, photons, phaser-pods, plasma-Fs, plasma-Ds, hellbores, fusions, disruptors, including any other weapons added to the game later) on the bomber become non functional.

(J14.3121) The owner of the bomber can select drone/plasma rails that have already launched their drones/plasmas, disruptors or fusions or photons which have already fired, and other weapons that will be disabled to meet the requirement. Fractions are rounded down, thus if a bomber has three disruptors (not disruptor charges), only one is disabled, not two. Built-in EW pods and the standard chaff carried on a bomber (D11.0) are unaffected.

(J14.3122) Phasers are unaffected by degraded status.

(J14.3123) The degraded bomber does not have to discharge any charged weapons, or drop any pods. The bomber does not have to drop any weapons carried in internal bays, including T-bombs. Note that this simply means that these weapons do not have to be recharged if the bomber is repaired.

(J14.3124) Weapons in the weapons bays of Federation bombers (including those converted to Gorn technology) are affected in the same way, i.e., half the bay positions become non-functional.

(J14.313) SENSORS: The sensor rating of a degraded bomber is not reduced (D6.133). A degraded bomber can control seeking weapons (assuming it could before it was degraded). A degraded bomber can receive EW lending, and can loan EW points. A degraded bomber can perform EM. The scanner factor of bombers (D6.22) is not reduced when they are degraded.

(J14.314) REMOTE-CONTROL (J15.0) does not effect the number of points of damage needed to "degrade" a bomber.

(J14.32) CRIPPLING: Bombers are considered "crippled" when the number of damage points scored on them equals or exceeds 2/3 of their destruction point. (Round fractions to the next larger whole number when calculating the number of points required for crippling; a bomber destroyed by 32 damage points is crippled by 22.) The following penalties take effect immediately after the step in which the crippling damage was received.

(J14.321) SPEED: When a bomber is crippled, its maximum speed is reduced to 1/2 of its rated maximum (round fractions up; a shuttle with a speed of 15 can move 8 when crippled).

(J14.3211) The current speed, if more than the new crippled maximum, is immediately reduced to that crippled maximum. This is considered a speed change under (C12.34), and while it may occur at less than the required interval from the previous change [perhaps one caused by "degradation" (J14.3111) above], the next voluntary change must wait the required interval from the point of a speed change required by crippling.

(J14.3212) A crippled bomber can be destroyed by tractor beam when towed at a speed exceeding its original maximum speed; see (J1.212).

(J14.322) WEAPONS: All weapons carried externally on a crippled bomber (drones, type-D torpedoes, EW pods, other external weapons added later) must be dropped. All internal weapons (including EW pods) except phasers cease to operate. The standard chaff carried on a bomber (D11.0) is unaffected.

(J14.3221) All phasers (including ph-Gs) on crippled bombers are reduced to phaser-3s. No more than one phaser can fire into each arc. If two phasers have the same arc (e.g., most bombers have two FX weapons), one ceases to function. If the arcs overlap completely, the one with the smaller arc ceases to function. If the bomber has phasers with LS/RS arcs (sometimes labeled BS for both sides), these remain and any others cease to function. If the bomber has FX and RX phasers, both remain but the RX is reduced to RA. If a gatling phaser has fired three or fewer times during earlier portions of the turn (before it was reduced by crippling), the resulting phaser-3 can fire later during that same turn. The firing arcs of phasers remain unchanged except as specified herein.

(J14.3222) EW systems (including EW pods) cease to function if the bomber is crippled. Built-in EW points (but not built-in EW pods) continue to operate.

(J14.3223) Any armed non-phaser energy-using weapons are discharged (E1.24).

(J14.3224) Any non-photon weapons, such as phaser pods, drones or T-bombs, carried in internal bays on Federation bombers, including any non-plasma-Fs on Federation bombers converted to Gorn technology (e.g., phaser pods, T-bombs, plasma-Ds, plasma-Ks), become unusable, but are not lost. Any energy to charge such weapons (phaser-pods, plasma-Ds, plasma-Ks) is lost under (J14.3223), and any photon torpedoes or plasma-F torpedoes are discharged. Note: cargo stored in such an internal bay (R2.F11) is not lost unless the bomber is destroyed.

(J14.323) SENSORS: The sensor rating of a crippled bomber is not reduced (D6.133). A crippled bomber can control seeking weapons (assuming it could before it was crippled). A crippled bomber can receive EW lending, but cannot loan EW points. A crippled bomber cannot perform EM. The scanner factor of bombers (D6.22) is not reduced when they are crippled.

(J14.324) REMOTE-CONTROLLED bombers use the same rules as remote-controlled fighters (J15.342) to determine the number of points of damage necessary to cripple them.

(J14.33) REPAIR: The effects of crippling (J14.32) or degradation (J14.31) are removed when the bomber is repaired to a point exceeding the crippled or degraded level. It is possible to repair a crippled bomber to only degraded status and arm the weapons available to it in that status. This can be done by deck crews or repair systems, but only at a base [note that bombers cannot be re-armed at bases other than bomber bases (J14.222)], or at a casual base (J13.0) if special scenario rules so allow. Exception: legendary engineer (G22.45).

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(J15.0) REMOTE-CONTROLLED FIGHTERS

All races that used fighters employed remote-controlled fighters in order to reduce the number of pilot casualties. Pilots were expensive to train, and casualties among their ranks were high. While details are unclear, some estimates indicate that half of the combat missions flown by fighters during the entire General War were flown by remotely-controlled fighters. This technology was an outgrowth of the technology that controlled minesweeping shuttles.

Remotely-controlled fighters were often used for planetary defenses where their limited range was not an issue. There were also budget advantages in that National Guard pilots could conduct cheap simulator training while not working at their civilian jobs, and could "report for duty" from any computer terminal in the colony.

(J15.1) DEPLOYMENT

(J15.11) USE: All races which use fighters can use remotely-controlled fighters. All fighter and shuttle types can be modified to use remote-controls.

(J15.12) CONVERSION: Converting a manned fighter to a remotely-controlled fighter can be done on board a ship or base, but cannot be done during a scenario. A player designates at the start of each scenario how many, if any, of its fighters and/or shuttles have had remote-control packages installed. A carrier will have one remote-control system stored for each fighter, including its spare fighters. There is no cost for these systems or their use.

(J15.13) PILOT QUALITY: Normal pilot quality rules apply; experience is what counts. A pilot cannot add his remote and non-remote pilot points but keeps them separately.

(J15.2) LIMITATIONS

(J15.21) RANGE: Remotely-controlled fighters can only be controlled within 35 hexes of their carrier. If they move beyond that range, they become uncontrolled; see (J15.32).

(J15.22) CONTROL: Only the carrier that launched a fighter can control it remotely unless special control systems are fitted to another ship (J15.33). This control system, an outgrowth of the one used for minesweeping shuttles, was not compatible with wild weasels, scatter packs, or suicide shuttles.

(J15.221) Remotely-controlled fighters are controlled through the seeking weapon control channels of the carrier, with three fighters controlled (independently) by each channel.

(J15.222) A carrier must have active fire control (D6.6) to control fighters. If control is lost, see (J15.32). This would include fire control being disrupted by displacement or deactivated for a wild weasel launch, or the loss of line of sight from the controlling unit to the fighter. Low power fire control (D6.7) is not considered active fire control for this purpose.

(J15.223) Control over a fighter can be disrupted by special sensors using the "breaking lock-ons" procedure (G24.22). If control is disrupted, the disruption lasts for eight impulses, during which the fighter is uncontrolled (J15.32).

(J15.224) Note that some carriers will not have enough control channels to control all of their fighters. An example is the Tholian CVA, which can only control a number of seeking weapons equal to half its sensor rating (F3.211), and as such could only use this system to operate 9 of its 24 fighters during any given impulse. Its escorts (CWA and PCA) could provide control for some fighters (J15.332), and up to three fighters each if special control channels are purchased (J15.334), but the entire group could not by itself control more than 15 fighters at one time.

(J15.225) Note that planets have numerous small repeater systems deployed around them enabling a base on one side of a planet to control fighters on the opposite side of the planet (or the other side of a small moon in close orbit). These repeater systems are frequently augmented with systems on DefSats, enabling the distance for "control" of a given fighter to be counted from an orbiting DefSat (R1.15) rather than the hex (or hexes) the planet occupies. No more than three fighters can be operated through the repeater network of any one DefSat for this purpose.

(J15.226) The fighter's own fire control functions normally for all purposes. The fighter can operate on passive fire control without affecting the control link, but this would impose the passive fire control restrictions on its own weapons. A controlling ship can order a fighter to change its fire control from active to passive and vice versa.

(J15.227) If a ship becomes "uncontrolled" (G2.2) it loses all ability to control remotely-controlled fighters until a control box is repaired. Undermanned ships (G9.4) cannot control remotely-controlled fighters or shuttles.

(J15.228) Ships with poor crews (G21.21) suffer no additional effects to those listed in (G21.133), (G21.142), and (G21.143). Ships with outstanding crews only benefit from (G22.142) and (G22.143). Super-intelligent computers and legendary officers provide no modifications to these rules.

(J15.23) CLOSE MANEUVERS: The dogfight rating of a remotely-controlled fighter is reduced to zero, if it was already zero or less, reduce it by one. (Historically, pilots of manned fighters regarded remotely-controlled fighters as easy kills and held them in open contempt.) Remotely-controlled fighters cannot use close combat maneuvers (J4.5).

(J15.24) OTHER MISSIONS: Remote control systems could be installed on an administrative or other type of shuttle. Remotely-controlled shuttles cannot be used as wild weasels, scatterpacks, suicide shuttles, or be used to transport personnel. They can be used to transport cargo. Remotely-controlled shuttles cannot function as labs under (J2.212). Shuttles with remote control systems operate within their own limits under all the rules for remotely-controlled fighters, e.g., if uncontrolled for any reason they will attempt to return to their carrier (J15.32).

(J15.3) OPERATIONS

(J15.31) GENERAL: Remotely-controlled fighters operate exactly as manned fighters except where noted in (J15.0).

(J15.32) UNCONTROLLED FIGHTERS: If control over a fighter is lost or disrupted for any reason, all of the fighter's weapons are disrupted, as is its ability to control seeking weapons. [Control over seeking weapons can be transferred or released under the appropriate rules (F3.5.)]

(J15.321) An uncontrolled fighter will turn toward the carrier [or other ship (J15.33)] that was controlling it (or the last known hex if the carrier/ship was destroyed, placed in stasis, or displaced out of range) and approach it as a seeking weapon. It will not "hit" or damage the carrier/ship, but will attempt to enter and remain in the same hex, i.e., it will drop to speed zero if it enters the hex of its destroyed controlling unit. Note that the fighter is moving "as a seeking weapon," which means the owning player will choose which of two available hexes it will enter, and can decide whether or not

the fighter will HET (if a HET is still available to it) in order to conform to the movement restrictions of a seeking weapon. The fighter is not required to HET in order to face its carrier.
(J15.322) The carrier (or other ships as allowed) can resume control once the condition that caused control to be lost is removed. If the controlling unit was destroyed, another qualified controlling ship (J15.33) could assume control of the fighter.
(J15.323) An uncontrolled fighter will take no action to defend itself, including but not limited to dropping chaff or executing a high energy turn to break a tractor link to avoid death-dragging (G7.55).

(J15.33) OTHER CONTROL SHIPS: Ships other than the carrier that launched the fighter can control remotely-controlled fighters as follows:
(J15.331) Scouts can use special sensors to control fighters. Each sensor can control up to three fighters. The sensor must be powered with one point of energy from any source.
(J15.332) Each escort of a given carrier can only use one of its seeking weapon control channels to control fighters. This normally allows control of only one fighter but see (J15.334).
(J15.333) Two carriers of the same race in the same battle force could control each other's fighters if both have purchased enhanced control systems for a cost of five commander's option points per carrier. If only one purchased the enhanced control systems, it could assume control of the second carrier's fighters, but the second carrier could not assume control of the first carrier's fighters, or even re-assume control of its own.
(J15.334) Non-carrier/non-scout ships can purchase the equipment to control fighters. Each fighter requires one seeking weapon control channel and one control module (costing three points per module).
(J15.335) No shuttle, not even a SWACS, can use this system to control a fighter, as there is not sufficient space aboard for the pilots and their control systems to operate the fighters.

(J15.34) ADVANTAGES
(J15.341) Remotely-controlled fighters can launch any or all of their seeking weapons on the same impulse, ignoring the launch rate limits of the fighter type. This is not considered a "scatterpack" and is not under any of those limitations. The fighter is still under the (J1.341) post launch limit on when it can begin launching seeking weapons.
(J15.342) Remotely-controlled fighters and shuttles are crippled by taking one more point of damage beyond the 67% given in (J1.33), e.g., a remotely-controlled F-18 is crippled by eight points of damage rather than seven, as there is no need to maintain the stability of the pilot's cockpit.

(J15.35) PROHIBITIONS:
(J15.351) Fighters on "Combat Space Patrol" at WS-II or WS-III, must always be manned fighters. This represents the fact that these fighters might be sent to "check out something" that is much more than 35 hexes from their carrier.
(J15.352) Remotely-controlled fighters and shuttles cannot "crash aboard" (J1.612) enemy units moving at any speed faster than zero by any means, including for this purpose rotation (C3.7), tactical maneuvers (C5.0), erratic maneuvers (C10.0), and/or orbit (P8.0), but not zero energy turns (C5.13). The control needed to land aboard a maneuvering ship is so precise that the small lag in correction time through the control link that makes remotely-controlled fighters bad dogfighters (J15.23) results in a crash, destroying the fighter/shuttle but not otherwise damaging the larger unit. Remotely-controlled fighters and shuttles can be landed aboard enemy ships normally if the enemy ship is "cooperating" with the landing, i.e., is allowing the fighter or shuttle to land for some reason including tractoring it aboard in an effort to capture it. This includes, but is not limited to, an enemy ship in which friendly boarding parties have captured all the control boxes.
(J15.353) Remotely-controlled fighters cannot land aboard enemy ships moving at speed zero that are cloaked. Fighters and shuttles friendly to the cloaked ship can "land aboard" by following the beacon (G13.41) normally, i.e., the ship does not have to be moving at speed zero, but would be unable to launch again until the ship uncloaked.

(J15.36) TRANSFERS OF CONTROL: A remotely-controlled fighter operates with the quality of its pilot (J6.0) except as provided in (J15.23).
(J15.361) If a player wishes to transfer control of a fighter controlled by one pilot to another, the fighter(s) being transferred can take no action for eight impulses except continue moving at the current speed in a straight line, they cannot even "drop chaff" in response to seeking weapons. The transfer period begins and ends in the Seeking Weapons Control Step of the Seeking Weapons Stage (6B6). The change of control must be recorded during when the change is implemented. If the change is interrupted for any reason, the fighter's period of inaction is extended from that point. The delay applies even if the pilot taking control of the fighter is an ace or legendary ace.

EXAMPLE: A player has an ace pilot. The fighter being controlled by the ace pilot has been crippled, i.e., has only one damage point remaining. The player decides to have the ace pilot take control of another undamaged fighter controlled by a green pilot while having the green pilot take control of the crippled fighter. He records the intention to change the controlling pilots. Four impulses later, weapons fire cripples the fighter the ace was going to take over. Player A decides, on the following impulse, to have the ace take over a third fighter instead, and the newly crippled fighter begins the eight impulse period of taking no action once again.
(J15.362) The procedures of (J15.361) are also used when a fighter controlled by one ship is transferred to the control of another ship.
(J15.363) The transfer of control can run concurrently with a fighter's uncontrolled status (J15.32), e.g., a fighter that becomes uncontrolled due to the destruction of its controlling ship could, while moving towards the wreckage of that ship, have control exerted over it by another ship equipped to do so.
(J15.364) A seeking weapon identification (F1.4) performed on a fighter will reveal if the fighter is manned or remotely-controlled, and if remotely-controlled what unit is controlling it.

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(J16.0) MEGAFIGHTERS

Developed at about the same time as Interceptors, Megafighters were an attempt to keep pace with the advance in combat lethality. The general idea was to create a huge "belly pack" (approximating the size and mass of the fighter itself) into or onto which a standard fighter would be fitted. This provided the fighter with considerably more capabilities, increasing speed, firepower, and defense. For a time, megafighters and interceptors competed to be the dominant type of attrition unit, but the arrival of PFs meant that megafighters were no longer the optimal solution.

Even before the development of PFs, the deployment of megafighters was limited due to the tremendous cost of the system compared to warp packs.

(J16.1) AVAILABILITY

(J16.11) DEPLOYMENT: Any race that has interceptor technology can deploy megafighters. (Exceptions: the Federation deployed megafighter technology independently of developing interceptors in Y179; the Lyrans received megafighter technology from the Klingons in Y177.) Megafighter systems are not available for MRS, SWAC, admin, MSS, MLS, HTS, HAS, GBS, GAS, or any other non-fighter shuttles as the volume (boxiness of their functional design) of those shuttles (considerably larger than fighters) does not allow space for the megafighter platform to be installed under them.

(J16.111) It is possible for some of the fighters of a given squadron to include some megafighters and some not so fitted. Such squadrons are legal, although they may suffer some operational difficulties in working together. Note that a fighter ready rack for a mega-F-18 can reload an F-18, but that a ready rack for an F-18 will not have the extra drones for a mega-F-18 found in (J16.241). These drone rails could be loaded under (J4.8962).

(J16.112) Fighters that are equipped as megafighters must be recorded in writing. The counter number with the identification of the fighter type and the letter "M" added to the end of the fighter's designation, e.g., F-18CM, Z-YCM, or Spider-IIM.

(J16.113) No fighter was ever purposely constructed to include a megafighter pack in its design.

(J16.12) COST: Adding a megafighter system to a fighter costs 50% of the fighter's BPV, i.e., an F-15DM would cost 21 BPV before adding the cost of drone upgrades.

(J16.13) SIZE: Megafighters are the same "size" as the standard version of the same fighter. A carrier with twelve F18s could carry twelve mega-F18s. Megafighters can use standard launch tubes. The fact that a given fighter is a mega-version is can be determined at Tactical Intelligence Level H, i.e., at the same point where fighter types are identified.

(J16.2) OPERATIONS

(J16.21) SPEED: The addition of a megafighter system to a fighter or bomber doubles its speed without the penalties of booster packs (J5.31). Megafighters cannot use warp booster packs. This doubling of speed does not change the speed at which the fighter will be subject to death dragging (G7.55), i.e., a Klingon mega-Z-1 would be able to move speed 12, but would still be death-dragged at speed 13.

(J16.22) CLOSE MANEUVERS: The dogfight rating of a megafighter is reduced by two points, but not less than zero. If a megafighter is operated under remote-control, (J15.23) takes precedence and there is no further penalty imposed by (J16.22). Megafighters use their base speed when calculating advantage in a dogfight (J7.63), but can dogfight with both warp pack and non-warp packed shuttles. Megafighters cannot use close combat maneuvers (J4.5).

(J16.23) DAMAGE: The addition of a megafighter system adds two points to the damage points required to destroy a given fighter. A megafighter is crippled in the same way as a non-megafighter (J1.33), e.g., a Kzinti HAAS fighter (11 damage points) is crippled if it takes 8 points of damage, as a megafighter it takes 13 damage points to destroy and 9 damage points to cripple (i.e., two thirds of 13 rounded up). To track damage to a megafighter, use a single slash across an SSD box to indicate one point of damage, a second slash (creating an "X") across the first two boxes indicates a second hit.

(J16.24) WEAPONS: The addition of a megafighter system increases a fighter's weapons as follows.

(J16.241) In the case of fighters armed only with drones and phasers (or only with drones), add rails for two standard type-I drones, but this does not increase the rate at which the fighter can launch seeking weapons or the number of seeking weapons it can control.

(J16.242) In the case of a fighter armed with a photon, disruptor, fusion beam, hellbore, or other such heavy weapon as its primary armament, add one additional weapons charge (for each such weapon). Note that a given weapon still cannot fire within a quarter-turn of being fired on a previous turn. Even if such a fighter also has drones, do not add the drone rails in (J16.241).

(J16.243) In the case of a fighter armed with a plasma-F or with plasma-Ds, add two plasma-Ds.

(J16.244) In the case of a fighter armed only with phasers (whether a phaser-2, phaser-3, or phaser-G), add a single phaser-3-FA. Note, even Hydran Stinger-Fs receive a phaser-3, not a second phaser-G.

(J16.245) If the megafighter is an EWF, the megafighter system adds two additional rails that can be used to carry EW or other pods, including phaser pods, but not drones, plasma-Ds, plasma-Ks, or any other weapon. Anything carried on these two rails does not slow the EWF megafighter under (J11.111).

(J16.246) The additional rails do not increase the fighter drone storage of the carrier (Annex #7G), but are counted for purposes of determining available special drones under (FD2.45).

(J16.247) Megafighter systems do not increase the number of pod rails given in (J11.111).

(J16.248) If a megafighter system is installed on a Stinger-X it only increases the Stinger-X's speed to 30, not 40, in addition to providing the other benefits and disadvantages listed.

(J16.249) Megafighter systems do not add any weapons or pods to bombers, they only increase speed and add two damage points.

(J17.0) ADVANCED SHUTTLES

This product includes advanced versions of the standard administrative shuttle (R1.F17), GAS shuttle (R1.F18), HTS shuttle (R1.F19), minesweeping shuttle (R1.F20), MRS (R1.F21), and SWAC (R2.F19). To track damage to an advanced shuttle, use a single slash to indicate one point of damage and (as necessary) a second slash (creating an "X") indicates a second hit.

As is seen in the racial sections and on the Master Fighter & Shuttle Chart, new faster versions of heavy fighters appeared about the time each race developed interceptors and competed with interceptors and megafighters for the attrition unit mission. There are also many other new fighters.

(J18.0) SHUTTLES TOWING SHUTTLES

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

(J18.1) TRACTOR REQUIRED

The towing (not the towed) shuttle must be manned and have a working tractor beam. Examples of such shuttles include the salvage, recovery, minesweeping, MRS, and prospecting shuttles. Fighters can be towed but cannot tow other shuttles. Suicide shuttles, scatter-packs, and wild weasels cannot tow other shuttles.

(J18.11) OTHER TRACTORS: If either shuttle is tractored by a ship (including a mech link), the tractor between the two shuttles breaks.

(J18.12) TOWED LANDINGS: A shuttle could be towed out of and into a shuttle bay, but not inside a shuttle bay (although deck crews can move it as always). It could not be towed out of a launch tube as there is not room for both shuttles to be in one launch tube. While a shuttle could tow an armed WW, suicide shuttle, or scatter pack out of a shuttle bay, a WW or SS would go inert and an SP could not become active unless brought back into a shuttle bay and launched normally. If the towing shuttle lands (in a shuttle bay, planetary surface, open base, etc.) the towed shuttle also lands (in an adjacent shuttle box, or use overcrowding).

(J18.13) OTHER TOWED OBJECTS: A shuttle capable of towing a shuttle could tow some other objects of equivalent size, perhaps wreckage defined in a scenario. It could tow an inactive web anchor, but could not tow a defense satellite, mine, or captor mine. (In theory, a recovery shuttle could tow a disabled starship, but it might take entire days to tow it a single hex and this can be ignored for purposes of SFB.)

(J18.2) CLOSE PROXIMITY

The two shuttles must be and remain in the same hex and have the same facing.

(J18.21) TURNS: If the towing shuttle turns or TACs, the towed shuttle will turn with it.

(J18.22) MANEUVERS: Neither shuttle can perform EM or an HET, nor can either challenge another shuttle to a dogfight. The towed shuttle cannot be challenged; if challenged, the towing shuttle would have to release the tractor link when entering a dogfight.

(J18.23) LEADING: The towing shuttle is considered to be "leading" the towed shuttle through terrain (P3.23).

(J18.3) LIMITATIONS

(J18.31) NUMBER: No shuttle can tow more than one shuttle unless specifically allowed to do so in its own rule.

(J18.32) CHAINS: No shuttle being towed can tow another shuttle.

(J18.33) FIGHTERS can be towed by this method, although there are no fighters which have their own tractors for doing such a recovery.

(J18.4) CONDITIONS

(J18.41) LIMITATIONS: The towed shuttle must voluntarily accept the towing and shut down its own engines. An unmanned shuttle cannot do this unless it has already stopped (e.g., a scatter-pack set for speed zero). Any other shuttles must be boarded first.

(J18.42) WEASELS: Unvoided Wild Weasels cannot be towed.

(J18.43) ABILITIES: The towing shuttle can use all of its abilities except those involving its tractor beam (which is occupied).

(J18.5) SPEED

(J18.51) CALCULATING SPEED: The combined pair of shuttles moves at a speed at least two movement points less than the current maximum speed of the towing shuttle.

(J18.52) SIZE DIFFERENTIAL: If the towed shuttle is larger than the towing shuttle, movement is reduced by four points. Cargo or ordnance carried by either shuttle has no additional effect.

(J18.53) DISENGAGEMENT: If a shuttle can disengage from a scenario without being on a ship, then the towed and towing shuttle may also do so.

(J18.6) COMBAT

(J18.61) SEPARATE TARGETS: The two shuttles are considered separate targets for all purposes (including ESGs, SFGs, and displacement), except that only the towing unit could trigger a mine.

(J18.62) LIMITATIONS: The shuttle being towed cannot fire any weapons or use any of its systems (e.g., SWAC, scatter pack, minelaying, minesweeping, or wild weasel) except that it could drop chaff.

(J18.63) PROXIMITY DAMAGE: Because of the unusually close proximity, any damage to one shuttle caused by a seeking weapon is treated as causing collateral damage (as if in a WW explosion hex) to the other shuttle.

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(R1.0) GENERAL UNITS

THE NEW CARRIERS

As the General War dragged on, the various races sought ways of increasing firepower. Attrition units (fighters) had dominated the first decade of the War, and were the focus of many development programs by all of the races. Had PFs not come along to make fighters obsolescent, many of these advanced fighter concepts would have reached wider service than they actually did. Here is a summary of the new unit types presented in Module J2.

PATROL CARRIERS (CVP): These were war cruiser hulls stripped of heavy weapons and given more fighters (usually 18 instead of the normal squadron of 12). CVPs had many supporters and were in service with most of the races. Often used for independent fighter strikes, the larger fighter group was more effective. In fleet combat, keeping the valuable carrier out of the battle rather than expecting it to close in with its own photons, disruptors, or plasma torpedoes had the advantage of keeping it out of harm's way while not degrading fleet firepower. Opponents of the concept felt that the need to re-supply the fighters was a burden, but others noted that repairing damaged carriers was a considerably larger one. As the General War went on, more and more of the medium CW-hulled carriers were replaced by Patrol types.

INTERDICTION CARRIERS (CVD): These were the larger version of patrol carriers, built on heavy cruiser hulls and carrying even more fighters (usually 24). These were considerably rarer than patrol carriers (as heavy cruiser hulls are considerably rarer), and most were used for independent strikes where their huge fighter groups had the advantage.

SCOUT CARRIERS (CSV): These were the last of the new carrier types to come along, arriving about Y175. These used heavy fighters (docked internally) for independent strikes, with special sensors to spot targets. Built on CW hulls, these were the final development of the concept of keeping the carrier out of the battle itself, and were the unintended precursors of PFTs. When PFs became available, the doctrine for their use had already been established by the scout carriers.

AREA CONTROL SHIPS (ACS): This class came about during the middle years of the General War, and could be considered the larger version of the scout carrier. These ships, built on heavy cruiser hulls, had special sensors, a squadron of heavy fighters, and a squadron of standard size fighters. These were the unintended ancestors of the much later Space Control Ships, Battle Control Ships, and the huge (but unbuilt) Stellar Domination Ships.

THE NEW FIGHTERS

BOMBERS: These were extremely large shuttlecraft fitted with a considerable array of weapons. Intended for local defense, they were first invented by the Hydrans, but it was the Federation which most championed their use, building considerable numbers of them in the years prior to the start of the General War. In some ways they were the earliest progenitors of the PFs, which is somewhat ironic as the Federation alone of the major races never followed through on that path. Bombers could be based only on planets as their large size made internal docking on a ship impossible, and their large size could not fit on the mech links developed for shuttles and fighters. The high speed of the later designs made them deadly combat units well able to keep raiders away from those planets lucky enough to have them. EW pods for use by fighters were not generally available until Y168, the pods on early bombers represent bulkier built-in systems not actual pods. During later years, many of the improvements to bombers were a result of improvements to their EW systems making more room available for the addition of more systems.

MEGAFIGHTERS, defined in (J16.0), were an attempt to produce fighters that were more suited to the evolving state of warfare without having to change over production lines. Basically, these consisted of a rather large structure into (or onto) which a standard fighter was fitted. They provided increased firepower, speed, range, and strength.

REMOTE-CONTROLLED FIGHTERS (J15.0) were used by most races to reduce the number of casualties among fighter pilots, who required months of expensive training. The idea was to move the pilot from the vulnerable fighter into the better-protected carrier. These systems were often used by the mid-war patrol and interdiction carriers, but (due to the 350,000km range of the remote controls) these could be used only in fleet combat rather than for independent fighter strikes. Attempts to use remote-controlled fighters in independent strikes (with the pilots riding in a cruiser or frigate) did not work out well as the single ship in the attack force was vulnerable, and the targets most suitable for such attacks (convoys and bases with relatively modest defenses) were not that common. Remote-controlled fighters had one major disadvantage (their ability to dogfight was minimal at best) and manned fighter pilots quickly learned to hold remote-controlled fighters in contempt and regard them as easy kills. Such fighters were often used for planetary defenses due to the limited range. There were also budget advantages in that National Guard pilots could conduct cheap simulator training while not working at their civilian jobs, and could "report for duty" from any computer terminal in the colony. Normal pilot quality rules apply; experience is what counts.

GROUND SUPPORT BASES

(R1.46) GROUND BASES: Races that operated bombers and type-H drones built bases to support them. These were "medium" bases like the Ground Military Garrison (R1.28G) and operate under the general provisions of (R1.14).

(R1.46A) MEDIUM BOMBER BASE (BMB): Bases of this type were used by virtually ever race in the Alpha Sector. They were designed to operate a "squadron" of six "bombers" for the race which used the base. The systems needed to load the weapons onto bombers of a given race were unique due to the design limits of the bombers themselves. Because the SSD is generic, and different bombers had different reload needs (plasmas, drones, photons, disruptors, etc), none of the bomber boxes is noted with a specific reload symbol, but a given base can only reload the bombers it is configured to operate. The "Joker" in the deck remained the ubiquitous Klingon designs that were used by many other races. In essence, a Klingon bomber can be rearmed at bases operated by the Klingons, Lyrans, LDR, and Seltorians as all these races use the same unmodified bomber. No other races share this compatibility between their bomber types.

WYN bomber groups were not always "homogenous", and might be composed of bombers from any of the races. The base itself would be constructed to support the bomber squadron it was to operate. In essence, pure WYN bomber groups were very rare since the WYN were never certain

what bombers they would be able to acquire as replacements. The upshot was that most (but not all) WYN bomber bases were designed to operate three or four Klingon bombers, and one or two Kzinti bombers. Sometimes the base would operate one "odd ball" bomber (Federation, Romulan, Hydran, etc.), but such odd mixtures were very rare because acquisition from races other than the Kzintis and Klingons/Lyrans were difficult.

Orion bomber bases were extremely rare, usually appearing only on planets that the Orions were using as temporary shipyards, or on some occasions near the Cartel Lord's home base. They were always of a single type made up of the most common bombers in the indigenous area.

The Gorns took to bombers like ducks to water. Bombers were large enough to allow Gorns to pilot their own into action, but they also used converted Federation bombers. Even so, the supply of Gorn pilots was never as plentiful as the Gorn Fighter Commanders would have wished, and Skolean mercenaries made up a significant portion of bomber crews all the way through the Andromedan war.

Because of the unique design of the bomber support systems, bomber bases cannot operate non-bomber shuttles, (and Medium Bomber Bases cannot operate Heavy Bombers) with the exception of repair, chaff packs, and loading pods and/or drones under the provisions of (J4.8962).

The base is "open" to the sky allowing all six bombers to take off, or land (or some can take off on the same impulse others land), on the same impulse without restriction. The bombers are still behind the base's shield for all purposes until they take off.

SSD in Module J2, use any ground base counter.

(R1.46B) HEAVY BOMBER BASE (BHB): Operationally similar to the slightly smaller Medium Bomber Base above, the Heavy Bomber base operated a full squadron of heavy bombers. It uses all of the rules of the Medium Bomber Base, except that it can operate Medium or Heavy Bombers.

SSD in Module J2, use any ground base counter.

(R1.46C) TYPE-H-DRONE BASE (GHD): Bases of this type were operated by the Federation, Klingon Empire, Kzinti Hegemony, Orion Cartels (rarely), and the WYN Star Cluster. The base was capable of launching up to six type-H drones in any single turn, and could launch all six in a single impulse or one per consecutive impulse, or in any combination not to exceed six drones in a single turn. A GHD cannot launch more than six type-H drones per turn, nor can it launch more than six type-H drones within a 1/4-turn period. The 1/4-turn period can include some type-H drones launched during the final portion of one turn and some type-H drones launched during the early portion of the subsequent turn. Each numbered drone rack box represents a single type-H drone, the base has a total of 16 drones. The base cannot reload its drones during a scenario, but reloads can be drawn from cargo storage between scenarios of a campaign.

The BPV of the base includes the cost of speed-8 type-H drones, and is the basis for the purchase of any Commander's Option points. Once the base has been purchased, the drones are modified as part of the total force pool, i.e., any improvements to the type-H drones count against the total cost of the force. Each type-H drone can be individually modified as part of the force cost without respect to normal limitations of racial percentages, but all such modifications are part of the total cost pool.

The type-H drones stored in the cargo boxes will be identical [i.e., proportional] to those purchased for the racks. As the base cannot reload its racks during a scenario, this will only matter for campaigns where the base is attacked more than once without being re-supplied between scenarios. Special Scenario rules may provide that some additional reload drones are provided in such a campaign. The HTS shuttle is included in the design of the base to assist in bringing reload drones down from an orbiting supply ship or from a nearby factory or other supply source that might be defined in such a campaign. The base itself can control a number of seeking weapons equal to its sensor rating.

SSD in Module J2, use any ground base counter.

THE NEW SHUTTLES

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

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

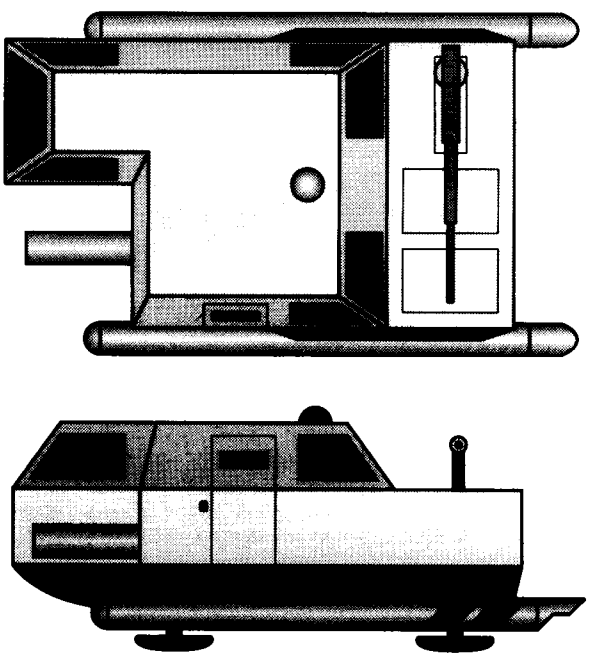
This shuttle can be used for any mission that a standard admin shuttle can be used for except as a wild weasel or scatter pack, but did not entirely replace the Jindarian equivalent of the standard admin shuttle. Note that Jindarians do not have drones or plasmas, and cannot use scatter packs.

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

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

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

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



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(R1.F13) HEAVY FREIGHT SHUTTLE (HFS): Oversize shuttles (larger than an HTS, equivalent to three spaces, i.e., able to carry up to 75 spaces of cargo) were used by many planets for local cargo delivery. The shuttle could carry up to six boarding parties into a combat situation, or twelve (or six crew units) into a non-combat situation. They could carry a single ground vehicle of any type, its crew and two boarding parties into a combat or non-combat situation. It otherwise has the abilities and limitations of an HTS shuttle as given in (R1.F5) except for its larger number of damage points. There is no HAS variant; any use of such shuttles in combat is on an adhoc basis within the system in which the shuttle normally operated as they cannot be carried by or operated from ships.

(R1.F14) VERY HEAVY FREIGHT SHUTTLE (VFS): A larger version of the HFS was eventually developed shortly after various races began using heavy bombers. It was fairly rare, but most highly developed planets and colonies operated them. It was able to carry up to 100 spaces of cargo. The shuttle could carry up to eight boarding parties into a combat situation, or sixteen (or eight crew units) into a non-combat situation. They could carry two ground vehicles of any type and their crews into a combat or non-combat situation. Optionally, any one vehicle and four boarding parties. It otherwise has the abilities and limitations of an HTS shuttle as given in (R1.F5) except for its larger number of damage points. There is no HAS variant, any use of such shuttles in combat is on an adhoc basis within the system in which the shuttle normally operated as they could not be carried by or operated from ships.

(R1.F15) YACHT (VIP): Some heavy freight shuttles were fitted out as business jets and luxury yachts for interplanetary travel by senior business and government officials. They are designed solely with an eye towards the comfort of their passengers. No more than one boarding party would be able to exit the shuttle under combat conditions during any turn even though the Yacht could carry as many as ten boarding parties (or five crew units). Yachts have the cargo stowage ability of admin shuttles carrying personnel (25 spaces), as they are not designed as cargo-haulers, but only for the comfort of their owners.

(R1.F16) LARGE YACHT (LVP): Like the Very Heavy Freight Shuttle, large yachts began appearing in the hands of the very wealthy shortly after the given race began operating heavy bombers. While it would seem that such a vehicle would be useful in combat operations, they are designed solely with an eye towards the comfort of their passengers. No more than one boarding party would be able to exit the shuttle under combat conditions during any turn even though the Yacht could carry as many as twelve boarding parties (or six crew units). Large yachts have the same cargo stowage ability of Yachts (25 spaces).

(R1.F17) ADVANCED ADMINISTRATIVE SHUTTLES (A-ADMIN) became available in Y180, replacing administrative shuttles. These are faster (speed 8), have two chaff packs for self defense, require 8 damage points to destroy, and cost 3 points each. There is no increase in their ground combat capability (D15.87) or dogfight rating (J7.62). All ships that have administrative shuttles replace them with advanced administrative shuttles on 1 Jan Y180 unless otherwise required by a rule, ship description, or scenario.
(R1.F171) These advanced shuttles are received automatically and do not increase the BPVs of the ships. If destroyed outside of the ship, their increased economic cost (1.5 EPV) used for victory determination.
(R1.F172) For purposes of exchanging advanced admin shuttles for other advanced shuttles, use the BPV of the advanced admin shuttle. If an advanced admin shuttle is exchanged for a non-advanced shuttle, there is no "rebate" from the difference in cost, i.e., if an advanced admin shuttle is replaced by a non-advanced MRS, the MRS still costs eight BPV. If an advanced shuttle is replaced by an advanced MRS, the full cost of the advanced shuttle is deducted from the cost for the advanced MRS.
(R1.F173) X-ships that use advanced shuttles will have chaff for their shuttles (XJ2.1).

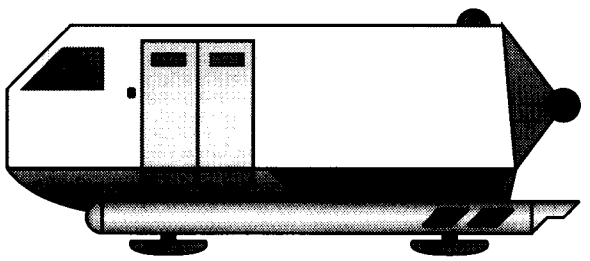
(R1.F18) ADVANCED GAS SHUTTLES (A-GAS) became available in Y180, replacing GAS shuttles. These are faster (speed 8), have two chaff packs for self defense, require 10 damage points to destroy, and cost 5 points each. There is no increase in their dogfight rating (J7.62), but advanced GAS shuttles increase their ground combat offensive capability by one point (D15.87). All ships that have GAS shuttles replace them with advanced GAS shuttles on 1 Jan Y180 unless otherwise required by a rule, ship description, or scenario.
(R1.F181) These advanced GAS shuttles are received automatically and do not increase the BPVs of the ships. If destroyed outside of the ship, their increased economic cost (2.5 EPV) used for victory determination.
(R1.F182) See (R1.F172) if a player is replacing admin shuttles with advanced GAS or GBS shuttles.
(R1.F183) An advanced GBS variant of the advanced GAS shuttle was also available. This variant included all of the upgrades of the advanced GAS as listed in (R1.F18).

(R1.F19) ADVANCED HTS SHUTTLES (A-HTS) became available in Y180, replacing HTS shuttles. These are faster (speed 8), have two chaff packs for self defense, require 14 damage points to destroy, and cost 7 points each. There is no increase in their ground combat (D15.87) or dogfight ratings (J7.62). All units that have HTS shuttles replace them with advanced HTS shuttles on 1 Jan Y180 unless otherwise required by a rule, ship description, or scenario.
(R1.F191) These advanced HTS shuttles are received automatically and do not increase the BPVs of the ships. If destroyed outside of the ship, their increased economic cost (3.5 EPV) used for victory determination.
(R1.F192) See (R1.F172) if a player is replacing admin shuttles with advanced HTS shuttles.
(R1.F193) An advanced HAS variant of the advanced HTS shuttle was also available. This variant included all of the upgrades of the advanced HTS as listed in (R1.F19) except: damage was increased to 16, cost is 10 BPV, and ground combat offensive potential is increased by one point (D15.87).

(R1.F20) ADVANCED MINESWEEPING SHUTTLES (A-MSS) became available in Y180, replacing standard minesweeping shuttles. These are faster (speed 8), have two chaff packs for self defense, require 8 damage points to destroy, and cost 4 points each. There is no increase in their ground combat capability (D15.87) or dogfight rating (J7.62). All ships that have minesweeping shuttles replace them with advanced minesweeping shuttles on 1 Jan Y180 unless otherwise required by a rule, ship description, or scenario.
(R1.F201) These advanced shuttles are received automatically and do not increase the BPVs of the ships. If destroyed outside of the ship, their increased economic cost (2 EPV) used for victory determination.
(R1.F202) See (R1.F172) if a player is replacing admin shuttles with advanced MSS shuttles.
(R1.F203) An advanced MLS variant of the advanced MSS shuttle was also available. This variant included all of the upgrades of the advanced MSS as listed in (R1.14).

(R1.F21) ADVANCED MULTI-ROLE SHUTTLES (A-MRS) became available in Y180. These are faster (speed 10), have two chaff packs for self defense, still require 10 damage points to destroy, and cost 11 points each. There is no increase in their dogfight (J7.62) or ground combat ratings (D15.87). While having some similarities to X-MRS shuttles, advanced MRS shuttles are not X-MRS shuttles and cannot operate X-drones or themselves operate from an X-ship [(XJ8.0) and (XJ8.1)]

(R1.F22) RECOVERY SHUTTLE (RSH): Basically a modified administrative shuttle, this special variant includes a tractor beam in addition to other Admin Shuttle systems. Usually, one or two of these were available at any base (replacing standard admin shuttles) for duty in recovering or relocating any shuttles, fighters, or other similar-sized objects. A recovery shuttle could be used as a wild weasel or suicide shuttle, but could not function as a scatter-pack. If used to carry cargo, its cargo capacity is reduced from 15 points to 5 points. If used to carry passengers, its maximum capacity is one crew unit even at non-tactical rates. These reductions are due to the space taken up by the tractor system.

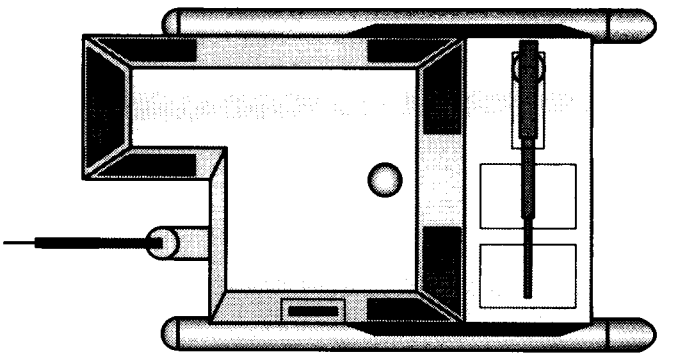


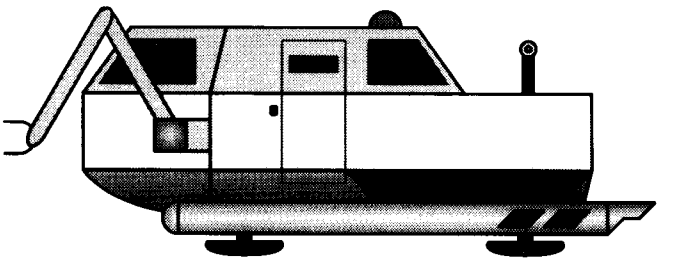
(R1.F23) HEAVY RECOVERY SHUTTLE (HRS): Built on the frame of a Heavy Freight Shuttle), this special variant was used to recover disabled shuttles more quickly. Due to its powerful engines, it can tow one disabled single-space shuttle without the loss of speed given in (J18.5). It can, in fact, tow two shuttles at once by using deployable outriggers to spread the towing points. This shuttle has no more cargo or passenger capability than a standard administrative shuttle due to the space used by the recovery systems.

(R1.F24) SALVAGE SHUTTLE (SVS): A variant of the prospecting shuttle (R1.F12). The salvage shuttle (illustration at top right) has a retractable gripper/cutter combination armature in place of the prospecting cannon. This allows the shuttle to probe inside debris and cut manageable chunks of material from a larger mass for transport to the mother ship (or other processing station). The salvage shuttle has all the restrictions and capabilities of the prospecting shuttle, except that it is not considered an "armed shuttle" for purposes of (D12.0) unless prepared as a suicide shuttle. It is armed with the standard 360° phaser-3 and cannot perform minesweeping (M8.3), minelaying (M9.18), wild weasel (J3.0), or scatterpack (FD7.0) missions. It does have the "tractor-lifter" of the prospecting shuttle on its rear deck and is able to tow other shuttles (or shuttle-sized pieces of debris). The majority of these shuttles operated from Free Salvors (R1.922), but some were to be found in almost any system where there was heavy traffic or where an earlier space-going civilization had maintained an outpost.

Other Data: cargo capacity five spaces of cargo, can carry no more than one boarding party. Is considered very overcrowded (G9.142) if it carries two boarding parties or one crew unit. Other data same as Admin Shuttle (J2.1).

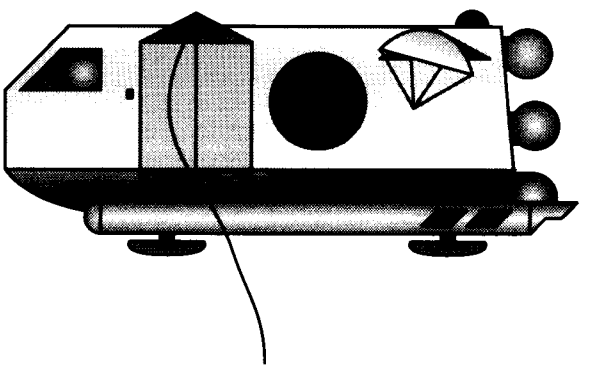
Created by Steven Paul Petrick.





Salvage Shuttle

(R1.F25) RESCUE SHUTTLE (RS): A rarely used shuttle often carried by police ships or placed at bases orbiting newly-explored planets. Designed to find lost or stranded personnel on the planetary surface, this modified administrative shuttle included special rescue equipment, such as a downward-facing scanner, large bubble windows on each side for visual searches, canisters of emergency supplies that could be dropped (by lanyard or parachute) to stranded people who could not be rescued immediately. There is a winch system over the door to hoist people from areas where the shuttle could not land.



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(R2.0) FEDERATION

THE FAST CARRIERS

(R2.95) LIGHT DREADNOUGHT CARRIER (DVL): The *Star Tiger* was built as a standard DNL for deep raids, but was heavily damaged in combat. When it was rebuilt, it emerged from the shipyard as a carrier variant designed for deep raids. The *Star Tiger* continued in this role for several years until it was destroyed by Klingon PFs in an ambush.

During raiding missions, the *Star Tiger* operated without escorts as the available ships would only slow her to their speed. The ship was not intended for normal combat operations, but the needs of the war saw her pressed into service as a frontline unit on more than one occasion. During these brief periods, the *Star Tiger* would be provided with whatever escorts were available. The ship was considered so valuable that providing it escorts took precedence over mere cruiser-sized or smaller carriers. Usually the escorts were one cruiser-sized hull and two smaller hulls, although during one period the ship operated with an escort of a DWA and two FFAs. (Players may substitute smaller escorts than those shown on the chart below.)

When available, this ship was provided with a SWAC shuttle, this is included in the BPV and the BPV is not reduced if the SWAC is not present.

YEAR	ESCORTS	FIGHTERS
Y173-Y175	NEC, 2xFFE	12xF-14
Y175-Y176	NAC, 2xFFE	12xF-14
Y176-Y177	NAC, 2xDWA	12xF-14
Y177-Y183	NAC, 2xDWA	12xF-14A
Y183-Y190	NAC, 2xDWA	12xF-14B
Y190-Y195	NAC, 2xDWA	12xF-14C
Y195+	NAC, 2xDWA	12xF-14D

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R2.96) FAST CARRIER (CVF): What was to have been the fourth Federation fast cruiser was not completed before the General War began, and the major elements of it were stored as possible spares for the three CFs in service. By Y173, the need for both carriers and fast raiders was becoming more evident, and a decision was made to move ahead with construction of the fourth ship as a carrier variant. The ship used the stored saucer and engines of the fourth CF and the available rear hull of a CVS that was intended for later installation in a CA scheduled for conversion.

The *Gryphon* operated without escorts on the deep raiding mission and, sometimes, with escorts as a standard carrier where its higher speed was not utilized. The ship was trapped behind Romulan lines in Y177 and destroyed.

YEAR	ESCORTS	FIGHTERS
Y173-Y175	DE, 2xFFE	12xF-18
Y175-Y177	DEA, 2xFFA	12xF-18
Y177-Y190	DEA, 2xFFA	12xF-18B
Y190-Y183	NAC, DWA, FFA	12xF-18B+
Y183+	NAC, 2xDWA	12xF-18C

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW CARRIERS

(R2.97) INTERDICTION CARRIER (CVD): As the General War went on and carrier tactics evolved, there were two schools of thought. One school thought that carriers should fight as line warships with cruiser-type weapons (leading to the CVS) while another school held that carriers should stay out of direct combat (although be in the battle arena) and operate their fighters as their primary weapons. Interdiction carriers (R1.0) were one result of this school, and the Federation was one of the first to adopt the idea. The CVD was built on a CVS hull, but rearranged the saucer section to eliminate the photons and some other systems and make room for a second fighter bay with a complete second squadron of fighters. These were F-18s as the ship lacked the power to reload A-10s.

In rare cases ships of this class would be provided with a SWAC shuttle replacing one of its Admin shuttles. This is not included in the BPV.

Names: *Nile*, *Brazos*, *Volga*, and *Yangtze*.

YEAR	ESCORTS	FIGHTERS
Y173-Y175	DE, 2xFFE	24xF-18
Y175-Y177	DEA, 2xFFA	24xF-18
Y177-Y180	DEA, DWA, FFA	24xF-18B
Y180-Y183	2xDWA, FFA	24xF-18B+
Y183+	NAC, 2xDWA	24xF-18C

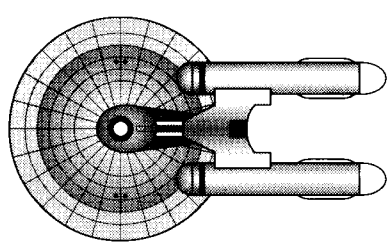
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R2.98) PATROL CARRIER (CVP): The Federation had originally believed in the concept of carriers without heavy armament, and its original NCL carrier variant (the NVL) followed this pattern, mounting no photons and giving up the APR deck, but carrying a fighter squadron. When this designed proved less than efficient, two competing designs were developed. One, the NVS, operated a squadron of 12 fighters but had half the photon firepower of an NCL. The other design, the CVP patrol carrier, had no photons but operated a larger squadron of 18 fighters. The earlier NEC escorts that had proven unsuited for the NVS carriers served out the war guarding CVPs.

Names: *Urals*, *Sierra Nevada*, *Andes*, and *Hindu Kush*.

YEAR	ESCORTS	FIGHTERS
Y173-Y175	NEC, FFE	18xF-18
Y175-Y177	NEA, FFA	18xF-18
Y177-Y180	NEA, FFA	18xF-18B
Y180-Y183	NEA, DWA	18xF-18B+
Y183+	NAC, DWA	18xF-18C

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R2.99) SCOUT CARRIER (CSV): The Federation, like other races, sought ways to increase carrier firepower and survivability and, like other races, eventually fielded scout carriers with six heavy fighters (carried internally) and four special sensors replacing the four photons. These operated in much the same way that other races would later operate PFTs, and the carrier itself was rarely involved in battle unless caught waiting for its fighter group to return.

Names: *Kiska, Betio, Malta, Wake, Ie Shima, Falklands.*

YEAR	ESCORTS	FIGHTERS
Y177-Y179	NAC, FFA	6xA-20
Y179+	NAC, DWA	6xA-20F

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE F-111 CARRIERS

While other races developed and deployed fast patrol ships, the Federation preferred its heralded "third way" which included large numbers of heavy F-111 fighters and ships to carry them.

(R2.100) HEAVY FIGHTER CARRIER (CVH): This was, basically, a heavy cruiser or CVS hull designed to carry six F-111s on mech links. It was, perhaps, the analogue of the Klingon D6P, another heavy cruiser hull operating heavy attrition units. Most PFTs (and the Federation corollaries) were built on much smaller hulls.

Names: *Benjamin Harrison, Benjamin Disraeli, Benjamin Franklin.*

YEAR	ESCORTS	FIGHTERS
Y177+	NAC, DWA	6xF-111

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R2.101) F-111 TRANSPORT POD (P-FCF): This unit was designed to carry spare F-111 heavy fighters to support the various units that operated this fighter type. The pod was able to carry, but not service, two full squadrons of F-111s. The linkages on the pod provided no systems for doing anything other than repairing damage, replacing chaff packs, or fueling a fighter in preparation for its transfer to a carrier. The pod was only used in areas of heavy combat where it was able to launch the F-111s quickly allowing the Tug or LTT to then withdraw from the area. It was better able to deliver replacement F-111s without the need to break them out of cargo storage one at a time. It was not really able to launch strikes of its own (although even an Andromedan raider would think twice about tangling with a unit that suddenly disgorged a dozen F-111s). Given enough time, it would be possible for the pod's deck crews to fully arm the fighters under the procedures of (J4.8962) perhaps assisted by replacement deck crews among the passengers. This can only be done if special scenario rules define that a unique set of circumstances has made it possible. The fighters are not normally carried in an armed configuration due the trouble of maintaining the weapons on the pod and launch rails (and there would not be enough time to arm them if an enemy was sighted). This supercedes the normal Weapon Status rules in that no F-111 on the transport pod can be armed to any level (excluding its built in phasers and normal chaff packs) unless specifically provided for in the scenario instructions.

The F-111 transport pod does not increase the drone control rating of the tug or LTT that is carrying it, and does not have any Aegis abilities.

Design by Stephen V Cole.
SSD in Module J2, use any Federation pod counter.

(R2.102) FEDERATION HEAVY CARRIER RESUPPLY SHIP (FCF): The Federation had operated Fast Carrier Resupply ships (built on frigate hulls) for a decade when F-111s went into service. They found that the frigate-based FCRs could not handle the huge F-111 fighters, and resorted to building two somewhat larger FCFs (*Fuji* and *Nitaka*) based on DW hulls to support the *Ise* and *Hyuga*. When NVHs and F-111s went into full-rate production to match Klingon PFs, more FCFs were built to provide support.

The FCF has 50% more cargo space than the FCR, and while the FCR could not handle F-111s, the FCF could handle either F-18s or F-111s. While the shortage of FCFs meant that they were only rarely used to carry F-18s, this capability was deemed important, and the FCF had both one ready rack for an F-18 and one mech link for an F-111. While the ships were intended to provide support to the NVHs, on more than one occasion one would be pressed into service to deliver A-20s, F-14s, and even F-15s to the other carrier groups. As with the smaller FCR, the FCF had limited aegis for use as an emergency carrier escort, but as the ships appeared after Y175 that refit was built into the original design.

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R2.103) FEDERATION SMALL HEAVY AUXILIARY CARRIER (SAH): The Federation equivalent of a Small Auxiliary PF Tender, this ship was designed to operate six F-111 heavy fighters. As with small Aux PFTs, the ship was simply not large enough to conduct effective operations and was eventually used only as a means of delivering replacement F-111s to the front line NVHs. It was, despite its size, a welcome addition to any convoy.

YEAR	ESCORTS	FIGHTERS
Y178+	Whatever was available	6xF-111

Design by Steven P Petrick.
SSD and Counter are in Module J2.

(R2.104) FEDERATION LARGE HEAVY AUXILIARY CARRIER (LAH): The Federation equivalent of a Large Auxiliary PF Tender, this ship was designed to operate six F-111 heavy fighters. To facilitate the transfer of explosive ordnance and spares from Fast Carrier Resupply ships, the ship included two heavy transport shuttles. Other races did not have this particular problem, using cargo PFs to make deliveries of supplies directly to Auxiliaries or other units. Like most auxiliaries, the ship had minimal self-defense capabilities.

YEAR	ESCORTS	FIGHTERS
Y178+	Whatever was available	6xF-111

Design by Steven P Petrick.
SSD and Counter are in Module J2.

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(R2.105) FEDERATION AUXILIARY SPACE CONTROL SHIP (ASC): Carrying a squadron of F–111s and a squadron of F–18s, this was the Federation equivalent of the Coalition (and allied) AxSCSs which carried vastly superior PFs. The ships of this type ended up being used to guard fixed positions or supply replacement fighters to mobile units. The few ships of this class did prove to be useful adjuncts to convoys they sometimes traveled with en-route to their assignments, and could add significantly to the local defenses of a planet or base. Like the Heavy Auxiliary Carrier, the ASC included HTS shuttles to facilitate the rapid transfer of stores from its attendant Fast Carrier Resupply ships.

YEAR	ESCORTS	FIGHTERS
Y181-Y183	Whatever was available	6xF-111 12xF-18B+
Y183+	Whatever was available	6xF-111 12xF-18C

Design by Steven P Petrick.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R2.F13) THE SHENYANG F-7: Developed as an independent venture by one of Earth's largest manufacturers of standard administrative shuttles, the F-7 was intended to be a local defense fighter that could be produced cheaply and based on, literally, any ship. The F-7 was, in fact, an administrative shuttle that had been cut down to provide only two (cramped) seats (pilot and gunner), with space for an uncomplaining passenger in the gap between the tandem crew seats. The lower mass provided increased speed (nearly reaching normal fighter velocities) while the poor maneuverability was offset by the two phaser-3s being able to fire in a full 360° arc. Because it had the same footprint as a standard administrative shuttle and used many (over 80%) of the same parts, the F-7 could be carried in a standard shuttle bay on any ship that could carry admin shuttles (which was to say, any ship). There were no ready racks for the F-7; it was designed to refuel and recharge its phasers from the power connections designed for a standard shuttlecraft. The two type-VI drones had to be loaded by hand (J4.8962). The Shenyang Corporation boasted that it would sell thousands of these craft for use by Star Fleet, merchant ships, commercial platforms, and colony worlds, but in fact the market was limited and fewer than 2,000 were built during the entire General War. (Even that was enough to make Shenyang one of the most profitable of corporations.) If this fighter is carried in place of an admin shuttle, the type-VI drones, additional reloads for the type-VIs, and any pods for the fighter's pod rails have to be individually purchased either as part of the overall force BPV, or with the unit's commander's options points. There are no free stores that come with the F-7.

The Gorns bought fewer than a dozen for tests and the Kzintis (who politely accepted samples as a gift) used them for target practice, regarding them only with disdain. The F-7 had almost fallen into obscurity when the invention of booster packs provided a brief resurgence in sales.

Due to the way the F-7 was built, the resulting "shuttle" could not be used for suicide, scatter pack, or wild weasel missions, which is one reason why starship commanders were less than interested in it. (Another was the relatively low speed, which restricted starship maneuvers and required the ship to circle back to pick up the shuttle, or abandon the pilot to capture by the enemy.) The F-7 did have two pod rails.

Design by Stephen V Cole.
SSD and Counters are in Module J2.

(R2.F14) A-20F FAST HEAVY FIGHTER (A-20F): Improved engine technology enabled the Federation to increase the tactical speed of the A-20 Heavy Fighter. This made the fighter considerably more of a challenge for those who encountered it, enabling their crews to press home torpedo attacks behind a wave of drones.

DRONE RAILS: Four special rails

Design by Stephen V Cole.
SSD in Module J2, use the A-20 Counters in Module J.

(R2.F15) B-52 EARLY BOMBER: One of the first (and for a decade the only) heavy bomber shuttles in the Alpha Sector, the B-52 mounted two photons and an array of drones. Even better, it could carry and lay mines out of its bay, something few shuttles could do. Each photon has one charge; the B-52 photons are under the same firing restrictions as the A-20.

DRONE RAILS: Six type-I, two type-VI plus the Weapons Bay.

WEAPONS BAY: The internal weapons bay operates under the rules of the F-111 (F2.11). The F-111 was unique in being the only carrier borne fighter with this system, but it was also used on the various Federation bombers. The B-52's bay can hold a total of four "spaces" of weapons or other equipment, as follows:

- Type-VI drones are half-space. The bay cannot fire RALADs, although they could be carried as non-firing cargo for purposes of transfer.
- Type-I or type-III drones are single-space. Type–III drones in the bay can be fired under (R1.F9).
- Type-IV and type–IIIXX drones are two-space.
- Fighter pods (any type) are single-space.
- Cargo can be carried in some or all of the space.
- Up to two transporter bombs (each two spaces) or a single NSM (taking up the entire bay) can be carried and laid. These mines must be purchased as part of the force, the bomber does not come with mines of its own. No bomber base can have more than six spaces, e.g., six T-bombs or one NSM and two T-bombs, of mines.

Items in the bay need NOT be dropped if the bomber is degraded or crippled, but cannot be used if the bomber is crippled (a mine could still be dropped). Items in the bay cannot be used if the bomber is used as an SP. The bay is not counted for drone cost and availability calculations.

Design by Stephen V Cole.
One set of BMR counters is provided for the Federation in Module J2. The silhouette is that of the B-2 Heavy bomber, use these counters for the B-52.

(R2.F16) FB-111 STRIKE BOMBER: When the Federation found itself with the best fast heavy fighter in the sector (but at a time when heavy fighters were obsolete compared to PFs), they attempted to solve the problem by producing a "stretched" version of the F-111. This provided space for a larger weapons bay, but at the cost of speed. The resulting fighter was superb as heavy fighters went, but was too large to be used anywhere except on a planet. Efforts to refit NVHs to handle these larger fighters (which were, technically, bombers rather than large fighters) never really worked.

DRONE RAILS: Four type-I, two type-III/special, and two type-VI plus the Weapons Bay.

WEAPONS BAY: The internal weapons bay operates under the rules of the F-111 (F2.11). The F-111 was unique in being the only carrier borne fighter with this system, but it was also used on the various Federation bombers. The FB-111's bay can hold a total of four "spaces" of weapons or other equipment, as follows:

- Type-VI drones are half-space. The bay cannot fire RALADs, although they could be carried as non-firing cargo for purposes of transfer.
- Type-I or type-III drones are single-space. Type–III drones in the bay can be fired under (R1.F9).
- Type-IV and type–IIIXX drones are two-space.
- Fighter pods (any type) are single-space.
- Cargo can be carried in some or all of the space.
- Up to two transporter bombs (each two spaces) or a single NSM (taking up the entire bay) can be carried and laid. These mines must be purchased as part of the force, the bomber does not come with mines of its own. No bomber base can have more than six spaces, e.g., six T-bombs or one NSM and two T-bombs, of mines.

Items in the bay need NOT be dropped if the bomber is degraded or crippled, but cannot be used if the bomber is crippled (a mine could still be dropped). Items in the bay cannot be used if the bomber is used as an SP. The bay is not counted for drone cost and availability calculations.

Design by Stephen V Cole.

SSD in Module J2, use the F-111 Counters in Module K.

(R2.F17) B-1 STRIKE BOMBER: When it became obvious that the FB-111 had pushed that design too far, the Federation started from a clean computer screen to design a fast bomber as a new design rather than an overloaded fighter. The result was the excellent B-1, which uses the same drone and bay rules as the F-111 (with the exception that two of the bay spaces could be fitted to carry FA photons, one per space; same firing restrictions as the A-20). The problem was that the B-1 could only fly from planets (or at least very big asteroids) and by the time bases could be built within range of Klingon or Romulan targets, the targets had been destroyed by other forces. During the final attrition phase as the General War stagnated on the original borders, the Federation made the effort to build bases for B-1s (and B-2s) within range of Klingon bases, but the Klingons responded by building their own bases for their own bombers. This resulted in a number of rare but spectacular bomber-versus-bomber battles in the original Neutral Zone.

DRONE RAILS: Six type-I, two type-III/special, plus the Weapons Bay.

WEAPONS BAY: The internal weapons bay operates under the rules of the F-111 (F2.11). The F-111 was unique in being the only carrier borne fighter with this system, but it was also used on the various Federation bombers. The B-1's bay can hold a total of four "spaces" of weapons or other equipment, as follows:

- Type-VI drones are half-space. The bay cannot fire RALADs, although they could be carried as non-firing cargo for purposes of transfer.
- Type-I or type-III drones are single-space. Type–III drones in the bay can be fired under (R1.F9).
- Type-IV and type–IIIXX drones are two-space.
- Fighter pods (any type) are single-space.
- Cargo can be carried in some or all of the space.
- Up to two photon torpedoes can be carried, each taking one bay space and having an FA firing arc. The procedure for loading these torpedoes is the same as for the A-20.
- Up to two transporter bombs (each two spaces) or a single NSM (taking up the entire bay) can be carried and laid. These mines must be purchased as part of the force, the bomber does not come with mines of its own. No bomber base can have more than six spaces, e.g., six T-bombs or one NSM and two T-bombs, of mines.

Items in the bay need NOT be dropped if the bomber is degraded or crippled, but cannot be used if the bomber is crippled (a mine could still be dropped). Items in the bay cannot be used if the bomber is used as an SP. The bay is not counted for drone cost and availability calculations.

Design by Stephen V Cole.

SSD in Module J2, use the B-2 Counters.

(R2.F18) B-2 HEAVY BOMBER: The Federation continued to push bomber designs to the maximum, resulting in the B-2 heavy bomber, which was a radically different design from any other Federation fighter or bomber. Like the B-1, the B-2 could fit photons (FA) into two of its weapons bays, one charge each; same firing restrictions as the A-20.

DRONE RAILS: Six type-I, two type-III/special, plus the Weapons Bay.

WEAPONS BAY: The internal weapons bay operates under the rules of the F-111 (F2.11). The F-111 was unique in being the only carrier borne fighter with this system, but it was also used on the various Federation bombers. The B-2's bay can hold a total of six "spaces" of weapons or other equipment, as follows:

- Type-VI drones are half-space. The bay cannot fire RALADs, although they could be carried as non-firing cargo for purposes of transfer.
- Type-I or type-III drones are single-space. Type–III drones in the bay can be fired under (R1.F9).
- Type-IV and type–IIIXX drones are two-space.
- Fighter pods (any type) are single-space.
- Cargo can be carried in some or all of the space.
- Up to two photon torpedoes can be carried, each taking one bay space and having an FA firing arc. The procedure for loading these torpedoes is the same as for the A-20.
- Up to three transporter bombs (each two spaces) or a single NSM and one transporter bomb can be carried and laid. These mines must be purchased as part of the force, the bomber does not come with mines of its own. No bomber base can have more than six spaces, e.g., six T-bombs or one NSM and two T-bombs, of mines.

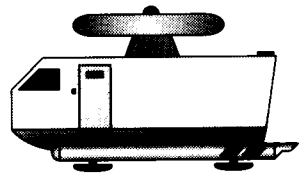
Items in the bay need NOT be dropped if the bomber is degraded or crippled, but cannot be used if the bomber is crippled (a mine could still be dropped). Items in the bay cannot be used if the bomber is used as an SP. The bay is not counted for drone cost and availability calculations.

Design by Stephen V Cole.

SSD and Counters are in Module J2.

(R2.F19) ADVANCED SWAC SHUTTLES became available in Y180. These only increased speed (speed 10) and added a second chaff pack to the E-2. They are otherwise identical in all respects to the earlier SWAC shuttles. The advanced E-2 costs 64/15 points, while the advanced E-3 costs 94/23.

(R2.F191) These advanced shuttles are received automatically if the ship includes SWACs in its BPV and do not increase the BPVs of the ships. If destroyed outside of the ship, their increased economic cost used for victory determination.



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(R3.0) KLINGONS

THE NEW CARRIERS

(R3.109) D7U AREA CONTROL SHIP: Originally built to operate a dozen Z-Ys and a squadron of Z-Hs, the D7U lacked any major direct-fire weapons and was intended to be the next generation of stand-off carriers (to replace D6Us which had been destroyed). Inadvertently, it became the prototype for the Space Control Ship, although it apparently convinced the Klingons that these ships needed to retain their non-carrier firepower.

The intent was that this ship would have the same escort as the C8V, but this was not always available and the ship frequently operated with only two escorts. There is no balcony.

Names: *Incinerator, Inferno.*

YEAR	ESCORTS	FIGHTERS
Y176-Y177	AD5, 2xAF5	12xZ-V, 6xZ-H
Y177-Y178	AD5, 2xAF5	12xZ-Y, 6xZ-H
Y178-Y180	AD5, 2xAF5	12xZ-Y, 6xZ-HB
Y180-Y183	AD5, 2xAF5	12xZ-YB 6xZ-HB
Y183+	AD5, 2xAF5	12xZ-YC 6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R3.110) D6U INTERDICTION CARRIER: While it might seem that the galaxy's top warrior race would reject any ship not designed for direct combat, the Klingons were soldiers first and would try anything that might work (and keep using it if it did). The D6U was designed as a carrier with 24 fighters but no heavy weapons. While it sometimes sent the fighters on independent raids, the ships of this type were mostly used to support fleet combat (i.e., the D6U would be on the SFB map but kept out of overload range of enemy warships). There is no balcony.

Names: *Unforgiving, Unremitting.*

YEAR	ESCORTS	FIGHTERS
Y173-Y175	D5E, F5E	24xZ-V
Y175-Y177	AD5, AF5	24xZ-V
Y177-Y180	AD5, AF5	24xZ-Y
Y180-Y183	AD5, AF5	24xZ-YB
Y183+	AD5, AF5	24xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R3.111) D5U PATROL CARRIER: The Klingons built relatively few carriers of this type, finding that the slightly larger carrier group did not make up for the lack of disruptors, and the number of missions that required a stand-off carrier were few. The D5Us supplemented the D6Us, which drew most of those missions.

Names: *Stronghold, Strongpoint, Strongcastle.*

YEAR	ESCORTS	FIGHTERS
Y173-Y175	D5E, F5E	18xZ-V
Y175-Y177	AD5, AF5	18xZ-V
Y177-Y180	AD5, AF5	18xZ-Y
Y180-Y183	AD5, AF5	18xZ-YB
Y183+	AD5, AF5	18xZ-YC

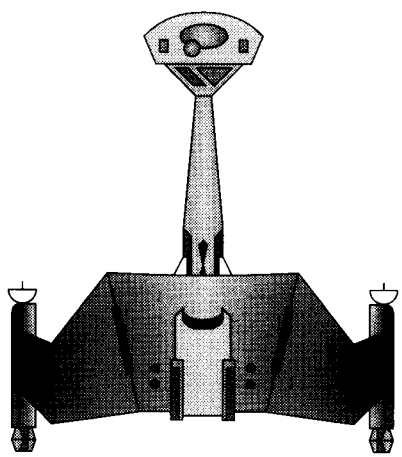
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R3.112) D5B SCOUT CARRIER: As fighters grew heavier and new faster heavy designs were being readied for combat, the Klingons modified an existing D5V carrier to operate six Z-Hs from internal bays. As the ship performed well in combat, more of this design were ordered, although production was halted at three ships and the remainder of the contract was replaced by D5P fast patrol ship tenders.

Names: *Skyhunter, Seahunter, Starhunter.*

YEAR	ESCORTS	FIGHTERS
Y176-Y178	AD5, AF5	6xZ-H
Y178+	AD5, AF5	6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.



SUPPORT UNITS AND OLDER CARRIERS

(R3.113) FWE WAR ESCORT (FWE): The escort version of the F5W war destroyer hull, relatively few of these were built due to the demands for standard hulls and other variants. The few to enter service were assigned to the most important carriers (C8Vs, C8Ss, C7Vs, C7Ss, and D7Vs; rarely D5Vs) for the most dangerous missions.

Names: *Axe Defender, Battle Defender, Blood Defender, Death Defender, Doom Defender, Dragon Defender, Fire Defender, Storm Defender, War Defender.*

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R3.114) D6Y SEMI-CARRIER (D6Y): One of the first Klingon carriers, the IKV *Devastation* entered service in Y166. The design was rushed due to the appearance of Kzinti fighters able to control their own drones, a development that greatly concerned the Klingons, and was simply a hasty test-bed. With little more to go on than vague intelligence reports that the Kzintis were building carriers, the D6Y is a very unusual design compared to the more standardized carriers that came after it, and operated with no escort initially, although a Kzinti attack changed that pattern. It was converted back to a standard D6 design by Y167. The changes to the deckhouse had been so extensive, that the ship was later converted back into its carrier form in Y170. Operationally, the ship was neither "fish nor fowl", lacking enough fighters on a hull its size to really conduct independent operations and not operationally suited to use as a standard cruiser.

YEAR	ESCORTS	FIGHTERS
Y166-Y167	2xE3D	5xZ-2 (prototypes)
Y170-Y173	E4E	5xZ-2
Y173-Y175	E4E	5xZ-V

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R3.115) KLINGON E4R FAST CARRIER RESUPPLY SHIP: While most Klingon FCRs were built on F5 hulls, the original design was based on an E4 (a less valuable hull that was increasingly inadequate for involvement in combat). The few E4Rs that were produced served throughout the war in their assigned roles. The Klingons might well have produced more E4Rs except for a shortage of base hulls of this type. Most E4Rs were in fact converted from E4E carrier escorts, relatively few of which had survived.

Names: *Provision, Provender.*

Design by Steven P Petrick.

SSD and Counter are in Module J2.

THE HEAVY FIGHTERS

(R3.F8) Z-HB FAST HEAVY FIGHTER (Z-HB): The Klingons improved their Z-H heavy fighter with more powerful engines, boosting its speed considerably, but by the time it was available H-1 Interceptors were in service and G-1 fast patrol ships were entering prototype testing. These were deployed on the scout carriers during the final Klingon offensives and the fighting retreat to the original Klingon border defenses. (As with the Z-H, there were two charges for each disruptor.) While production of the Z-H switched over to the faster Z-HB, the numbers were considerably smaller due to production switching to PFs.

Design by Stephen V Cole.

SSD in Module J2, use the Z-H Counters.

(R3.F9) ZB-1 BOMBER (ZB-1): The Klingon Army built and operated this very heavy (three-space) shuttle in an effort to provide local security for colony planets. It could be built easily and in relatively unsophisticated factories. The original Klingon prewar bomber, it was designed for planetary defense but only rarely had to be used in that role. As the Klingons anticipated (and conducted) mostly offensive operations, relatively few of these bombers were produced, and most went to reserve units on protected planets. Several squadrons of Z-B1s fought against the Kzinti counter-attacks in the first days of the General War, and several were involved in blocking the Hydran expedition (although Stinger fighters tended to make short work of the Z-B1s if they got out the range of the planetary defense phaser batteries). When the Klingons invaded the Federation, it was the heavy bomber squadrons that went on alert against counter-attacks, although raids by Federation F-14s slaughtered the ungainly Z-B1s whenever they met. The disruptors each had two charges.

Design by Stephen V Cole.

SSD in Module J2, Counters for the Z-B1 are provided in Module J2.

(R3.F10) ZB-2 IMPROVED BOMBER (Z-B2): This design was, literally, a Z-B1 with larger engines. Relatively few were built for planetary defense reserve units; most of the combat they saw was against pirates except for two actions against the Mitchell Raid. The disruptors each had two charges.

Design by Stephen V Cole.

SSD in Module J2, use the Z-B1Counters.

(R3.F11) ZB-3 ADVANCED BOMBER (Z-B3): The final Klingon medium bomber design, this was little more than a warmed-over Z-B1 with larger engines and improved drone rails. Most of the existing Z-B1s and Z-B2s were converted to this design as the conversions could be done by the various planetary bases from locally produced components. The disruptors each had two charges.

Design by Stephen V Cole.

SSD in Module J2, use the Z-B1Counters.

(R3.F12) ZB-4 HEAVY BOMBER (Z-B4): Designed as a backup in case the interceptor and PF projects did not work out, the Z-B4 was produced in modest numbers. Along with the Z-B3, it tried valiantly to defend Klingon planets from the Federation offensives into the Empire. The lack of Federation progress in such invasions can be at least partially attributed to the considerable number of these craft that the Klingon Army (which had taken over production) deployed on its defended planets. The disruptors each had three charges.

Design by Stephen V Cole.

SSD in Module J2, use the ZB-1Counters.

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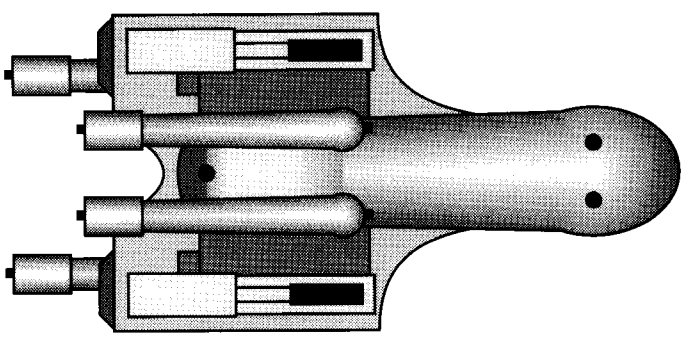
(R4.0) ROMULANS

THE NEW CARRIERS

(R4.102) NOVAHAWK-B STRIKE CARRIER (NHB): The Romulans had been producing Hangar Modules (B modules) for their Sparrowhawk class since the inception of the series. In Y173 a pair of these had been hard-welded to the *Imperial Standard* producing a heavy carrier on a heavy cruiser hull. Shortly afterwards a pair of B modules were hard welded to the Novahawk *Imperial Eagle* producing the NHB. The ship operated as a strike carrier with the same escorts as a Sparrowhawk-B.

YEAR	ESCORTS	FIGHTERS
Y174-175	2xSKE	8xG-SF 8xG-II
Y175-Y180	SPM, SKEA	8xG-SF, 8xG-II
Y180-Y183	SPM, SKEA	8xG-FSF. 8xG-III
Y183+	SPM, SKEA	8xG-FSF-D 8xG-III-K

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R4.103) SCOUT CARRIER (SPU): At least one, the *Glowing Eyes*, and possibly three, sets of these modules were produced in Y178 and later. The Sparrowhawk-U was a less than satisfactory carrier due to the slow speed of the Tribune strike group. The twin bays did allow the Tribunes to be launched and recovered comparatively quickly (allowing for the speed they operated at), but the SPU was found to be a better scout than a carrier, with its Tribune group being a bonus. The faster Tribune-F made the ship more effective, but the SPE and its Centurions rapidly outpaced it. At least one set of U modules remained in use through the end of the General War, and after the Civil War and ISC Pacification the ship that carried them, *Flashing Eyes*, enjoyed brief fame tracking Andromedan RTN lines.

Names: *Glowing Eyes, Flashing Eyes.*

YEAR	ESCORTS	FIGHTERS
Y178-Y180	SPM, SKEA	6xTrib
Y180+	SPM, SKEA	6xTrib-F

Design by Stephen V Cole.
SSD and Counter are in Module J2.

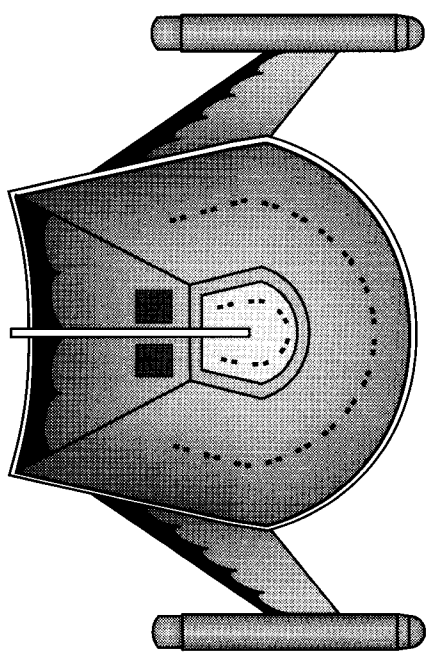
(R4.104) KLINGON ESCORT (KDA): The Romulans briefly considered this conversion of its handful of KDR hulls. No such conversion was ever made as the link between Klingon and Romulan space was, by that time, untenable and was shortly afterwards severed, complicating the maintenance situation. Had an adequate supply of KDR hulls been available, it is probable that such conversions would have been made to provide heavy escorts to KR carriers. But as most KR carriers (K10V, K7V, KDV) were never built, the Romulans were content to rely on their existing K5D and K4D conversions as escorts for their handful of KVRs. In a campaign where Romulan production of KDRs is possible, no more than one ship of this type would be provided as an escort for a Size Class 3 or larger Carrier/Space Control Ship, and could replace a Sparrowhawk-M in such carrier group.

Names: Would have used the names of the ships they were converted from.

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE OLD CARRIERS

(R4.105) VULTURE HEAVY CARRIER (VLV): As the Romulans began gearing up to full scale production of their new "Hawk" designs, production of the older "Eagle" class ships was swiftly curtailed (although never totally shut down). The keel of a new Vulture dreadnought had already been laid down. A quiet political battle went on behind the scenes, and between the great houses, about what to do with the ship. Some argued that construction was too far advanced to abandon the work, while others said the ship was an antiquated design that should be scrapped to make room for construction of the new Condor class. Ultimately a compromise was reached that resulted in a massive redesign of the ship's remaining structure. The ship, named *Imperial Banner*, was completed as a carrier to serve as both a training school for the rapidly burgeoning numbers of pilots within the Romulan Starfleet, and also as a 'defense monitor' with its fighter group, serving as a stable flagship for the home defense forces. (A much larger fighter group would have been possible if the ship's basic armor systems had not already been installed, but the cost of restructuring the hull to remove them was prohibitive.)



The ship participated in several campaigns, but was almost never risked in direct combat. It was at Romulus when the *MacArthur* fell on Remus, and participated in the pursuit of the retreating Federation forces.

The ship was finally destroyed during the Romulan Civil War, before its captain had officially taken sides.

YEAR	ESCORTS	FIGHTERS
Y170-Y172	2xSKE	10xG-F, 10xG-I
Y172-Y173	2xSNE	10xG-F, 10xG-I
Y173-Y180	BHE, SNE	10xG-SF 10xG-II
Y180-Y183	BHE, 2xSNE	10xG-FSF 10xG-III
Y183+	BHE, 2xSNE	10xG-FSF-D 10xG-III-K

There are two doors to the ship's shuttle bay, each of them large enough to launch or land one shuttle per impulse like the Federation CVA rear hatch (R2.13), making it a unique bay (J1.57). Note that the escorts for this ship were at first ceremonial, and were not always present when it was at Romulus. After Y174 the escorts were more formal, but sometimes the ship had two BHEs rather than one BHE, and for at least a brief period after Y180 it operated with three SNEs as its escorts. There were, however, rare periods when other, and better, escorts operated with the ship when there was no better carrier available to assign them to, but this was rarely for more than a few months, often only a few weeks.

Players might experiment with a variation of the hull in which the armor systems had not already been installed. If this is done, replace four of the armor boxes with eight additional fighter boxes all part of the same bay. Replace the other four armor boxes with tractor beams to aid in recovery of the fighter group.

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R4.106) BATTLE EAGLE MEDIUM CARRIER (BEV): Proposed design of which one or two were built. The basic concept was to convert War Eagles under construction into carriers, deleting the plasma-R torpedo around which the hull was normally built and drastically curtailing the battery deck. The result was a barely operable carrier (even by Romulan standards) for a cruiser-sized hull with little ability to defend itself and not enough fighters to launch viable independent strikes. The ships were operated in the hinterlands of the Romulan Star Empire as convoy escorts. It is believed a SNE or BHE served as an escort.

YEAR	ESCORTS	FIGHTERS
Y174-Y183	BHE or SNE	5xG-II, 5xG-SF
Y183-Y184	BHE or SNE	5xG-III 5xG-FSF
Y184+	BHE or SNE	5xG-III-K 5xG-FSF-D

Design by Stephen V Cole.

SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R4.F8) TRIBUNE-F FAST FIGHTER (TRIB-F): Improved engines and additional type-D plasma rails made this version of the Tribune heavy fighter a much more effective unit and a much more dangerous opponent.

(R4.F9) GLADIATOR-D IMPROVED SUPERIORITY FIGHTER (GLAD-D): The various refits that drone-using races applied to their superiority fighters were mirrored by the plasma races with additional plasma-D rails. Improved engines and spaceframe designs ensured that there were no performance penalties for the extra load.

(R4.F10) GLADIATOR-III-K IMPROVED TORPEDO FIGHTER (G-III-K): The various refits that drone-using races applied to their torpedo fighters were mirrored by the plasma races with plasma-K rails. Improved engines and space-frame designs ensured that there were no performance penalties for the extra load.

(R4.F11) COHORT-1 BOMBER (CH-1): The Romulans had long deployed very large shuttles for planetary defense, and the advent of true fighter designs pushed them to replace the ancient defensive units with true bombers. The plasma-F capability on these was truly frightening, although (as with all of the original bombers) they were slow and limited in range. Analysts have wondered if the extensive deployment of the Cohort-1 was more a matter of habit (as vast armadas of the older fighters had been deployed at most planets) than serious military requirements.

One set of Romulan BMR counters is in Module J2.

(R4.F12) COHORT-2 BOMBER (CH-2): As the Romulans developed their war plan, they knew that any offensive against the Federation would require the bulk of their fleet, leaving the Gorn border less secure than the Praetor would have preferred. The solution was to refit the existing Cohort bombers with more powerful engines and rails for type-D plasma torpedoes. The Romulans actually deployed these improved bombers before anyone else.

(R4.F13) COHORT-3 BOMBER (CH-3): This was a modest improvement in the Cohort-2, taking advantage of improved engine designs. As the improvement was modest, relatively few were built and the Cohort-2s were, for the most part, not upgraded to Cohort-3s.

(R4.F14) COHORT-4 HEAVY BOMBER (CH-4): One reason for the modest production of the Cohort-3 was the development of the larger Cohort-4. Most bomber production in the final years of the war concentrated on this type. Ironically, most of the bombers of all types had been sent out of the Remus system to more exposed planets before the Federation attack that devastated the planet. The defense of Remus was left to the new and untested PFs.

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(R5.0) KZINTIS

THE NEW CARRIERS

(R5.78) INTERDICTION CARRIER (CVD): The Kzinti interdiction carrier began life as a ship to feed fighters forward into combat at a faster rate. The ship itself was expected to stay out of the fighting. The extreme losses suffered by the Kzintis resulted in the fleet command taking another look at the design (as they were, indeed doing with all the ships of the fleet). The ship was sent on repeated deep strikes against Klingon and Lyran logistics, striking at convoys and their assembly areas. The ship enjoyed some success, although it is doubtful if the relative pinprick nature of the raids had any decisive impact. The raids did divert Coalition front line combat forces to rear area security at critical times and created additional 'drag' on Coalition operations as some supply deliveries were disrupted.)

This ship has one bay with two hatches. Both hatches are large enough to launch or land one shuttle per impulse in the same manner as the rear hatch on the Federation CVA (R2.13).

YEAR	ESCORTS	FIGHTERS
Y173-Y175	MEC, EFF	24xHAAS
Y175-Y177	MAC, DWA	24xHAAS
Y177-Y180	MAC, DWA	24xTAAS
Y180-Y183	MAC, DWA	24xTADS
Y183+	MAC, DWA	24xTADSC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R5.79) AREA CONTROL SHIP (ACS): The Kzinti Area Control ship maintained a considerable throw-weight of drones giving it a considerable ability to defend itself while launching its fighters on strikes. While clearly not as capable as the later space control ship because its smaller size limited the stores it could carry, and the lack of PFs, it was an extremely capable ship in its own right, and with its escorts more than a marauding war cruiser squadron wanted to tangle with.

The intent was that this ship would have the same escorts as the CVA, but this was not always available and the ship frequently operated with only two escorts.

YEAR	ESCORTS	FIGHTERS
Y175-Y177	MAC, 2xDWA	6xLAS 12xHAAS
Y177-Y180	MAC, 2xDWA	6xLFS 12xTAAS
Y180-Y183	MAC, 2xDWA	6xLFS 12xTADS
Y183+	MAC, 2xDWA	6xLFS 12xTADSC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R5.80) PATROL CARRIER (CVP): The Kzinti patrol carrier, much like the area control ship and interdiction carrier, retained considerable combat capability relative to other ships of its type through the retention of its drone racks. The use of a tunnel deck helped the ship recover and launch its fighters at a good pace, although it was very vulnerable to chain reaction effects (indeed, this was the most significant flaw of these Kzinti carriers).

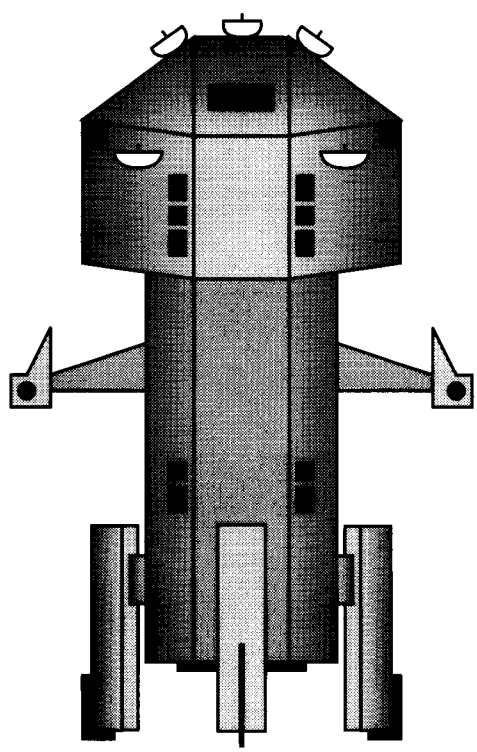
YEAR	ESCORTS	FIGHTERS
Y174-Y175	MEC, EFF	18xHAAS
Y175-Y177	MAC, AFF	18xHAAS
Y177-Y180	MAC, DWA	18xTAAS
Y180-Y183	MAC, DWA	18xTADS
Y183+	MAC, DWA	18xTADSC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R5.81) SCOUT CARRIER (CSV): The Kzinti scout carrier benefited from the drone rack armament of its original hull as had other Kzinti carriers. The Kzintis intended that the drone racks allowed a scout to employ ECM drones to support itself and other ships, and so did not employ as many special sensors as other races. Like other scout carriers, the Kzinti version had initial difficulties due to the low operating speed of the early heavy fighters, but was better able than most to fight off any attack by itself with its drone racks.

YEAR	ESCORTS	FIGHTERS
Y175-Y177	MAC, AFF	6xLAS
Y177+	MAC, DWA	6xLFS

Design by Stephen V Cole.
SSD and Counter are in Module J2.



THE EARLY ESCORTS

(R5.82) ESCORT DESTROYER (DDE): Designed in the period prior to the outbreak of the General War, this ship exhibited all the errors of pre-war Kzinti theory on carrier escorts, e.g., it would have been more effective in a Kzinti civil war than it would have been versus a Klingon or Lyran fleet. Its one saving grace was the fact that the destroyer design was so difficult to build that apparently none were made available for this conversion. This ship is considered to be a heavy escort, i.e., it can replace a CLE or MEC in a carrier group, but not an EFF or DWE.

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R5.82A) AEGIS ESCORT DESTROYER (DEA): If any DDEs were constructed, and survived until Y175, it is probable that the Kzintis (had they decided to retain such a ship) would have added the full Aegis rig along with the Y175 refit. The design would still have been of only marginal use against Klingon or Lyran squadrons, but would have had an admirable ability to engage drones. This ship is considered to be a heavy escort, i.e., it can replace a CLA or MAC in a carrier group, but not an AFF or DWA.

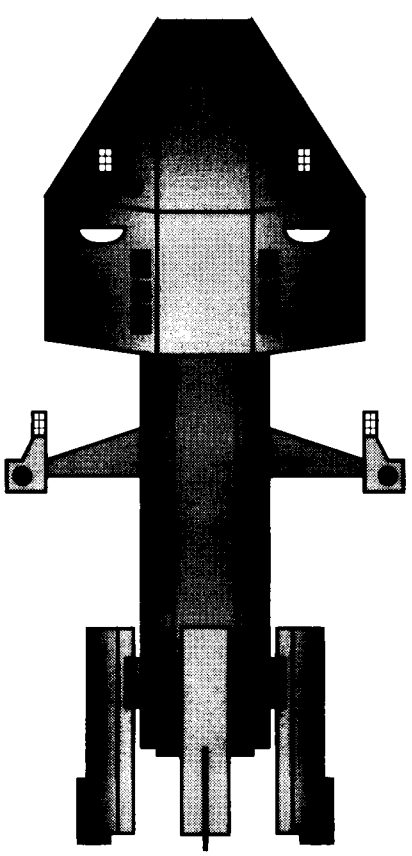
Design by Stephen V Cole.

SSD is combined with the DDE Module J2, use the DDE counter.

(R5.83) LIGHT ESCORT CRUISER (CLE): These were converted from existing CLs to provide escorts for the new Kzinti carriers; the first of these entered service along with the carriers in Y166. Life was hard on carrier escorts in general, and these had all been destroyed in combat by Y174; newer and better MECs replaced them starting in Y170.

Design by Stephen V Cole.

SSD and Counter are in Module J2.



(R5.83A) LIGHT ESCORT CRUISER AEGIS (CLA): It is not believed that any CLEs survived to Y175, but if they had it is probable that they would (eventually) have received the full aegis and Y175 refits, as well as the C-12 refit. This is shown on the SSD of the CLE.

Design by Stephen V Cole.

SSD is combined with the CLE in Module J2, use the CLE counter.

THE NEW FIGHTERS

(R5.F9) LARGE FAST SHUTTLE (LFS): The Kzintis introduced this improved version of the heavy fighter in Y177. The real reason for the delay in the Kzinti use of PFs is not known, but some theorize that the effectiveness of this heavy fighter may have given its proponents a sufficient argument to maintain the reliance on fighters instead of shifting to an entirely new operating concept.

(R5.F10) BOMBER (BMR): The original Kzinti bomber, it was designed and used for planetary defense. Its copious drone load meant that any planet under attack could put swarms of drones into the path of the enemy. The disruptors each had two charges.

One set of Kzinti BMR counters is in Module J2.

(R5.F11) ADVANCED BOMBER (AMR): Improved engine technology provided a superior craft at a time when Klingon and Lyran raids on Kzinti planets were still frequent. The disruptors each had two charges.

(R5.F12) VERY ADVANCED BOMBER (VMR): This improved design was one of a number of factors that blunted the last great Coalition offensive into Kzinti space. That offensive was designed to take advantage of the "patrol ship gap" caused by late Kzinti acceptance of the need for new attrition unit technology, a problem caused by the improved fighter and bomber designs that may well have caused it. The disruptors each had two charges.

(R5.F13) HEAVY BOMBER (HMR): Designed as an adjunct for the interceptors and the new PFs in the defense of Kzinti planets, the HMR was produced in only limited numbers. By the time it entered service the Coalition forces had mostly been thrown back from Kzinti space. Still several squadrons saw service in combating raiding Orions and Andromedans in the intervening years. And at least a few were involved in actions with Coalition (and later ISC) raids into Kzinti space. Their greatest involvement was, however, in the killing of other Kzintis during the "Return of the Usurper". The disruptors each had three charges.

Design by Stephen V Cole.

SSD in Module J2, use the ZB-1Counters.

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(R6.0) GORNS

EXPERIMENTS IN CARRIER DESIGN

(R6.67) EMERGENCY CARRIER (HVD): While the Gorns never sought to be a major carrier race, there were factions within the Gorn military and industry who felt that fighters should play a greater role in the fleet. Their solution was to produce a "pod" which would turn any HDD into a carrier while retaining all of its original systems. This would produce a ship too heavy for the HDD's engines, but by adding APRs to the pod the total power output could be kept stable and the resulting ship could operate at the same combat speeds.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	HDA, BDA	12xG-18
Y180-Y182	HDA, BDA	12xG-12
Y182-Y183	HDA, BDA	12xG-12 or 12xG-18B
Y183+	HDA, BDA	12xG-12D or 12xG-12K or 12xG-18D or 12xG18K

Balcony: two on each wing.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R6.68) INTERDICTION CARRIER (CVD): This ship was comprised of a HDV carrier with the pod from the HVD, giving it 24 fighters. As with the HVD, the problem was that the original HDD engines were too small and the resulting ship was strategically slow, but (due to the extra power in the pod) could maintain about the same combat speed. Once thought to have been only a conjectural study, records have been found of one HDV operation in this configuration during Y179.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	HDA, BDA	24xG-18
Y180-Y182	HDA, BDA	24xG-12
Y182-Y183	HDA, BDA	24xG-12 or 24xG-18B
Y183+	HDA, BDA	24xG-12D or 24xG-12K or 24xG-18D or 24xG18K

Balcony: two on each wing.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R6.69) PATROL CARRIER (HVP): The Gorn patrol carrier had virtually no offensive potential of its own, relying almost exclusively on its fighter group and escorts to dissuade unwanted visitors. The ability to launch and land fighters through two hatches, an inherent design factor of nearly all Gorn ships, simply could not overcome the ship's shortcomings as a combatant when it was caught by a Romulan, ISC, or Andromedan raiders.

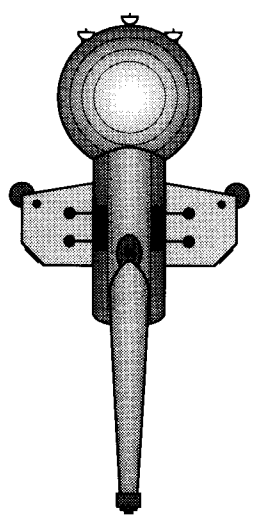
YEAR	ESCORTS	FIGHTERS
Y176-Y180	HDA, BDA	18xG-18
Y180-Y182	HDA, BDA	18xG-12
Y182-Y183	HDA, BDA	18xG-12 or 18xG-18B
Y183+	HDA, BDA	18xG-12D or 18xG-12K or 18xG-18D or 18xG18K

Balcony: two on each wing.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R6.70) SCOUT CARRIER (HSV): Much like the scout carriers of most other, races the HSV lacked any true offensive punch and relied on its escorts for the bulk of its defense. The slow speed of the heavy fighters hampered operations when the ship tried to act as a scout, forcing it to decide whether or not to recover them or keep pace with a battle group it was supporting with its scout channels. In essence, the scout carrier was before its time and the advent of the fast patrol ship would soon see it superseded by the PFT.

YEAR	ESCORTS	FIGHTERS
Y178-Y180	HDA, BDA	6xG-30
Y180+	HDA, BDA	6xG-32

Balcony: two on each wing, each of which can hold one heavy fighter, or a single space shuttle or fighter.
Design by Stephen V Cole.
SSD and Counter are in Module J2.



THE NEW FIGHTERS

(R6.F7) G-32 FAST HEAVY FIGHTER: An improved version of the G-30, this design improved the speed but little else.

(R6.F8) IMPROVED FIGHTERS: The Gorns improved their standard G-18 and G-12 fighters in the final years of the General War, providing them with extra plasma capsule rails. Some received the D-refit with two more plasma-Ds, while others received the K-refit with two of the new plasma-K pods. It would seem obvious that the plasma-D refit provided superior firepower, but the increased load was more than the original designs of the G-12 and G-18 could handle, resulting in lowered dogfight performance.

(R6.F01) GORN-FEDERATION BOMBERS: The Gorns did not build their own fighters as no normal-sized Gorn could fit into one. (A few dwarf Gorns flew fighters, but most were piloted by Skolean mercenaries.) The Gorns did not, however, have this problem with the larger bombers, most of which were crewed by reservists from planetary defense units.

The Gorns also used some Federation bombers, which had to be flown by Skoleans. The bays on these bombers use the equivalent weapons as presented below, e.g., replace drones with plasma-D or plasma-K. Module J2 includes counters for Federation B-2 heavy bombers used by the Gorns. To convert any Federation bomber to Gorn use:

Replace all photons with plasma-F.
Replace all type-VI drones with Plasma-K.
Replace all other drones with Plasma-D.
Replace all phaser-Gs with phaser-2s.
Delete ADD racks.

Internal bays can be fitted with fighter pods, plasma-Ds, and or plasma-Ks. The bays of the G-1 and G-2 can each also hold up to two plasma-F torpedoes with FA launching arcs.

(R6.F9) MEDIUM BOMBERS (BMR-A/B/C): The Gorns deployed bomber shuttles for planetary defense, steadily improving their speed (but not their firepower) through the A, B, and C models.

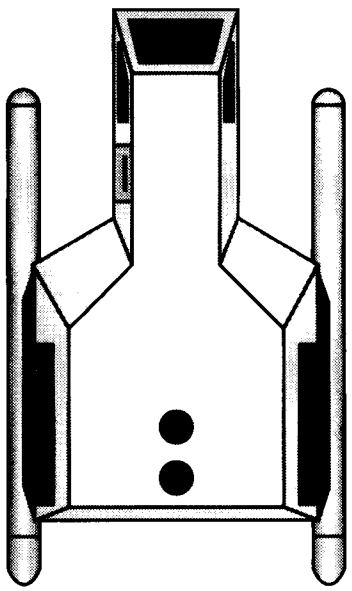
Federation reporting name: *Salamander-A*, *-B*, or *-C*.

(R6.F10) HEAVY BOMBER (BMR-H): A late-war development that provided an improved heavy shuttle for planetary defenses. Some fought against the last of the Romulan offensives. While bombers were clearly inferior to PFs in every way (range, firepower, survivability, and speed), they did have the considerable advantage of being simpler to produce. Any colony planet with moderate local industry could and did produce shuttles for local use (in asteroid mining and for local cargo movement), and such facilities could actually produce the huge lumbering bombers more easily than the single-size fighters!

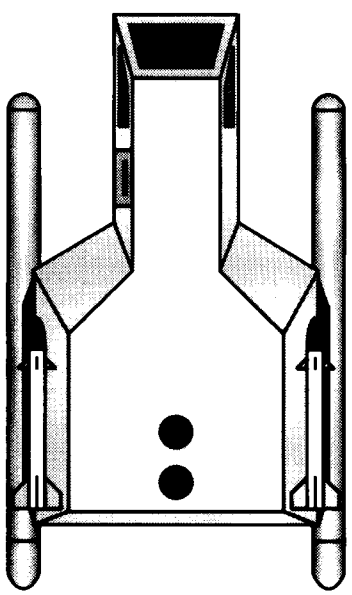
Federation reporting name: *Salamander-H*.

(R6.F11) SHENYANG-G-7 (G-7): The Gorns purchased a small number of the Federation Shenyang-F7s as a test. They did not adopt the fighter for general use. Players can experiment with the fighter under the assumption that large quantities were purchased for use in the defense of planets that simply were not worth the deployment of better defenses. As with many such plans, reality would intrude and some G-7s were found in the thick of the fighting on several occasions. Their 360° phaser armament would make them tricky for opposing fighters, but their weak plasma armament and low speed will leave them vulnerable to rapid destruction by larger units.

If this fighter is carried in place of an admin shuttle, the plasma-Ks, additional reloads for the plasma-Ks, and any pods for the fighter's pod rails have to be individually purchased either as part of the overall force BPV, or with the unit's commander's options points. There are no free stores that come with the G-7.



Gorn G7 above, similar Federation F7 below.



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(R7.0) THOLIANS

THE LAST THOLIAN CARRIERS

(R7.45) THOLIAN DREADNOUGHT-CARRIER (DNV): The Tholians discovered that, unlike their pre-war doctrine, their carriers tended to get mixed up in the fighting in which their fighter groups were involved. The pre-war carrier designs lacked heavy weapons, and while their external hangar bays limited the losses of fighters to chain reactions, the lack of heavy weapons made them relatively easy targets to close on and attack. One solution the Tholians adopted was this design. While it only carried a single squadron, it also retained the full firepower of a "D" class dreadnought. The design sacrificed the space needed to install the photon torpedoes of the "DP" to support the fighters, and the external bays prevented the installation of web casters. The addition of the fighter squadron did markedly improve the combat capabilities of the ship.

YEAR	ESCORTS	FIGHTERS
Y178-Y180	2xDE, PCA	6xSpider-II 6xSpider-III
Y180-Y182	CWA, DE, PCA	6xSpider-II 6xSpider-III
Y182+	CWA, 2xPCA	6xSpider-II 6xSpider-III

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R7.46) THOLIAN DREADNOUGHT-SCS (DNS): With the advent of the Arachnid PF the Tholians found it possible to convert their DNV into this design. The ship was used for extensive raids against the Seltorian Tribunal.

YEAR	ESCORTS	FIGHTERS
Y181-Y182	CWA, DE, PCA	6xSpider-II 6xSpider-III
Y182+	CWA, 2xPCA	6xSpider-II 6xSpider-III

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R7.47) THOLIAN WAR CARRIER (CWV): Like other races, the Tholians learned that fighters would be more important in the General War than pre-war theories (and the diminutive carriers they spawned) indicated. The devastation wrought by the Coalition assault in Y178 (and the continuous assaults by the Seltorians starting in Y182) drove home the inadequacies of the Black Widow class carriers. Needing to replace their Black Widow carriers with a larger hull able to mount an entire squadron, the Tholians followed the path of other races in turning to their war cruiser design.

The ability of Tholian engineers to mount external hangars onto the sides of an existing ship led to an exceptional design. It sacrificed no firepower, and was able to launch and/or recover its entire strike group in an instant's time. The stress of the Tholian economy to keep up with the needs of the fleet resulted in the two known CWVs frequently operating with two PCAs as its escorts, but Tholians usually tried to provide a CWA.

YEAR	ESCORTS	FIGHTERS
Y182+	CWA, PCA or 2xPCA	6xSpider-II 6xSpider-III

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R7.48) SCOUT CARRIER (CSV): As with other races the Tholians experimented with the concept of the scout carrier. The external bays were joined in groups of two to accommodate the Spider-V heavy fighters. The ship proved to be the equal of the CWS, but its fighters were best used in conjunction with a webbed strongpoint. The one or two CSVs that were built proved highly useful in tracking down the handful of Andromedan RTN points that were found in Tholian space.

YEAR	ESCORTS	FIGHTERS
Y180-Y182	CWA, DE	6xSpider-V
Y182+	CWA, PCA or 2xPCA	6xSpider-V

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R7.49) DESTROYER ESCORT (DE): By Y175 the Tholians were finding their PCEs woefully inadequate as escorts. Their production rate of cruiser hulls simply did not allow any to be diverted to that role. In desperation the Tholians turned to their destroyer design, which was at least easier to produce in numbers. The design included full aegis and it was a better escort than the PCE/A, but still too small to fully undertake the role, and production lagged as destroyers were needed for other tasks. The arrival of the Neo-Tholians leading to the development of the CWE soon curtailed production of DDEs.

Tholian players may substitute one ship of this type in place of a PCA in any carrier group (except the DNV) between Y175 and Y183. This was only rarely done with Black Widows, and there is no recorded case of DDEs replacing both of the PCAs of Tholian CVA, only the DNV was provided for with two.

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R7.77) NEO-THOLIAN STRIKE CARRIER (NCV): After the arrival of the 312th fleet, the Tholians hurriedly adopted plans to modify the ships to better serve the Holdfast. One of the design concepts involved converting one of the NDNs into a Carrier, and this eventually led to the Space Control Ship design. The NCV was a proposal to convert one of the NCAs into a strike carrier. The Tholians never made this conversion due to their critical need for large ships able to bring web casters to the fighting. By the time an NCA could be made available for conversion, Tholian Fleet Command chose to convert it to X-Technology instead. Eventually, the other two of the surviving NCAs were also converted to X-technology, and the NCV design was never built.

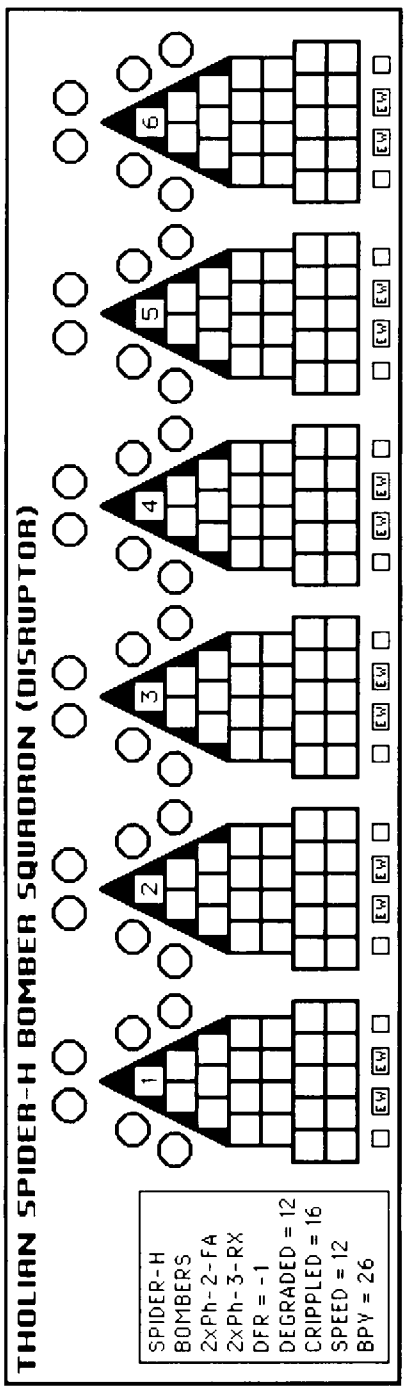
YEAR	ESCORTS	FIGHTERS
Y180-Y182	CWA, DE	6xSpider-II 6xSpider-III
Y182+	CWA, PCA	6xSpider-II 6xSpider-III

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

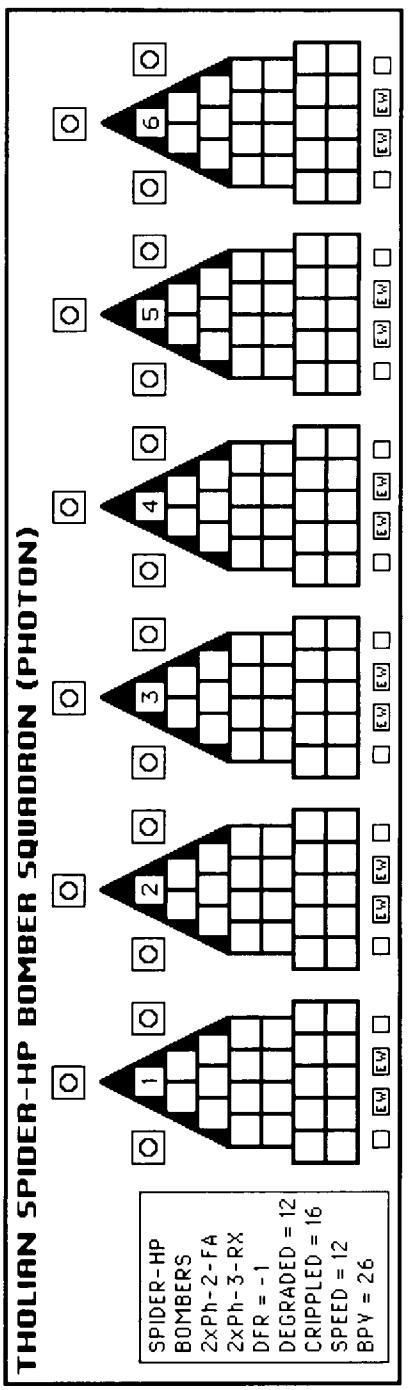
(R7.F7) SPIDER-V FAST HEAVY FIGHTER (SP-V): The Tholians were deeply shocked by Operation Nutcracker in Y178, and pushed through new designs for improved heavy fighters. The Spider-V had modest improvements in speed and firepower.

(R7.F7P) SPIDER-VP FAST HEAVY FIGHTER (SP-VP): A variant of the Spider-V carried photon torpedoes in place of the disurptors. Each photon torpedo has a single charge. It is otherwise identical to the Spider-V.



(R7.F8) SPIDER-H BOMBER (SP-H): The Tholians had never produced bombers until the middle years of the General War, when they came under increasing Klingon pressure. Bombers were built to improve local defenses (particularly around the Dyson sphere that served as their capital) and dozens of them were consumed by the battles of Operation Nutcracker. After that debacle, the Tholians concentrated on PFs and (to a lesser extent) improved fighters and did not replace their bomber inventory. The disruptors each had two charges.

(R7.F8P) SPIDER-H BOMBER (SP-HP): A photon-armed variant of the Spider-H; each photon has only one charge. It is otherwise identical to the Spider-H.



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(R9.0) HYDRANS

THE NEW CARRIERS

(R9.87) LORD EXECUTIONER AREA CONTROL SHIP (LE): The Lord Executioner is, like the Cavalier, extremely undergunned. Its striking power is in the weapons carried by its fighters, and the fighters and phaser-Gs of its escorts. If the commander can successfully bring these disparate forces together at close range to an enemy, the Executioner can indeed live up to its name. No isolated Klingon or Lyran base can long stand the assault of this unit and its support ships.

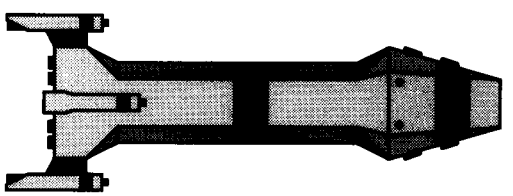
The intent was that this ship would have the same escorts as the Iron Duke, but this was not always available and the ship frequently operated with only two escorts.

YEAR	ESCORTS	FIGHTERS
Y177-Y179	NAC, DA, AH	2xStinger-H, 10xStinger-2 6xStinger-S
Y179+	NAC, DA, AH	2xStinger-H 10xStinger-2 6xStinger-T

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R9.88) RAGNAR CRUISER (RGR): The *Ragnar* was a Hydran experiment to increase the firepower of their *Ranger* class ships by increasing the fighter group by 33%. The increase came at the expense of crew habitability (a 14% reduction). Hydran fleet command favored the increase and wanted to have more ships of the class constructed, but the near mutiny of the *Ragnar's* crew due to the more cramped living and working conditions forced Royal Naval Staff to shelve the idea. The *Ragnar* itself soldiered on for several years, gaining a reputation in Hydran service as something of a penal ship (not quite deserved, although captains of other ships were heard to frequently threaten to transfer crewmen whose performance was sub-par to *Ragnar*). The *Ragnar* survived the General War with several honors to her credit, but was later destroyed in a clash with the Vudar.

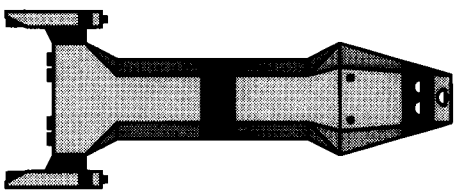
Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R9.89) SENTINEL SCOUT CARRIER (SEN): By Hydran standards, the CSV class was a poor carrier overall, but that was more the fault of the outsized Super-Stinger heavy fighters than any fundamental problem with the ship. The Super-Stingers could not use launch tubes, so the contractors simply did not bother to pierce the hull (which meant that the ship could not launch normal sized fighters any faster than it could the super-stingers). However, the double bay system enabled the ship to launch its fighters (and recover them) faster than many others of this curious class of ships, although it was also dogged by the slow speed of the heavy fighters.

YEAR	ESCORTS	FIGHTERS
Y177-Y179	NAC, DWA	6xStinger-S
Y179+	NAC, DWA	6xStinger-T

Design by Stephen V Cole.
SSD and Counter are in Module J2.



ERRATA NOTE: When we published Module R6 we did note we had an error in that the New Hydran Survey Cruiser (R9.68) listed as the PIC (Picket) on the counter but as the Sentinel on the SSD and in the rule. This was caused by a garbled file in the original Air Force source tapes. We previously printed errata stating that this ship apparently was the Sentinel so the counter was wrong and the SSD and rule were right. Further study of the tapes, however, revealed that the situation was somewhat more complicated, as we had not known about the Sentinel Scout Carrier. After that ship was discovered, it became obvious that, in Module R6, the counter is correct (the New Survey Cruiser is indeed the picket) while the Sentinel is indeed the Scout Carrier. We are sorry for this confusion, but obviously we were as confused as you are.

THE FIRST CARRIERS

(R9.90) PEGASUS CARRIER (PGV): At least one Pegasus hull was converted to this design. Records appear to indicate that this was done in Y166, but they are not clear. It is also unclear if the ship in fact survived until the Y180s, and it is probable that if it had, it would have been converted to the PFT design.

YEAR	ESCORTS	FIGHTERS
Y166-Y170	2xHN	12xStinger-1
Y170-Y175	2xEH	10xStinger-2 2xStinger-H
Y175-Y180	2xAH	10xStinger-2 2xStinger-H
Y180+	2XDWA	10Stinger-2 2xStinger-H

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R9.91) GRENADIER CARRIER (GRV): With the end of the Civil Wars in the Lost Colonies, Prince S'Lenthna and the guilds set about finalizing the design of fighters (which had so dramatically shifted the balance of power in the civil wars) and developing a doctrine for their use. As part of this, a Grenadier Cruiser was taken into dock and converted to this design. While some fighters had operated from ships during the civil war, there was no single unified doctrine for the permanent basing of fighters on a warship. The Grenadier-V remained in the Lost Colonies during the War of Return, but was transferred to the capital after the occupation forces were routed. The ship served as an adjunct to the restored Royal Fleet Academy operating as the training ship for prospective fighter pilots. Virtually every Stinger pilot in the Kingdom made his first underway landing and take off from this venerable old boat.

When the decision was made to dispatch the Expedition to Federation space, Fleet Command decided to deploy the GRV to a relatively quiet area of the Klingon-Hydran border to free up a few more ships for use in the attack on the Lyrans. The deployment had been intended to be temporary, but in the series of crushing defeats the Royal Navy suffered in its initial operations (not least the massacre of the Expedition) the GRV was never recalled. When the Klingons advanced across the border themselves, the GRV was just one more isolated Hydran ship destroyed by the juggernaut.

YEAR	ESCORTS	FIGHTERS
Y133-Y170	1 or 2 GEN	10xStinger-1
Y170-Y175	1 or 2 EH	10xStinger-2
Y175+	1 or 2 AH or 1xDWA	10xStinger-2

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R9.92) POLICE CARRIER (GNV): The Hydran police forces operated a handful of these carriers, a variant of the standard Gendarme. The ship had two bays, the hull being too narrow to construct a wider bay. The lower bay took the place of the fusion arming equipment, and was where the admin shuttles operated from. It was not possible to fit that bay with launch tubes, but the ship could still launch six fighters in a single impulse. Ships of this class never operated hellbore fighters. Whenever possible one of these ships would operate with any critical convoy, although it would have probably been better to replace them with AuxCVLs. Sadly, the Royal Navy owned the AuxCVLs and the police frequently had to make do without them.

YEAR	ESCORTS	FIGHTERS
Y150-Y171	1xGEN	10xStinger-1
Y171-Y175	1xEH	10xStinger-2
Y175+	1xAH	10xStinger-2

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R9.F7) STINGER-T HEAVY FIGHTER (ST-T): Improved engine technology brought the Stinger-S heavy fighter to maximum tactical speed. The new version was designated as the Stinger-T. It had a third pod rail that provided improved flexibility.

(R9.F8) SPIKE-1 BOMBER (SK-1): The original Hydran heavy defensive shuttle, the Spike-1 was a lot of firepower in a package that was, unfortunately, just too slow to be effective in combat. It was the first of the Bomber class of fighters and saw extensive deployment as garrisons of the liberated planets of the Kingdom beginning in Y135. Many were still in service when the Coalition retook the Kingdom during the early stages of the General War. Of all the bomber types produced, the Spike-1 probably saw the largest deployment and suffered the largest losses if only because there had been time to build so many of them. Each fusion beam had two charges.

(R9.F9) SPIKE-2 BOMBER (SK-2): The improved version of the original bomber, only a few were built in the Old Colonies for use in tests and for defense against pirates. Production increased with the start of the General War, but deployment was not as extensive as that of the Spike-1 by the time the Kingdom fell again in the early Y170s. Each fusion beam had two charges; each hellbore had only one.

(R9.F10) SPIKE-3 BOMBER (SK-3): Designed for maximum fighter speed, the Spike-3 was produced in large numbers in the Old Colonies and shipped to recaptured planets in bulk, as it was easier to deploy them for defense than other kinds of bases. Spike-3s defended the Hydran homeworld and other planets while PFs were pushed forward to the operational units. The Hydrans made more use of bombers than any other race. Each fusion beam had two charges; each hellbore had only one.

(R9.F11) SPIKE-H HEAVY BOMBER (SK-H): Also developed in the Old Colonies, these were produced in somewhat smaller numbers for use by recaptured planets. The smaller production numbers were the result of the anticipated difficulty in shipping these huge craft. Each fusion beam had two charges; each hellbore had only one.

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(R10.0) ANDROMEDANS

MOBILE WEAPON PLATFORMS

(R10.48) MOBILE WEAPONS PLATFORMS (MWP): Mobile Weapons Platforms are the Andromedan equivalent of the fighters, PFs, and interceptors used by the various races the Andromedans attacked. Their incorporation of PA panel technology made them very tough opponents for such small units, and in numbers they could give a cruiser pause. They were not as fast as PFs or interceptors, and were starved for power compared to larger Andromedan ships. They were also, once damaged, very fragile which is represented by their lack of any excess damage boxes.

The PA panels on MWPs were able to absorb damage from any direction due to the small size of the unit being protected. They required 3/5ths of a point of energy to operate at "standard" level, and a full point (or an additional 2/5ths of a point of energy) to be raised to "reinforced" levels. They otherwise operated in all ways exactly as the PA panels on the larger ships.

The batteries on MWPs were fully functional Andromedan batteries, i.e., they could hold five points of energy.

Any given Andromedan mothership might operate one or more of these units; see (G35.11) for hangar space needed. No single mothership or base ever had more than a dozen MWPs. Bases sometimes had up to five variant MWPs, but this seems to have been dependent on the size of the base.

Design by Stephen V Cole.

Squadron SSD and counters in Module J2.

(R10.49) MOBILE CARGO PLATFORM (MCP): Platforms of this type generally operated from bases. Many bases had at least one, and sometimes two of this type. It was used to carry critical supplies for short distances. It lacked any weapons, but as with all the variants, it included two dummy phaser mounts (D17.73) (included in the BPV), making it indistinguishable from any other mobile platform externally. The fact that it could not be distinguished allowed such platforms to act as "decoys" during combat around a base, joining other MWPs in attack runs in an effort to draw fire.

Design by Steven P. Petrick.

SSD in Module J2, use any MWP counter.

(R10.50) MOBILE RECOVERY PLATFORM (MTP): This platform's design function was to haul disabled MWPs back to base for repairs. It was equipped with two TRLs behind concealment panels which were normally used as tractors. However, when the base was threatened, the MTP could drop the concealment panels to bring its TRLs into use as weapons as if it were a Q-ship (R1.7), but with a two-impulse delay between dropping the panels (must be announced) and being able to fire. The TRLs had relatively limited firing arcs due to the small size of the MTP, and firing them as weapons subjected the hull to considerable shock stress. Each time it fires a TRL it must roll for shock damage (D23.0), it has a shock rating of 13. Like all variant MWPs, the unit had two dummy phaser-2 mounts, and would be detected as a standard MWP until it dropped its concealment panels or used one or both of its TRLs as tractor beams.

Design by Steven P. Petrick.

SSD in Module J2, use any MWP counter.

(R10.51) MOBILE GROUND ASSAULT PLATFORM (MGP): Platforms of this type, like nearly all variant MWPs, were unarmed, but they were capable of carrying up to five crew units (ten boarding parties) of passengers. They were used in conjunction with other MWPs to launch raids on small relatively unprotected colony worlds. It is believed most of them operated from local Andromedan bases, raiding colonies in an effort to force the Galactic races to further disperse their fleet assets to try to "defend everything". In one sense, these raids backfired as enough of them launched from a given base would triangulate the base's location. But this did not always work, as sometimes a mothership would be used to move a raiding force into position. It was not unusual to see a raid conducted by 12 MWPs, six of which were otherwise unarmed MGPs, but in some cases such a large raid might include only six MWPs, four MGPs, and two MCPs carrying ground combat vehicles.

Design by Steven P. Petrick.

SSD in Module J2, use any MWP counter.

(R10.52) MOBILE EW SUPPORT PLATFORM (MEP): Considered to be the most dangerous of the MWPs if only because it enhanced the overall combat effectiveness of the other MWPs of its group. The MEP combined some of the abilities of a PF Scout or EW fighter with considerable limitations. A single MEP could provide up to six points of EW (ECM, ECCM, or a combination) to all other MWPs of its group provided its fire control was active and the other MWPs were within ten hexes range. It had to generate the points it was lending, and for this purpose it was equipped with two APRs rather than phasers (although it did have he standard dummy phasers of an MWP variant). It could not lend the EW points if it was performing erratic maneuvers, but could lend them to MWPs that were performing erratic maneuvers.

The MEP can provide its lending to itself and up to 11 other MWPs. The MWPs that it will lend to must be defined at the start of a scenario. The MEP can only add a new MWP to its "group" if both it and the new MWP spend one full turn docked inside a mothership or base Hangar [including a hangar module (R10.55)] so that the EW systems can be adjusted. The MEP can provide its EW lending to any other variant MWP provided that the variant is designated as part of the MEP's group as provided herein.

MEPs have no other "scout" abilities, i.e., they gather Tactical Intelligence as an MWP (i.e., like a PF), cannot lend EW to their mothership/base, cannot attract drones or break lock-ons, etc.

MEPs cannot be detected separate from other MWPs (all have the same EW and it otherwise looks identical), but the fact that at given MWP has not fired its phasers or has maneuvered to keep out of the fighting somewhat could be considered clues. The Andromedan might, however, have some other MWP hanging back and not firing its phasers as a deception ploy.

Design by Steven P. Petrick.

SSD in Module J2, use any MWP counter.

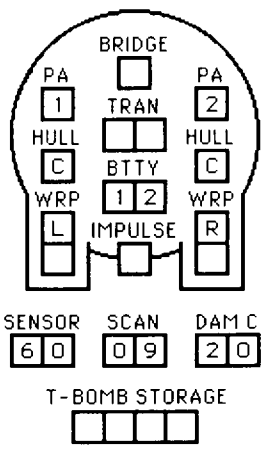
(R10.53) MOBILE MINE PLATFORM (MMP): The MMP was a very rare platform. It had two transporters in place of its phaser systems and storage for up to four T-bombs/PA mines. The T-bombs are taken from those available to the base or mothership from which the MMP operates. The MMP's function was to provide a limited ability to deal with mass drone waves. Tactically, if the MWPs the MMP was supporting were targeted by large numbers of drones, they would maneuver to try to cluster them as much as possible, allowing the MMP to place a T-bomb (or two) for maximum effect. Operationally, it was not very successful, as Galactic commanders were able to adopt tactics to severely degrade the effectiveness of T-bombs. Still, the MMP saw some use, sometimes being used by a base to patch a hole in its defensive minebelt while under fire.

The MMP has no other abilities relative to minesweepers or minelayers, except that it does have a hatch allowing T-bombs to be laid without transporters. MMPs are very rare, only one can be present in any group, or fraction thereof, of twelve MWPs and variants, including itself in the number.

Design by Steven P. Petrick.

SSD in Module J2 rulebook, use any MWP counter.

MOBILE MINE PLATFORM



MOBILE WEAPON PLATFORMS BASES

(R10.54) MOBILE WEAPON PLATFORM GROUND BASES: The Andromedans developed ground bases allowing planets that they chose to occupy to operate MWPs. The construction of these bases was unusual compared to those used by non-Andromedans. The core of the base is no different than any other base deployed by Andromedans. However, the MWPs are actually in underground hangars (created through a combination of Andromedan Displacement, Transporter, and Tractor-Repulsor technology) that are not actually part of the base. This creates several advantages and disadvantages. MWPs "landed" in these hangars cannot be targeted as separate units, but they can only be "launched" (or landed into) these hangars by transporter. This means that if something happens to the Base (such as destruction of its transporters or power supplies, or simply complete destruction), the MWPs are trapped. While in a hangar space an MWP can be repaired by the base's repair systems. Each MWP hangar box represents hangar space associated with that base for one MWP, but each is a separate hangar not co-located with any other hanger. The power absorbers of the MWPs can pick up power drawn from the PA panels of the base just as a normal satellite ship can from its mothership and under the same conditions (D10.42). The only way a MWP can get rid of such accumulated power is to be transported into space and use the normal PA panel procedures. If an MWP blows up in its hangar as a result of accumulated energy, the hangar is destroyed but nothing else on the Base is affected by the destruction, not even other MWPs.

Ground Bases cannot repair MWPs not in a hangar.

(R10.54A) PLANETARY CONTROL BASE (PCB): Able to operate a full group of 12 MWPs, the establishment of a PCB can be seen as a definitive Andromedan effort to claim the planet on which the PCB is constructed. It is able to launch (or recover) half the MWPs during any given turn, but is somewhat power deficient.

Generally these bases would launch MWPs with power stored in their batteries initially, diverting APR power to operating its special sensors and arming its weapons. Once the fighting neared the planet, however, the PCB would be hard pressed to perform all its possible functions unless it was linked into a power grid (R1.28P).

Design by Steven P. Petrick.

SSD in Module J2, use the ground base counters from Advanced Missions and Module R1.

(R10.54B) MOBILE WEAPON PLATFORM BASE (GPB): Analogous to the PF bases employed by most Galactic races, the GPB provided facilities to operate a half group of six MWPs. Like the larger PCB, it was seriously deficient in over all power production, and not able to deploy all of its MWPs at one time. It did, however, strengthen the defenses of any Andromedan held planet where one was constructed and gave the local commander an ability to reach out and influence local space.

Design by Steven P. Petrick.

SSD in Module J2, use the ground base counters from Advanced Missions and Module R1.

BASE AUGMENTATION MODULE

(R10.55) MOBILE WEAPONS PLATFORM HANGAR MODULE (PHB): The Andromedans deployed these at many, but by no means all, of their bases. No more than one would be deployed with a SatBase, and no more than two with a Base Station or Battle Station. The Desecrator might have had four of these.

The Module is fitted to the base on top of an existing Cargo Bay. The bay is completely collapsed and cannot hold any cargo. The PHB is itself huge (nearly the size of the Satellite Base) and is itself collapsible for transport. Despite its large size (which makes its presence immediately detectable at Tactical Intelligence Level D), the PHB is itself treated as only a size class 5 unit. This is because much of its perceived size is empty volume, i.e., it has very little "mass" but a great deal of volume, with little more than docking cradles for the MWPs.

The Repair systems can only be used to repair MWPs in that Hangar module. MWPs docked inside a given Hangar Module can only be launched (or landed) by the transporters in that module due to the precision required.

SMALL SUPPORT UNITS

(R10.56) DISPLACEMENT BEACON (DB): The Displacement Beacon is a Small Support Unit used by the Andromedans to enhance tactical mobility. While reports are not confirmed, it seems to be a tactical application of RTN technology. See (G35.4).

(R10.57) DECOY SUPPORT UNIT (DSU): The Decoy SSU was deployed after Andromedans began to be subjected to massive attacks of drones or plasma torpedoes. It is essentially an Andromedan wild weasel. See (G35.5)

(R10.58) CARGO SUPPORT UNIT (CSU): One of several methods the Andromedans had to move and store cargo. Each Cargo SSU has 12 cargo boxes, but no weapons, power, crew, or PA panels.

(R10.59) SMALL ENERGY SUPPORT UNIT (ESU): Basically a smaller version of the Energy Module in (G20.0), this has two 360° PA panels and otherwise operates under the rules for Energy Modules.

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(R11.0) LYRANS

UNWANTED EXPERIMENTS

(R11.68) MANCHURIAN TIGER INTERDICTION CARRIER (CVD): Historically, the Lyrans never built an Interdiction carrier, as there was considerable resistance to the need for such large groupings of fighters. Still, there was a vocal call for the design in some quarters of the Lyran Empire, and a design was commissioned. The SSD shows what the blueprints indicated the ship would have been. Living quarters were not further curtailed from the Siberian Tiger design, but as with other such designs this was only achieved at the expense of sacrificing the heavy weapons. The two bays would have helped somewhat in launching and recovering the large fighter group in a small period of time, but it would still have taken twice as long as the basic Siberian Tiger hull to do so.

YEAR	ESCORTS	FIGHTERS
Y173-Y175	CWE, 2xFFE	24xZ-V
Y175-Y177	CWA, DWA, FFA	24xZ-V
Y177-Y180	CWA, DWA, FFA	24xZ-Y
Y180-Y183	CWA, 2xDWA	24xZ-YB
Y183+	CWA, 2xDWA	24xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.69) YAGUARUNDIX PATROL CARRIER (CVP): The Lyrans actually produced one or two ships of this design. The reason why remains something of a mystery. The principle reason seems to have been to try to optimize the use the fighters in relatively quiet sectors since they were being produced in quantity and were still much cheaper in terms of economic and crew cost to maintain. To accommodate the extra fighters, the CVP lost the APR deck and half of the transporters of the CVL class, but this was considered acceptable, as the CVP was not intended to operate in a direct combat role. Unfortunately for the class, the ships would sometimes be drawn into heavy combat simply because they were all that was available.

YEAR	ESCORTS	FIGHTERS
Y174-Y175	CWE, FFE	18xZ-V
Y175-Y177	CWA, DWA,	18xZ-V
Y177-Y180	CWA, DWA	18xZ-Y
Y180-Y183	CWA, DWA	18xZ-YB
Y183+	CWA, DWA	18xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.70) MEDIUM CARRIER (CVM): At least two CVMs entered service with the Lyran Imperium's forces. The ships were favored by the fleet commanders because they retained virtually all of their firepower, but were disliked by the crews because living space was at a premium. Despite this, it remains a mystery why no more were built as they appear superior to the Yaguarundi CVL.

YEAR	ESCORTS	FIGHTERS
Y174-Y175	CWE, DWE	12xZ-V
Y175-Y177	CWA, DWA	12xZ-V
Y177-Y180	CWA, DWA	12xZ-Y
Y180-Y183	CWA, DWA	12xZ-YB
Y183+	CWA, DWA	12xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.71) SCOUT CARRIER (CSV): The Lyrans built one ship to this design in an apparent competition with the new Lynx Interceptors which began appearing at about the same time as the Klingons began providing Z-H heavy fighters. The Lyrans were ultimately disappointed with the performance of the Klingon heavy fighters, and eventually relegated this ship to the Far Stars Duchy.

YEAR	ESCORTS	FIGHTERS
Y176-Y178	CWA, DWA	6xZ-H
Y178+	CWA, DWA	6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.72) LYRAN DESTROYER ESCORT (DDE): The Lyrans did not initially produce larger escorts of this type, and by the time the decision was made to convert destroyers to replace the inadequate FFEs, the new CWE design was already in production and most DDs hauled in for conversion to DDEs left the shipyard as CWEs instead. Even so, some DDEs were converted at frontline starbases and served in combat. While there theoretically would have been a DDA version with full Aegis (and the SSD shows this), in point of fact the last surviving DDE had been converted into a CWE before full aegis was available.

Lyran players may replace DWE escorts with this ship.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.72A) LYRAN AEGIS DESTROYER ESCORT (DDA): The Lyrans are believed to have never built a ship of this type (having converted all existing DDEs to CWE/As), but there are apocryphal reports that one such ship operated as an escort for an LTV in the Far Stars Duchy. The reports indicate that a DD was hastily converted to serve as an escort for the LTV in response to a possible contact with another space faring race. The contact did not pan out (or it proved to be an Orion Pirate, the stories are not clear), and the ship was later converted to a standard CW.

Lyran players may replace DWA escorts with this ship.
Design by Stephen V Cole.
SSD is combined with the DDE Module J2, use the DDE counter.

THE NEW FIGHTERS

(R11.F2) IMPROVED LYRAN FIGHTERS: The Lyrans used all versions of Klingon fighters, acquiring or building each new type within a few months of when the Klingons deployed them.

(R11.F3) LYRAN BOMBERS: The Lyrans used all Klingon bomber types. These were actually deployed in considerable numbers, despite the lack of Alliance threats to Lyran planets.

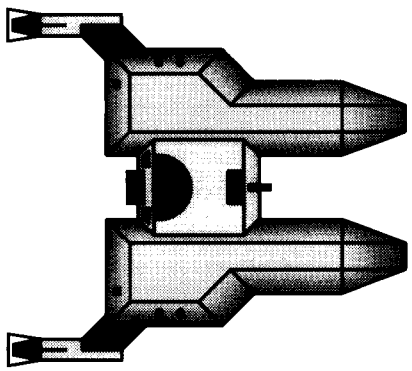
(R14.0) LDR

THE POLICE CARRIERS

(R14.38) POLICE CARRIER (PV): The Lyran Democratic Republic had few real warships to spend it defense budget on, and made copious use of its ability to produce police ships. Most notably the expansion of that hull to the ubiquitous military police design. But sometimes even the LDR suffered from the budget knife as maintaining its military forces was a continuing strain for such a small "nation". One of the outgrowths of this was that this design made an appearance several times. Usually a hasty construction to replace a destroyed MPV until money could be found to complete the conversion. It is in fact possible that the first MPV was actually built to this design and later upgraded. It is known that during the dark days of the collapse under the Andromedan assault one of the last ships to depart the LDR construction docks was this design.

YEAR	ESCORTS	FIGHTERS
Y172-Y173	PE	6xZ-2
Y173-Y175	PE or MPE	6xZ-V
Y175-Y177	PEA or MPA	6xZ-V
Y177-Y180	PEA or MPA	6xZ-Y
Y180-Y183	PEA or MPA	6xZ-YB
Y183+	PEA or MPA	6xZ-YC

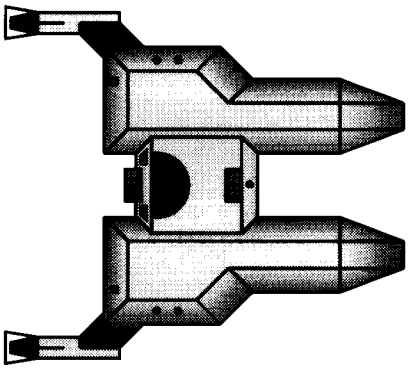
Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R14.39) POLICE ESCORT (PE): Much like the PV, some LDR MPE/As began their existence as PE/PEAs until funds could be found to complete the conversion. It was thought that a small escort would serve well enough for at least a short time against the inevitable raids by Orions and "lost" Coalition (and later Hydran) warships. These ships used their cargo bays to hold four spare fighters and 100 points of spare drones using the (R2.R5) system.

LDR players may use this ship in place of a one or all of a carriers MPE escorts.

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R14.39A) POLICE ESCORT (PEA): It is doubtful if any PEAs were in operation when the final Andromedan assault began, but records of the fall of the LDR are, understandably, confused and incomplete.

LDR players may use this ship in place of a one or all of a carriers MPA escorts.

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R14.F2) IMPROVED LDR FIGHTERS: The Republic used all versions of Klingon fighters, often getting them before the Lyrans did.

(R14.F3) LDR BOMBERS: The Republic used all Klingon bomber types, and built vast numbers of them as they could be built cheaply and simply. The LDR, on a per planet basis, used more bombers than any other race, and this may explain their ability to remain neutral.

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(R13.0) ISC

THE NEW CARRIERS

(R13.60) INTERDICTION CARRIER (CVD): The ISC constructed at least one of these ships after their agents learned of their use by some of the other empires. The tunnel deck in the forward hangar space allowed for somewhat more efficient launch and recovery of the combined fighter squadrons, but the ship was a poor element around which to construct an echelon, and too valuable to risk outside of one. Still, the ship undertook (with its escort group) several independent operations and was encountered by virtually every race the ISC came into contact with at one time or another. The ship was lost with less than one hundred survivors (beamed off by one of her escorts) during the opening stages of the Andromedan war in Y188.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	CEA, FFA	16xSF , 8xTF
Y180-Y181	CEA, DEA	16xFSF, or FKF 8xFTF
Y181+	CEA, DEA	16xFSF, or FKF, or FDF 8xFTF

Balcony positions: 2 outside rear bay, and 2 on each side of the tunnel bay (total of four).

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R13.61) AREA CONTROL SHIP (ACS): It is unclear if the ISC produced more than one ship of this type. It is known that at least one was still in operation in Y198 and active in hunting down Andromedan Satellite Bases. The problem is that ISC operations were so spread out that PF and fighter patrols (or strikes) might have been from a detachment with a PFT and CVF/CSF or CV/CVS, or from a ship of this class. At least a few reported strikes were later traced to bases established by the ISC. Like the CVD, the ISC fleet commanders considered the ship too poorly armed to operate as the centerpiece of an echelon, and simply did not have enough scout channels to be an effective heavy scout operating in support of an echelon.

The intent was that this ship would have the same escorts as the CVA, but this was not always available and the ship frequently operated with only two escorts.

YEAR	ESCORTS	FIGHTERS
Y178-Y180	CEA, 2xDEA	8xSF 4xTF 6xHF
Y180-Y181	CEA, 2xDEA	8xFSF, or FKF 4xFTF, 6xHF
Y181+	CEA, 2xDEA	8xFSF, or FKF, or FDF 4xFTF, 6xHFF

Balcony positions: 2 outside rear bay, and 2 on each side of the tunnel bay (total of four), note it requires two balcony positions to hold one heavy fighter.

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R13.62) PATROL CARRIER (CVP): The ISC did not consider cruiser hulls to be "expendable" except when they were defending a larger ship. At least at first they did not. Actual war experience gradually taught them that sometimes it was better to lose a cruiser than to lose a battle. This shift in philosophy resulted in ships of this class frequently operating virtually alone (except for their escorts) to cover a wide area in search of commerce targets. (The ISC realized that shutting down commerce would eventually shut down the ability of the races to wage war without necessarily harming the civilian populations.) Their poor armament made it difficult for them to win a fight against similar sized force, but the need to recover the fighter group through its single hatch often kept the ship in a fight it could not win far longer than it should have stayed.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	CEA, FFA	12xSF, 6xTF
Y180-Y181	CEA, DEA	12xFSF, or FKF 6xFTF
Y181+	CEA, DEA	12xFSF, or FKF, or FDF 6xFTF

Balcony positions: 2.

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R13.63) SCOUT CARRIER (CSV): The ISC built several ships of this class starting about Y178 to support the operations of their heavy fighters. The ship was an effective replacement for an HSC in an echelon, the heavy fighters being a plus. The general failings of heavy fighters eventually led the ISC to convert the surviving CSVs into PFTs, or HSCs, but at least one was still operating in this configuration at the start of the Andromedan Conquest in Y187.

YEAR	ESCORTS	FIGHTERS
Y178-Y181	CEA, DEA	6xHF
Y181+	CEA, DEA	6xHFF

Balcony positions: 2, note it requires two balcony positions to hold one heavy fighter.

Design by Stephen V Cole.

SSD and Counter are in Module J2.

THE LOST CARRIERS

(R13.64) LIGHT FLEET STRIKE CARRIER (CSF): This class was much favored by ISC fleet commanders because it retained the heavy weapons of the Light Strike Carrier, but increased the fighters to a full squadron. The large tractor bank aided in the recovery of the fighters.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	CEA, FFA	8xSF, 4xTF
Y180-Y181	CEA, DEA	8xFSF, or FKF 4xFTF
Y181+	CEA, DEA	8xFSF, or FKF, or FDF 4xFTF

Balcony positions: 2.
Design by Stephen V Cole.
SSD in Module J2. Use the counter for the CVF

(R13.65) LIGHT FLEET CARRIER (CVF): This class was not as favored by ISC fleet commanders who preferred the PPD armament of the CSF.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	CEA, FFA	8xSF, 4xTF
Y180-Y181	CEA, DEA	8xFSF, or FKF 4xFTF
Y181+	CEA, DEA	8xFSF, or FKF, or FDF 4xFTF

Balcony positions: 2.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R13.66) ESCORT CARRIER (FFV): With their extended logistics lines, the ISC found their supply convoys under frequent attack. Fighters and PFs were a weapon of choice for the aggressors because they would present so many targets not all could normally be engaged by the Convoy escorts. There simply were not enough large carriers (even CVEs and AuxVs) to handle the load. The ISC fielded several FFVs since having even a few fighters could severely degrade the effort of an attacking fighter force, giving the ships more time to deal with the threat. The retention of the full armament of the FF in the design was considered a very desirable plus.

YEAR	ESCORTS	FIGHTERS
Y187+	FFA	6xFSF, or FKF, or FDF

No balcony.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R13.F9) HEAVY FAST FIGHTER (HFF): The ISC used heavy fighters on some ships and bases as it expanded and then defended its borders, but as faster and deadlier fighters came into Gorn and Romulan service, they knew they would need to have comparable craft if the pacification was to work. The Heavy Fast Fighter used improved engine technology to reach maximum fighter speeds.

(R13.F10) FAST KILLER FIGHTER (FKF): Refitted to carry type-K plasmas for dogfighting, the FKF was deployed in areas where enemy fighters were in particularly great strength. Even so, it was far less common than the FDF (which had greater firepower) as the only real advantage was faster reloading times.

(R13.F11) FAST IMPROVED FIGHTER (FDF): The ISC improved their fighters by tweaking the designs and adding rails for two more plasma-Ds. The ISC was the first race to deploy such an improved fighter in numbers, and the other plasma races followed suit shortly after encountering these fighters in the neutral zone.

(R13.F12) FAST IMPROVED TORPEDO FIGHTER (FTK): The ISC found the tweaks to the FDF could be applied to their FTFs. The added plasma-Ks made the torpedo fighters better able to fight their way to their targets. There was, however, no change in ISC fighter organization, and the added plasma-Ks simply enabled the FTKs to take some of the strain of defending them off of their accompanying Superiority Fighters.

(R13.F13) FAST IMPROVED EW FIGHTER (FEK): The tweaks applied to the fighter and torpedo fighter could be applied to the EWF. Unfortunately, the space needed for the EW systems could not be reduced, and the fighter could only be equipped with type-K plasmas. Still, it enabled the EW fighter to better defend itself from marauding enemy fighters.

(R13.F14) BOMBER (BMR): The ISC had never used bombers, but during the Pacification Campaign provided the garrisons of the planets it occupied with the means to build powerful and fast bombers for local defense, reducing the need for so many ships in the pacification force. Each planet that could defend itself freed up three or four warships to push the Cordon of Peace further across the Alpha Sector.

(R13.F15) HEAVY BOMBER (HBMR): A larger version of the standard bomber, it was not commonly used, but some garrison commanders elected to build these instead of the smaller version.

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(R8.0) ORIONS

MERCENARIES AND RAIDERS

(R8.41) INTERDICTION CARRIER (CVD): Based on a CA hull, this ship used four launch tubes to facilitate the rapid launch of its strike group, but its recovery of its fighters was very slow. Not every cartel is believed to have built such a design (as cruiser hulls were fairly rare in Orion service), but Kublai Cartel was known to have operated one, using rapid strikes of its large fighter group as a diversion from other major Cartel operations.

YEAR	ESCORTS	FIGHTERS
Y175+	CRE or BRE, LRE or DWE	See (G15.7) +2 Bonus

Federation codename: *Marauder-IV.*
Cost of OAKDISC: Standard.
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R8.42) PATROL CARRIER (CVP): Based on a battle raider hull, at least one of these was constructed by every known cartel. Like the larger interdiction carrier, the CVP could launch its strike group rapidly through four launch tubes, but recovering the fighters could be a painstaking procedure through the single hatch. This class of ships was almost exclusively used as mercenaries, operating in the less important sectors of a given race's front lines where they could draw a paycheck for little real risk. A few were taken by surprise by raiders (being less than totally alert due to the nature of their contracts).

YEAR	ESCORTS	FIGHTERS
Y175+	CRE or BRE, LRE or DWE	See (G15.7) +2 Bonus

Federation codename: *Assassin-PV.*
Cost of OAKDISC: 12.
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R8.43) SCOUT CARRIER (CSV): Based on a lengthened hull of a salvage cruiser, the CSV was little more than an adaptation of the earlier (and failed) LVS (R8.39). There were only two heavy fighter ready racks in the hangar bay, the other four fighters being carried on external mech links. When a strike mission was called for, the fighters would have to be painstakingly rotated through the bay for arming before they could launch the mission. On the plus side, however, the ship could prepare its fighters just before the commencement of an assault, deploying five of them on a single impulse, and the mech links made rapid recovery of the heavy fighters relatively simple, enabling the CSV to rapidly flee from an engagement. Despite its drawbacks, it was in many ways one of the more successful scout carrier designs.

This ship class was the only attempt by the Orions to operate heavy fighters. Heavy fighters were themselves so rare that keeping the CSV equipped was a constant problem. Internal spacing problems (heavy fighters are taller and require more space for their reload systems, not mention power feeds for the heavy weapons) made it nearly impossible for an Orion design to house a full squadron.

This ship in essence demonstrates why the Orions did not otherwise operate heavy fighters and forms an exception to (G15.71).

YEAR	ESCORTS	FIGHTERS
Y175+	CRE or BRE, LRE or DWE	Heavy fighters of the Cartel's operating area (G15.71)

Federation codename: *Corsair–AV.*
Cost of OAKDISC: 15.
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R8.44) SLAVER ESCORT CARRIER (SVL): Originally intended to provide fighter escorts for Orion convoys, the SVL saw use as more than just a carrier. SVLs were used (replacing their fighters with admin or GAS shuttles) to conduct assault landings on particularly tough ground targets where it was necessary to get a lot of firepower down quickly. The crew was (more so than on many other ships) extremely overworked.

YEAR	ESCORTS	FIGHTERS
Y171-Y175	1 or 2 LRE	See (G15.7) no Bonus
Y175+	1 or 2 LRE, or 1 or 2 DWE, or one of both	See (G15.7) no Bonus

Federation codename: *Slaver-V.*
Cost of OAKDISC: 5.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
This ship is nimble (C11.0).
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R12.0) WYN CLUSTER

THE NEW ESCORTS

(R12.45) WAR CRUISER ESCORT (CWE): The Usurper produced ships as fast as he could in preparation for his "return" to claim his throne. He had to have a large escort for his CVL, and even to construct additional ones to provide escorts for a CVS to be built on the Shark Heavy Cruiser hull. There was not, however, enough slip space to build everything at once, and the opportunity to launch his drive to regain the Patriarchal throne arrived sooner than he had anticipated, so the CVL left the Cluster with only destroyers as its escorts. It is possible that one or more of these ships were later built by the factions that remained in the Cluster after the Usurper departed, but none have been reported.

Players may replace one DE in a CVL group with this ship.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R12.46) FRIGATE ESCORT (FFE): Early in the Usurper's construction program, one or two Barracudas were completed to this design. Perhaps they were test beds for the Aegis systems, perhaps they were to be the original escorts for the CVL design. By the time the Usurper began his campaign to regain the throne, the only known versions of this class had supposedly been converted back into standard Barracudas. However, it was rumored that at least for a little while the CVL was escorted by an FFE after one of its original DEs had been destroyed. This has not been confirmed, and given the confusion within the Hegemony both during the Usurper's campaign, and the disruptions caused by the ISC and Andromedan wars, it may never be known for certain.

Players may replace one DE in a CVL group with this ship.

Design by Stephen V Cole.

SSD in Module J2. The counter for this unit was accidentally printed as the DWE. Use that counter. A correct counter will be provided in a later product. Sorry for the inconvenience.

THE NEW FIGHTERS

(R12.F2) IMPROVED WYN FIGHTERS: The WYNs used many versions of Klingon and Kzinti fighters, including the improved types.

(R12.F3) WYN BOMBERS: The WYNs used many Klingon and Kzinti bomber types, but they were too slow to react to fleet battles against invaders and were used only as a last line of defense of the planets themselves.

(R15.0) SELTORIANS

THE NEW CARRIERS

(R15.27) INTERDICTION CARRIER (CVD): This ship's design was found in a database of information on the Seltorians provided by the Klingon Empire and Tholian Holdfast. The multiple bays would have made it an effective carrier, but it is doubtful if the Seltorians ever had the resources to construct such a ship. Possible construction began, but the ship was completed as the ACS.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	24xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R15.28) SELTORIAN AREA CONTROL SHIP (ACS): When the Seltorians arrived in the Milky Way and began their harassment of the Tholians, they realized that they were in a rather precarious position. After all, the Tholians could field Dreadnoughts, while the Seltorians could only field a DNL. Not only that, but the Tholians had their logistics network in place, so many losses in battle could be replaced much faster than the Seltorians could replace their own losses. So, like most of the Alpha races, they turned to attrition units. To support their attrition units, the Seltorians commissioned PF tenders and carriers. Unfortunately, they were unable to develop a fully functional Space Control Ship (or even a Battle Control Ship) due to the lack of size class 2 hulls. The best they could do was the Area Control Ship (ACS). This ship supported a squadron of heavy fighters and a squadron of Z-YBs. The cost: all offensive heavy weapons. While there was room for two heavy weapons in the booms, Seltorian Navy Command felt that the addition of two particle cannons to a battle would be minimal at best. Instead, they placed scout channels in these slots. This allowed the ACS to act like the PF tender and locate targets for its fighters, but also allowed for offensive/defensive electronic warfare operations during a raid.

For the Seltorians, this proved to be a powerful support unit. While unable to support destroying a Tholian web defense, it was a fairly capable EW platform that brought a powerful strike group to bear. The ship was lost in a duel with the Tholian DNS.

The intent was that this ship would have escorts equivalent to those used by the Klingon C8V (since the Seltorians were essentially copying Klingon doctrine), but this was not always available and the ship frequently operated with only two escorts.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, 2xDDE	12xZ-YC, 6xZ-HB

Proposed by Robert Cole.
SSD and Counter are in Module J2.

(R15.29) PATROL CARRIER (CVP): Records seem to indicate that this design appeared before the CVD, and that the CVD may have actually been this ship taken into dock and converted (assuming this ship was ever constructed). It would have been possible for the Seltorians to construct ships of this class, but it is unlikely they had the time to do so before they were annihilated.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	18xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R15.30) SCOUT CARRIER (CSV): The Seltorians apparently considered this design, which would have been a powerful unit to assault relatively stagnant Tholian web systems. Apparently it was never built because the Seltorians favored PFs (which could be operated by their own crews) to the risks of depending on Klingon provided flight crews for the Z-HB shuttles.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R15.F02) IMPROVED SELTORIAN FIGHTERS: The Seltorian Tribunal used Klingon fighters.

(R15.F03) SELTORIAN BOMBERS: The Tribunal used several Klingon bomber types, but preferred PFs.

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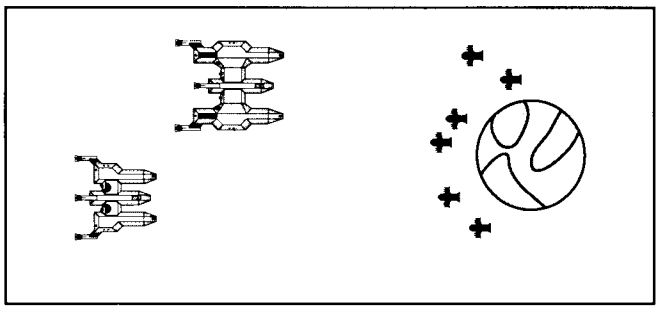
(SH215.0) RAID ON ZIRKONON

(Y168) *by Stephen V. Cole, Texas*



During the initial invasion of Kzinti space in Y168, a small detachment was sent to take out the listening post on the planet Zirkonon. The Lyrans thought that the station might have important information on the movement of Kzinti forces in the sector (collected incidentally while monitoring Lyran movements and watching for any Orion operations), and were determined to take the Kzinti headquarters and operations structures intact.

(SH215.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SH215.2) INITIAL SET UP

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

KZINTI: Small Ground Warning Station, Small Ground Phaser-1 Base, two Small Ground Missile Bases, and Bomber Ground Base (6xBomber of the 23rd bomber squadron), 11 extra boarding parties (*Panda Bear's* independent infantry company). Set up on any one hex side of the planet, WS–III.

LYRAN: Jagdpanther *Frazikar* [see (SH215.45)] and DW *First Blood*, enter the map anywhere along the 01xx map edge, heading B or C, speed max, WS–III.

(SH215.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH215.4) SPECIAL RULES

(SH215.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Kzinti units can only disengage from the 42xx map edge. The Lyran units can only disengage from 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH215.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH215.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH215.431).

(SH215.422) If using EW fighters, one of the Bombers can be configured as an EW variant to support the rest of the squadron.

(SH215.423) There are no PFs in this scenario.

(SH215.43) COMMANDER'S OPTION ITEMS

(SH215.431) 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.

(SH215.432) All drones are "medium," i.e., speed–20.

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.

(SH215.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Frazikar* will normally carry one such team while the Kzintis can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units.

(SH215.44) REFITS: The *First Blood* has received the power pack refit, no other refits have been installed on any units in this scenario.

(SH215.45) LYRAN NON-WEAPON OPTIONS: The six non-Weapon options on the *Frazikar* are: #1, #2, and #3 Barracks; #4, #5, and #6 are Transporters. The barracks hold the 82nd Tarakaz *Kargal's Killers* which includes: 26 boarding parties, 3 heavy weapons squads, and 1 commando squad.

(SH215.46) GROUND COMBAT LOCATION: The Kzinti forces on the planet are in an established GCL (D15.0) with six defense stations. The Lyrans must capture and hold at least two of the three control stations (and their four attendant defense stations) in order to attack any of the small ground bases by (P2.75). The Kzintis constructed their bases and defenses under an outcropping of Tri-Thallium ore which transporters cannot operate through without special systems being in place. This prevents the Lyrans from using their own transporters to beam directly into the bases (once the shields are down) unless they can successfully penetrate into them with ground forces under (P2.755). If the Lyrans successfully enter a base, any Lyran boarding parties inside are treated as a beachhead under (G8.323) for purposes of subsequent transporter operations (the Lyran marines are using signal enhancers to allow transporter operations through breaks in the ore outcropping used by the Kzintis to operate the base).

(SH215.47) SELF-DESTRUCTION: Kzinti ground bases cannot self-destruct prior to Turn #7. The Kzintis were unaware of the Lyran objective to take ground listening post intact until it was too late.

(SH215.48) TARGET: The Lyran player knows that he must capture one of the ground bases, and knows which one. Prior to beginning the scenario, the Lyran player records which of the five bases he needs to capture, for this purpose the Kzinti player must identify the ground missile bases as #1 and #2 so that both players know which is being referred to. The Lyran player must reveal his written record of which station he needed to capture at the end of the scenario.

(SH215.5) VICTORY CONDITIONS: The Lyrans win if they destroy four of the Kzinti ground stations, capture the base selected in (SH215.48), and no Lyran ship is destroyed or captured. The Kzintis win if the Lyrans fail to capture the base selected in (SH215.48), even if the Lyrans destroy it, or if they destroy or capture either of the Lyran ships.

(SH215.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH215.61) Move the action to the Hydran front. Replace the Lyran force with a Hydran force of an LNH, 6xStinger-2 fighters. [NWOs #1, #2, and #3 are Barracks holding a Royal Marine Battalion (25 boarding parties, 3 heavy weapons squads, and 2 commando squads), NWO #4 is a cargo box holding two Ground Combat Vehicles. APR* options are shuttle including two GAS and one HTS shuttles. Weapon Options are transporters.] Two Hunter frigates replace the Lyran DW. Replace the Kzinti Force with an LDR force by replacing the phaser-1 and ground missile bases with three small ground disruptor bases. The independent company will consist of 11 boarding parties and 1 heavy weapons squad. Note that this option is built around a Hydran staff study which

assumed that war was four years in the future. The study assumed the LDR would be providing intelligence reports to the Lyran Empire, necessitating the destruction of some LDR listening posts to block that source of information on Hydran fleet actions. When the war actually began, Stinger-2 fighters were not yet in mass production and the first LNH had only just begun construction.

(SH215.62) Assume that just as the operation commenced, the system's sun went into a period of intense sunspot activity, see (P11.0).

(SH215.63) For a smaller and more intense action, delete the Lyran DW and the Kzinti Small Ground Missile Bases.

(SH215.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH215.71) Change the Ground Based Defense Phaser-1 to a Ground Based Defense Phaser-4 or Phaser-2.

(SH215.72) Replace the Lyran DW with a DD.

(SH215.73) Add a small fighter ground base (6xAAS fighters) to the Kzinti forces, or add a second infantry company or a heavy weapons battery (four heavy weapons squads) to the Kzinti forces.

(SH215.8) TACTICS

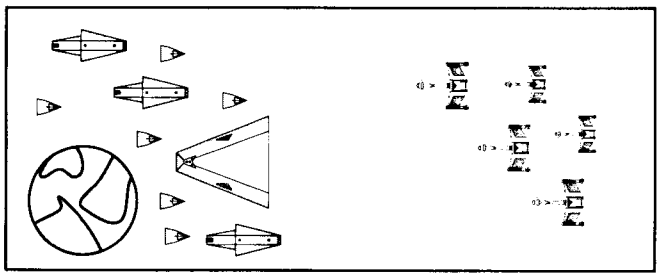
KZINTIS: Well, eventually they are going to overrun you. The point is that it is eventually. You need to hang on until you have no chance of doing any more damage, then blow the stations and head for the remote areas to hide. It will not be worth the Lyrans' while to hunt down your survivors. Get as many extra ground troops as you can to back your available boarding parties (including the ones on the stations), and call out the militia as quick as you can. Look for an opportunity for the Bombers to get in their one good lick, because the Lyrans will not let them get a second (because they simply cannot afford to). Seven turns is going to seem like an eternity . . . but you can do it, it is what will make you a legend!

LYRANS: Well, it would be nice to take your time, use the planet to cover you as you pop up briefly over the horizon to pound each base into rubble in turn while evading missiles. But time is not something you have. The Kzintis will realize that they cannot hold, and destroy the ground stations on their own, denying you any chance of victory. You are going to have to go in, take your lumps, and get the marines down on the planet to begin the assault. Make sure you use your Commander's options to get a few more to back them up, and consider calling up the militia as fast as you can. The Kzintis have a considerable edge in ground defense simply because they are already there. And while all this is going on, you have to keep the bombers from just out and out killing you while you are in a fixed position to support your troops. Remember to divide your attack between the ground bases so that the Kzintis cannot concentrate their remaining boarding parties to defend the one you want if they abandon the control stations to retreat into the bases.

HISTORICAL OUTCOME: The Lyrans accomplished their primary mission of eliminating the listening outpost, but the heroic (the Lyrans called it fanatic) defense of the clerks and admin personnel of the Ground Warning Station after Panda's company was overrun denied them the intelligence information they sought. When Kzinti forces returned to the area a dozen years later they found thirty survivors of the garrison awaiting their return.

(SH216.0) FIRST FIGHTERS

(Y170) *by Bill Langley, Virginia*



As the Klingons drove into Hydran space in Y170 (after smashing the *Expedition*), they assigned squadrons to hunt down and destroy the patrolling Hydran ships before they could put together a cohesive defense.

(SH216.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH216.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215 of Map #1.

HYDRAN: Planetary Defenses: 1xGround Based Phaser-4, 2xGround Based Hellbores, 1xSmall Ground Based Warning Station, 1xBomber Ground Base (6xSK-2 Bombers), all WS–III. The Hydran player secretly determines which hexside of the planet these units are located in.

Grenadier-V *Spear Carrier* (8xStinger-1) and 3xGendarme (each carrying 2xStinger-1) *#302*, *#233*, and *#1231*, set up anywhere along the 42xxmap edge of Map #1, heading E or F, speed max, WS–III.

KLINGON: F5C *Ferocity*, F5B *Ardent*, E4B *Adamant*, F5V *War Carrier* (8xZ-1), and E4E *Steadfast*, set up within five hexes of 1015 on Map #2, heading E or F, speed max, WS–III.

(SH216.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH216.4) SPECIAL RULES

(SH216.41) MAP: The map is fixed; it does not float, once all Klingon forces have entered map #1, remove map #2. Any unit leaving the map has disengaged and cannot return. The Hydran units can only disengage from the 01xx map edge. The Klingon units can only disengage from 42xx map edge. Units which disengage in unauthorized areas are considered destroyed. Any Klingon unit which has not entered Map #1 by the end of Turn #2 has disengaged and takes no further part in the battle. Any Hydran unit on Map #2 after the last Klingon unit leaves it is considered destroyed.

(SH216.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH216.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH216.431).

(SH216.422) EW fighters were not in service at the time of this engagement, although MRS shuttles were sometimes employed in that role.

(SH216.423) There are no PFs in this scenario.

(SH216.43) COMMANDER'S OPTION ITEMS

(SH216.431) 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.

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(SH216.432) 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.

(SH216.433) Prime Teams (G32.0) are not available in this scenario.

(SH216.44) REFITS: The Hydran Gendarmes all have the fusion holding refit, the Klingon ships all have the B refit if it is available for the ship.

(SH216.45) SHIPS STORES: The Hydran ships have fled to this planet in order to receive critical components needed for a high-speed withdrawal to a rally point. Without the supplies, the ships will be unable to escape. To reflect this, the Hydran ships, collectively, must transport aboard a minimum of 200 spaces of cargo from the planet by any means. For this purpose, the GRV is capable of holding the entire amount, but each Gendarme is only able to carry a maximum of 100 spaces. This "cargo" is not required to be kept in the "cargo boxes" of the Gendarmes, as it is not "bulk storage" cargo, but rather the normal components (i.e., "ship's stores") needed to operate a ship. Cargo of this type is only lost when the ship is destroyed. It is the components to keep the engines, life support, and other systems of the ship operating. The amount of cargo on each ship needs to be tracked, and the Hydrans can only disengage successfully if the surviving ships have, collectively, 200 points of cargo. If collectively all four ships had 200 points, and one of the Gendarmes was destroyed with 10 points aboard it, then the others cannot disengage without transporting aboard the needed remaining ten points.

(SH216.46) CAPTURE: The Klingons can halt all movement of stores to the Hydran ships by capturing the Ground Combat Location where the ground bases are located. Destruction of the ground bases alone will not prevent the transfer (the stores stockpile is in an underground warren protected from all but a very intense and prolonged bombardment, but accessible by transporter).

(SH216.5) VICTORY CONDITIONS: The Klingons win a Decisive Victory (S2.3) if all Hydran ships are destroyed.

The level of Klingon victory is reduced by one (Decisive becomes Substantive) for each Klingon ship destroyed, and for each Hydran ship that successfully disengages. The Klingon victory level is reduced by two for each Klingon ship captured by the Hydrans that successfully disengages.

The level of Klingon victory is raised by one level if the GRV is captured.

The Hydrans start the scenario at the level of a Draw (S2.3), and gain one level of victory for each Hydran ship that successfully disengages by exiting the map with the needed stores (SH216.45). They gain two levels for each Klingon ship that is captured and disengaged off the map, and one level of victory for each Klingon ship destroyed.

(SH216.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH216.61) Move the action to the Lyran border by replacing the Klingon ships with a DWL, 2xDD, and 2xFF (the Lyrans were not operating small carriers at this time).

(SH216.62) Replace the Hydran ground defenses (except the Bomber Base and its Bombers) with a string of five Hydran DefSats (R1.15).

(SH216.63) For a smaller and more intense battle, delete all the ground elements from the Hydran force (including the bombers) and use only the F5C, F5V (8xZ-1) and E4E. In this variation the Klingons cannot capture the ground combat location (which the Hydrans must designate as the place from which they are gathering their stores as part of the scenario set up).

(SH216.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH216.71) Change the F5C to an F5B.

(SH216.72) Replace the F5C with a D5 or D6.

(SH216.73) Delete a Gendarme from the Hydrans or add an E4 to the Klingons.

(SH216.8) TACTICS

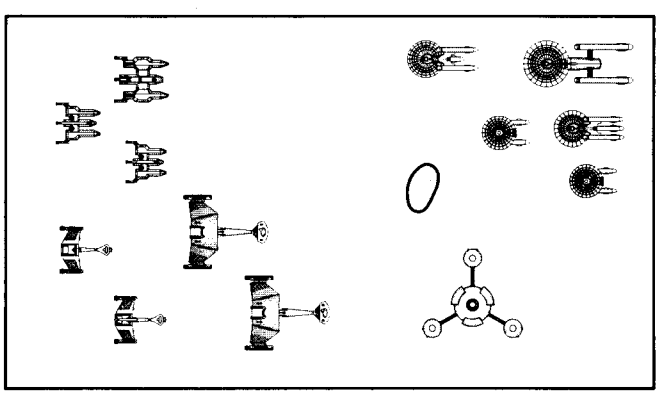
HYDRAN: Count your transporters and give some thought as to whether or not your shuttles can make a round trip before the Klingons pick them off. This might be a good time to familiarize yourself with the Shuttle Convoy rules (D15.52), and that goes for the shuttles on the planet coming up. You are going to have to use maneuver, do not think you can just park in front of the planet. The Klingons will be trying to do that too. Of course, if they do, that might give you an opportunity to catch them in a squeeze play between your ships and the bombers. You are going to have to lower shields at times to get the stores, and it is going to take at least 20 transporter operations assuming you do not lose any ships. And remember the transporters on the bases can help also.

KLINGON: Well, you have to keep them away from the planet, and you have to destroy the ground defenses if, for no other reason, to reduce their ability to use their shuttles and transporters to get the supplies to the Hydran ships. Should be a walk in the park, right? Give some serious thought to landing the marines to take the GCL, but remember that if you do, your ships may become vulnerable to capture, and that could be embarrassing.

HISTORICAL OUTCOME: The Klingons pressed the attack, and the Hydrans simply did not have the combined firepower to hold them off. Eventually the surviving Hydran ships had to leave even though they did not have the stores they needed to reach the rendezvous.

(SH217.0) PARADIGM SHIFT

(Y179) *by Al Mahan, Oregon*



Kzinti Battle Station designated "Warhead" in the Marquis sector was a key link between the Kzintis and the Federation. The Coalition had attacked it several times, and had destroyed it twice only to see it rebuilt. This was the last of the attacks on that station, and it marked a major change in the way war was fought.

(SH217.1) NUMBER OF PLAYERS: 2; the Alliance Player and the Coalition player. Optionally, the scenario can be

played by four players, Kzinti and Federation versus Klingon and Lyran. Note, in the four-player option the two sides are allied and functionally still one side.

(SH217.2) INITIAL SET UP

TERRAIN: Large asteroid (P3.4) in hex 2212, see (P3.45) to destroy the asteroid.

ALLIANCE: KZINTI: BATS+ *Warhead* (2xHangar Bay Modules with 12xTAAS fighters, 1xCargo Module) in 2215, initial facing and rotation rate at the Alliance Player's option, WS–III.

Bomber Ground Base (6xAdvanced Bombers) on Asteroid in hex 2212, WS–III.

FEDERATION: CVS+ *Almirante Lattore* [12xF-18B equipped as megafighters (J16.0)], DWA *Mitterand*, FFA *Boyington*, FFA *Chennault*, NCA *Chicago*, enter anywhere along the 42xx map edge on Turn #1, heading E or F, speed max, WS–III.

COALITION: LYRAN: BC+pB *Predator's Pride* (4xLynx Interceptors, CW+pB *Predator's Plunder* (2xLynx Interceptors), and DW+B *Fiend* (2xLynx Interceptors), enter anywhere along the 01xx map edge, heading B or C, speed max, WS–III.

KLINGON: D5B *Skyhunter* (6xZ-H), AD5 *Refusor*, AF5 *Dragonguard*, and F6 *Walkurian*, enter anywhere along the 01xx map edge, heading B or C. speed max, WS–III.

(SH217.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #20.

(SH217.4) SPECIAL RULES

(SH217.41) MAP: Use a floating map, but track the location of the BATS and the Asteroid. The Alliance units can only disengage in directions A, B, or C. The Coalition units can only disengage in directions D, E, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH217.42) SHUTTLES AND PFs: No shuttles have warp booster packs, Interceptors have warp booster packs.

(SH217.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH217.431).

(SH217.422) If using EW fighters, one of the F-18s on the Almirante Lattore and one of the TAAS fighters on the Kzintis BATS are EW variants. If not using EWFs, they will be standard fighter types of their respective squadrons. One of the Z-Hs and one of the Bombers can be configured as an EW support platform for their respective squadrons if using EWFs, if not, they will be standard fighters of their respective types.

(SH217.423) The eight Lynx Interceptors are standard interceptors. One Lynx of the four operating from the *Predator's Pride* can be operated as an interceptor Scout (K3.75), but will only provide its benefits to itself and the other three Interceptors operated from the BC.

(SH217.43) COMMANDER'S OPTION ITEMS

(SH217.431) 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.

(SH217.432) 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.

(SH217.433) If players wish to use the optional rules for Prime Teams (G32.0), each side may add one such team to its forces. In a four-player variant, each "race" may add one such team. Races that do not wish to add a prime team to their forces can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units.

(SH217.44) REFITS: The Kzinti BATS has both the Y170 and Y175 shield refits, and the Y175 drone refit. The Federation and Klingon units all have the Y175 refits appropriate to them, in addition to the plus refit on the Federation CVS. The Lyran ships all have the plus, phaser, power pack, ESG capacitor, and mech link refits. Note that the BC's repair boxes are operational and can repair recovered interceptors. The DW *Fiend* does not have the phaser refit.

(SH217.45) REMOTE-CONTROL: The Kzinti fighters on the BATS have all been configured for remote-control operations (J15.0).

(SH217.46) COALITION DISENGAGEMENT: Any Coalition units which have not disengaged by the end of Turn #20 are considered to be destroyed by arriving Alliance reinforcements.

(SH217.5) VICTORY CONDITIONS: Victory is determined by the fate of the BATS and the ships. If the BATS is destroyed, and no more than two Coalition ships are destroyed (or captured), it is a Coalition victory. For this purpose, any Coalition ship unable to disengage by speed or distance is considered destroyed.

If the BATS is not destroyed but two Federation cruiser hulls (NCA and CVS, or NCA or CVS and any two of the three size class four units) are destroyed, both sides have lost, i.e., it is a draw.

(SH217.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH217.61) Reverse the roles of the forces on each side. Replace the Lyran BC, CW, and DW with a Lyran Scout Carrier, CWA, and DWA, and DW. Replace the Klingons with a D7W, D5, and F5W carrying six H1 interceptors. Replace the Federation NCA and CVS group with a Kzinti CVS group (TAAS fighters) and NCA. Replace the Kzinti BATS and bomber base with a Federation BATS (F-18B fighters) and bomber base.

(SH217.62) Intelligence is a perennial concern in military operations. The Alliance at this stage of the war was not as far ahead in the development of PFs as the Lyrans were. All Alliance units were on the look out for a chance to capture a relatively intact Interceptor for study. In this variation, if the Alliance successfully captures and disengages a Lynx, they win irrespective of other losses. The Coalition must both destroy the BATS, and prevent the capture of a Lynx in order to win.

(SH217.63) For a smaller battle, use only the Lyran force against only the BATS.

(SH217.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH217.71) Change the Federation NCA to an NCL.

(SH217.72) Replace the Federation CVS (F-18Bs) with a CVB (F-15s).

(SH217.73) Delete some or all of the refits from some or all of the units on one side.

(SH217.8) TACTICS

ALLIANCE: The Klingon Scout Carrier will cancel the EW edge the Base gives you, and will make things really bad if you let them lure you away from the BATS. This actually makes things kind of tricky. You need to fight near enough to the BATS to benefit from its EW, but far enough from it to

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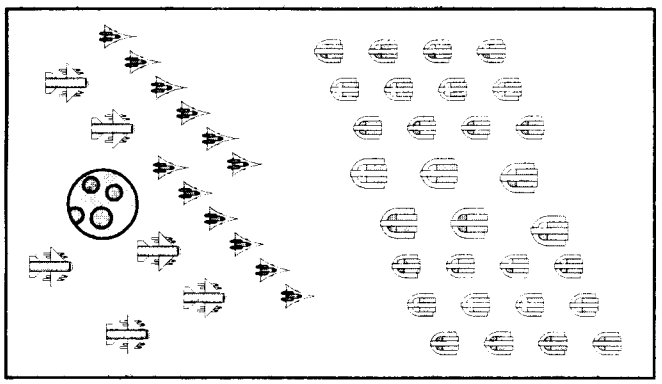
make it difficult for the Coalition to kill it, and yet again close enough to benefit from its weapons fire.

COALITION: You would really like to lure the mobile elements away from the BATS and defeat them, then concentrate on the BATS. Do not count on them letting you do this. You have three ways of taking care of the Bombers, individually over time, getting close to the BATS to just pound their base in an effort to destroy it, or just maybe blowing up the bloody asteroid. The only saving grace in the latter is that you can do it from long range, even if it takes time. In any case, once the Bombers' base is destroyed, they will not be able to rearm, and it makes them easier to kill.

HISTORICAL OUTCOME: The BATS was heavily damaged, but the Coalition force, already feeling the strain of nine years of war, could not risk the loss of the ships involved and withdrew. The Federation *Almirante Lattore* group sustained heavy damage, but none comparable to what had been inflicted on the Coalition. *Warhead* was never threatened by Coalition attack again, but the Alliance was concerned by the presence of Interceptors in the Lyran attack force.

(SH218.0) THE APPROACH TO GORNGHELLA

(Y179) *by Bob Backer, Wyoming*



During Y179, the Romulans launched a drive into Gorn space, aiming to wreck the Gorn mining colony on the airless moon of Gornghella. The Gorns were determined to keep the Romulan attack away from the valuable mines. The Romulans did not intend to bring their ships into range of the planet's defenses phaser batteries, but planned to stand off and send in their fighters to do the dirty work.

(SH218.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH218.2) INITIAL SET UP

TERRAIN: Small Airless Moon (P2.23) in hex 2915 of Map #2. Note that there is no atmosphere, so there are no (P2.5), (P2.6), or (P2.8) effects.

GORNS: PLANETARY DEFENSE FORCES: Set up on the small moon in 2915, no more than two ground bases per hex side; 2xSmall Ground Warning Stations (must be on opposite sides of the moon), 4xSmall Ground Phaser-1 Bases, 2xSmall Ground Plasma-S Bases, 1xBomber Base (6xBomber-B), and 1xLarge Fighter Ground base (12xG-18). All bases at WS–III.

ROMULANS: SUB *Imperial Standard* (12xGladiator-FSF, 12xGladiator-III), SPM *Eternal Guardian*, SKEA *Steadfast*, SKEA *Rampart*, SPU *Glowing Eyes* (6xTribune), SPM *Guarding Eagle*, SKEA *Defender*, SKL *Skyflame*, SKA *Dagger*, and SKA *Mace*, enter anywhere along the 01xx map edge of Map #1, heading B or C, speed max, WS–III.

(SH218.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #12.

(SH218.4) SPECIAL RULES

(SH218.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Gorn units can only disengage from the xx01 and 42xx edges of Map #2. The Romulan units can only disengage from the 01xx edge of Map #1. Units which disengage in unauthorized areas are considered destroyed.

(SH218.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH218.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH218.431).

(SH218.422) If fighters are used, one fighter in any single squadron of non-heavy fighters or bombers of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter. One Gorn Bomber and one Romulan Tribune can be configured for EW support of their respective squadrons if using EW fighters, otherwise they are standard fighters of their type.

(SH218.423) There are no PFs in this scenario.

(SH218.43) COMMANDER'S OPTION ITEMS

(SH218.431) 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.

(SH218.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, drone speeds will depend on the year selected for the scenario in the variation.

Each drone-armed ship in a variation 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.

(SH218.433) Prime Teams (G32.0) are not available in this scenario.

(SH218.44) REFITS: The Romulan SKL has the shield refit.

(SH218.45) ROMULAN MANEUVER LIMITS: The Romulan Fleet Command, concerned by the faltering Romulan economy, has ordered the task force to not risk the carrier groups in direct combat. When all the ground bases are destroyed, the Romulan carrier groups can enter Map #2 on the turn following the turn the last base is destroyed. If all the Romulan fighters are destroyed and any ground bases survive after resolving any remaining seeking weapons targeted on them, the Romulan ships cannot enter Map #2 and must disengage.

(SH218.46) THE MINES: There are mines on each of the six hexsides (one per hexside) of the small moon in hex 2915 of Map #2. Each mine can be destroyed by the application of 60 damage points from a range of four hexes or less.

(SH218.47) ROMULAN WITHDRAWAL: The Romulan ships must disengage by exiting the 01xx edge of Map #1 by the end of Turn #12, any Romulan unit that does not disengage by the end of Turn #12 is considered destroyed. Romulan fighters not on ships cannot disengage and are considered destroyed if left behind.

(SH218.5) VICTORY CONDITIONS: Victory is based on the condition of the mines at the end of the scenario and Romulan losses.

Number of Mines Destroyed	Romulan Level of Victory	Gorn Level of Victory
Six Mines	Decisive Victory	Crushing Defeat
Five Mines	Substantive	Brutal Defeat
four mines	Tactical Victory	Tactical Defeat
Three Mines	Marginal Victory	Marginal Defeat
Two mines	Draw	Draw
One Mine	Tactical Defeat	Tactical Victory

Reduce the Romulan victory level by one for each Size Class 4 ship destroyed, and by two for each Size Class 3 ship destroyed. Raise the Romulan victory level by one if more than half of the fighters (each Tribune counts as two fighters) survive the mission.

The Romulan victory level is also reduced by one for every four fighters (or two heavy fighters) "abandoned," i.e., left behind when the Romulan ships disengage. The total of fighters abandoned is combined, i.e., if one Tribune and one Gladiator are left behind it counts as three fighters total and does not reduce Romulan victory level, but one tribune and four Gladiators counts as six fighters, reducing the victory level by one. The reduction in victory level for fighters left behind does not reflect the economic cost, but rather the impact on the morale of Romulan fighter pilots, making them less willing to engage in missions away from the carriers if they perceive that they might be readily abandoned. Fighters that have their pilots/crews beamed aboard a Romulan ship do not count as abandoned.

Raise the Gorn victory level by one (a Crushing Defeat would become a merely Brutal defeat) for each Romulan Size Class 4 ship destroyed, and by two for each Romulan Size Class 3 ship destroyed.

(SH218.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH218.61) Replace the Gorns with a Romulan force by replacing the Gorn Bombers with Romulan bombers and the Gorn F-18s with Romulan G-SFs. The attacking force will be a Federation CVB group (CVB, DWA, FFA, 12xF-15)) and NSV group (NSV, DWA, FFA 6xA-20), with a DWC and 2xDW.

(SH218.62) Give the Gorn Player 350 BPV to purchase defenses and have the Romulan player attack into them blindly. The Gorn player should be limited to no more than two minefield packages, the inner zone of which must be at least five hexes from the small moon, if he is allowed to purchase a minefield at all. In such a variation, the Romulan player must be told the total number of ground bases on the planet, but not their type. The Gorn Player is allowed to place a maximum of four ground bases per hexside.

(SH218.63) For a smaller and more intense battle, use only the SPU and its escort group and fighters against the Gorn force. All restrictions on closing with the small moon in (SH218.45) are lifted, but the Romulan forces must still disengage by the end of Turn #12.

(SH218.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH218.71) Change the SPU to an SPB.

(SH218.72) Replace the SUB with an NHB.

(SH218.73) Add another Fighter Ground Base to the Gorn force, either a small (6xG-18) or a large (12xG-18).

(SH218.8) TACTICS

GORNS: The ships are out of range to start with, and they are going to stay out of range so long as one of your ground bases is operable. So concentrate your fire on the fighters. Throw everything you can at them, they are the decisive element in this. If you can keep the Romulan fighters from wrecking your bases, you will probably have a won game. You might consider a strike on the Romulan ships with your Bombers, but do not try it unless you are sure you have the Romulan fighters contained.

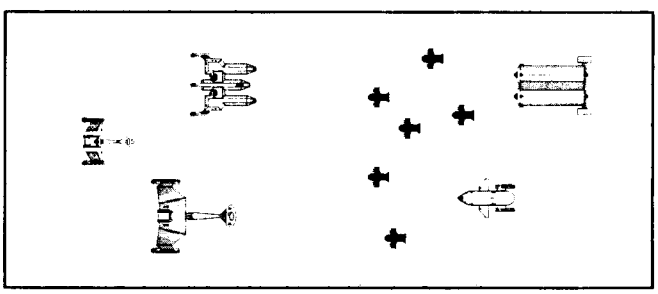
ROMULANS: You will need to get the fighters launched and approach the moon from one side, trying to use it to mask them as much as possible from some of the defenses during the approach. Give some consideration to Chaff pods to provide protection from plasma-D and plasma-Ks launched by the Gorn bombers and fighters. Phaser pods are also a plus, even though they will slow you down, as you need the firepower to crush the bases as fast as possible. It will take only one good pass by the ships to wreck the mines, but the fighters are going to have to clear the way. Keep the ships circling tightly on Map #1 at speed 16, and go to speed 31 when the bases are gone to get there and finish the job. But you do not have a lot of time.

You might consider "suiciding" the fighters by having them go straight in to destroy the mines themselves, this will at least save you time in disengaging, and fighters destroyed in combat do not count against you when you disengage.

HISTORICAL OUTCOME: The Romulan fighters pressed their attacks home, sustaining heavy losses but opening the way for the Romulan ships to destroy the mines.

(SH219.0) A LITTLE DISTRACTION GOES A LONG WAY

(Y181) *by Steve Petrick, Texas*



As part of Operation *Riposte*, Kommodore Ketrick took the main elements of his fleet in a mass formation into the WYN Cluster. But to confuse the WYNs and keep them from concentrating their forces, he sent three ships on a distraction mission, ordering them to enter the Cluster some distance from his main force and spread out over a wide area. When the WYNs detected Ketrick's invasion, they quickly gathered their main forces against his fleet, but sent light holding forces to stop the distraction mission. The WYNs knew, as Ketrick did, that if one of these ships got loose inside the Cluster in full working order, it could wreak unspeakable havoc and might disrupt the defenses enough to give the main fleet an opening.

(SH219.1) NUMBER OF PLAYERS: 2; the WYN player and the Coalition player.

(SH219.2) INITIAL SET UP

TERRAIN: The edge of the WYN Radiation Zone (P7.0) is just off the 42xx edge of the map.

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WYN: Mako *Blue Hand*, WYN-AxCV (6xZ-Y) *Sylvia*, and 6xWYN-Kzinti Bombers, set up anywhere along the 01xx map edge, no more than one unit per hex, heading B or C, WS–III. WYN Units set up after the Coalition player records his entry hexes and which of his units will enter at each hex.

COALITION: Klingon F5K *Death Cry*, enters on Turn #1, heading E or F, speed max, WS–III.

Klingon D5J *Restitution* enters on Turn #1, heading E or F, speed max, WS–III.

Lyran CW+B *Marauder* enters on Turn #1, heading E or F, speed max, WS–III.

Each Coalition unit must be programmed to enter one of three maps with its first hex of entry being 4215, one ship per map. This is recorded before the WYN player sets up his forces.

(SH219.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH219.4) SPECIAL RULES

(SH219.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map consists of three mapsheets, the xx30 edge of Map A adjoins the xx01 edge of Map B, and the xx30 edge of Map B adjoins the xx01 edge of Map C. The WYN units can only disengage in directions D, E, F, and A. The Coalition units can only disengage from the 01xx edge or the 42xx edge of the map, if disengaging through the 42xx edge, the ship will be destroyed if it is "Zone Crippled" (P7.93). Coalition units cannot disengage through the 01xx edge of the map unless they have fully recovered from WYN Radiation Zone effects [(P7.1) and (P7.3)], and are considered destroyed if they do so. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH219.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH219.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH219.431).

(SH219.422) If using EW fighters, one of the WYN-Kzinti Bombers can be configured as an EW variant, if not EW fighters, it is a standard bomber of its type.

(SH219.423) There are no PFs in this scenario.

(SH219.43) COMMANDER'S OPTION ITEMS

(SH219.431) 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.

(SH219.432) All drones are "fast," i.e., speed–32.

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

(SH219.433) Prime Teams (G32.0) are not available in this scenario.

(SH219.44) REFITS: All units have the Y175 refit if one is available for it. The Lyran CW has the plus, power pack, and ESG capacitor refits, but not the phaser refit.

(SH219.45) WYN OPTIONS: Historically, the Mako had phaser-1s in its option mounts and the AxCV had four type-C drone racks.

(SH219.46) POOR CREW: The D5J has a poor crew (G21.1).

(SH219.5) VICTORY CONDITIONS: If one or more Coalition ships exit their starting map through the 01xx map edge after recovering from Zone effects in a non-crippled condition (S2.4), the Coalition wins. If the WYN prevent the Coalition from exiting an uncrippled ship, they win.

(SH219.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH219.61) Replace the Coalition force with an Alliance force of a Kzinti FFK, Kzinti CL, and Federation NCL.

(SH219.62) Give the Coalition player 380 BPV to purchase three ships (including all drone speed upgrades and Commander's Options), none of which can be larger than Size Class 3 and one of which must by Lyran. The WYN player will not know what three ships he will be opposing until they arrive on the board, and will have to use (D17.0) to determine what they are as he makes his plans to attack.

(SH219.63) For a smaller battle, replace the D5J with an F5J, the F5k with an E4B and the Lyran CW with a DW. Replace the WYN Mako with a Barracuda and the AxCV and its fighters with an AuxC armed with disruptors, but keep the Bombers.

(SH219.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH219.71) Change the Klingon D5J to an D5.

(SH219.72) Replace the Lyran CW with a DW.

(SH219.73) Move the WYN forces closer to the Coalition entry hexes by five or ten hexes.

(SH219.8) TACTICS

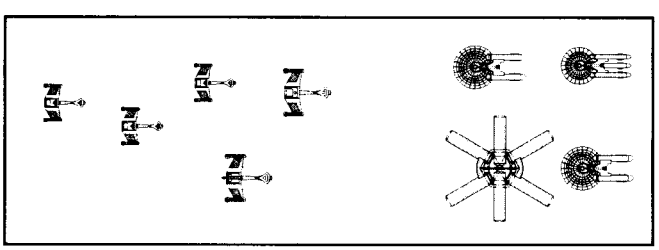
WYN: Decide whether you want to try hitting one ship at a time and mugging it, letting the ones you do not at first hit get closer to their goal and have more time to recover, or go after all of them at once. Whatever you do, go all out and consider every unit you have expendable. Remember, if you save the Cluster, it is a good day to die.

COALITION: Total defense until you recover, then maneuver to avoid the WYNs as best you can and get off the map. The Coalition is depending on YOU.

HISTORICAL OUTCOME: The Coalition ships destroyed the Bomber squadron and the *Sylvia*, but lost the *Death Cry* and retreated back through the Zone rather than risk complete destruction. The "distraction" proved to be too little to influence the larger campaign.

(SH220.0) STRIKE AT PICCADILLY

(Y182) *by Trent Telenko, Texas*



In Y182, the Federation was gathering itself for its first major invasion of Klingon space. The problem was logistics; all of the original Federation bases on the Klingon border had been destroyed a decade earlier and building new ones was difficult when the Klingons kept sending raids to knock out the new stations. The problem for the Klingons was that every raid (whether or not it destroyed an advanced base) cost them ships, and sooner or later they were going to run out of ships. There had been three previous mobile bases in the

Paulokian Sector, destroyed by a series of five raids. But the last raid had sent the last of the Klingon sector commodore Krenish's mainline warships to the repair yard or the Black Fleet, and now the Federation had deployed what was their fourth and (unknown to the Klingons at the time) last mobile base. If it remained intact, then new forces being sent by both sides would start the next campaign at that base; if it was destroyed, the next campaign would start where the current one had, two thousand parsecs farther from the Klingon border.

But without any mainline warships to mount the attack, Kommodore Krenish had nothing to use for the required strike. In desperation, he turned to a handful of second-line ships (some of which should have been retired a decade earlier) fitted with missile drogues loaded with heavy type-H drones. With any luck, these ships could get enough of the heavy drones into the base's sector that it would be destroyed. Sending a squadron of crippled cruisers (which lacked the weapons to fight) on a diversionary sweep to draw off the local Federation cruiser squadron that had been masking the base, Krenish sent his missile attack force on its desperate mission.

(SH220.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH220.2) INITIAL SET UP

FEDERATION: All Federation Forces are on Map B at start: Mobile Base (2xCargo Modules, 4xCargo Pods) in 2215, initial facing and rotation rate at the Federation Player's Option, WS–III.

LTT *Hoffa* docked to the Mobile Base, Federation player selects which cargo pod the LTT is docked to, the LTT is not carrying a pod itself having just delivered one to the base, speed zero, WS–III.

NCL+ *New Mexico* and DW *Hun Sen* set up anywhere within ten hexes of 2215, initial heading at the Federation Player's option, speed 10, WS–III.

KLINGON: E6 *Korgal*, 2xE4 *Adamant* and *Determined*, G4 *Kamonk*, and G2 *G267* enter Map A anywhere along the 01xx Map edge, heading B or C, speed max, WS–III. See (SH220.45).

(SH220.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH220.4) SPECIAL RULES

(SH220.41) MAP: The Map consists of two map sheets joined end to end, the 42xx map edge of Map A adjoining the 01xx map edge of Map B. The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Federation units can only disengage from the xx01, 42xx, and xx30 edges of map B. The Klingon units can only disengage from the 01xxmap edge of Map A. Units which disengage in unauthorized areas are considered destroyed.

(SH220.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH220.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH220.431).

(SH220.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH220.423) There are no PFs in this scenario.

(SH220.43) COMMANDER'S OPTION ITEMS

(SH220.431) 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.

(SH220.432) All drones are "fast," i.e., speed–32.

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

(SH220.433) Prime Teams (G32.0) are not available in this scenario.

(SH220.44) REFITS: The Federation NCL and LTT both have the plus refit. The Federation NCL has the AWR refit. All units in this scenario have the Y175 refit if that refit is available to that unit. The Klingon E4s and G4 all have the B refit.

(SH220.45) DROGUES: This was a fairly unique and special circumstance brought on by the desperation of the Klingon's situation, and does not by itself constitute a rules change allowing ships in duels to arrive with all of their shuttles replaced by drogues. In most cases when a ship departs a station it will not know for certain that it will need a full load of drogues and will not be able to access them prior to such a situation. In this case, the ships have been sent against a point target, and the Kommodore has gambled (and incidentally, won) that they would not need to use shuttles prior to the attack.

(SH220.451) All of the drogues are drone versions each carrying two type-H drones. The Klingons may modify the drones without restriction due to drone percentages, reflecting the commitment of the very best of everything the Kommodore Krenish had to the mission.

(SH220.452) For this mission, the sector Kommodore has stripped the ships of all but one admin shuttle. Historically the admin shuttle was carried by the *Kamonk*, but the Klingon player may choose to have a different ship carry the shuttle while the G4 carries a sixth drogue.

(SH220.453) The presence of the drogues does not increase or decrease the BPV of the Klingon ships for the purposes of purchasing Commander's Options. Any modifications to the warheads of they type-H drones in (SH220.451) is not counted against the Commander's Options available to the ships.

(SH220.5) VICTORY CONDITIONS: If the Mobile Base is destroyed, the Klingons win. Otherwise they lose. The Klingon ships themselves are all "expendable," and the fact that this is the last available mobile base for up to six months makes the Federation NCL and DW expendable in the calculation of war. The LTT is not, however, expendable, and if it is destroyed as well as the Mobile base the Klingon victory is a Decisive one (Capturing and disengaging the LTT would make the Klingon Victory Astounding).

(SH220.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH220.61) Change the Target to a Hydran Mobile Base. In this Variation the Hydrans have a Tartar CM and a Hunter FF rather than a Federation NCL and DW.

(SH220.62) Kommodore Krenish seriously considered detaching some PFs from the bases under his control to be carried on mech links by the ships on this raid. Ultimately he felt compelled to keep the PFs for local defense due to raids by Federation forces on his border stations. Had he been able to make a few available, the situation might have been very different. Add three standard PFs carried on mechlinks (one on each E4 and the E6) to the Klingon force.

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(SH220.63) For a smaller battle, use only the E6, G4, and one E4 against the Mobile base defended by the LTT. No drogues are used, the scenario pits Klingon firepower against Federation mass.
(SH220.64) The Federation has detected the Klingon ruse and the cruiser squadron is returning to the base. The Cruiser squadron is a CB, NCA, and CA, and will arrive along the 01xx edge of Map B on Turn #5. In this variation, the Klingons "win" if they score 45 internals to the Mobile base, otherwise they lose. The imminent arrival of the Federation cruiser squadron will obviously force the Klingons to charge the MB, but remember, they are still expendable.

(SH220.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH220.71) Change the NCL to a CLC.
(SH220.72) Replace the DW with an NCL or an FF.
(SH220.73) Reduce the number of Drogues available to the Klingons.

(SH220.8) TACTICS

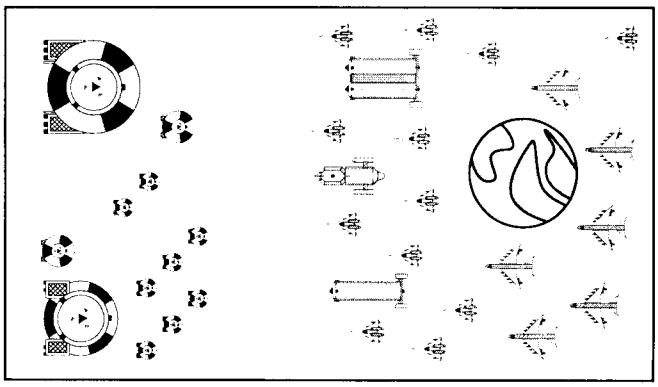
FEDERATION: Balance drone defense with a little offense. Individually, the Klingon ships can be crushed, collectively, they have enough firepower to hurt you. Watch for surprises, like having a salvo of type-Hs targeted on your NCL rather than the base. Try for a volley or two of proximity photons at a G2 or E4 as the Klingons approach, especially if they are closing at speed 12 to maintain the ability to deploy drogues at any time. Once you start maneuvering to engage closely, keep up a high speed to evade drones, as some of the type-H drones will have multi-warhead modules to complicate your life. Remember, the Klingons do not have to destroy the base with drones alone, they can do it with direct-fire weapons if they can just get your ships out of the way before your ships wreck them. Do not forget to augment your defenses with well-placed T-bombs.

KLINGON: Unfortunately, the diversion was not a complete success, the Federation has left a few ships to cover the base. If it were not for the base's ability to deploy wild weasels, you could just salvo the type-Hs as fast as you could and follow them in to try to finish the job. As it is, you have to put enough out to draw the inevitable weasels until they are all destroyed, then get in to finish the job. The G4 is going to have to use its sensor channel to keep that NCL jammed with O-EW, but the DW is almost as bad. Still, if you can kill the Federation ships, or at least drive them off, you might pull this off and live to tell of it in your old age, but do not count on it.

HISTORICAL OUTCOME: The Klingons made a valiant attempt, but it proved impossible with their limited firepower to destroy the base. The E6 *Korgal* was the only ship to return from the raid. The *New Mexico* and *Hun Sen* were badly damaged. The Base itself was damaged enough that its completion was put back a month, but it was not enough. The *Hoffa* emerged from the fight virtually unscathed.

(SH221.0) TARGET: RIGELLAX; OBJECTIVE: UNKNOWN

(Y188) *by Tony Medici, New Jersey*



The Federation colony at Rigellax was owned by the Rigellian government, which took pains to provide for its protection. They had given the planet a squadron of fighters, one of bombers, a regiment of defensive ground bases, and had permanently stationed a small force of national guard ships there. The planet was known as a "tough nut to crack" and had driven off several Klingon and Orion raids. By Y184, the last of the Klingon raids was a dim memory, and the last Orion raid such a spectacular disaster (for the pirates) that a week-long celebration had been held. The planet was safe, but its commander, Lieutenant General Remikx, insisted on continuing relentless combat drills for his forces.

Perhaps it was because of this reputation for strong defenses that the Andromedans sent an Intruder loaded with Mobile Weapon Platforms to attack Rigellax. Or perhaps the Andromedans did not know or care about the reputation but had other reasons. Even after the battle was over, no one was entirely sure just why the Andromedans had conducted the attack, and the Andromedans were not telling.

(SH221.1) NUMBER OF PLAYERS: 2; the Federation player and the Andromedan player.

(SH221.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
FEDERATION: PLANETARY DEFENSES: 6xGround based Phaser-4s (one on each hexside), 3xGround Missile Stations (one every other hexside, cannot be in the same or adjacent hexsides), 3xGround Warning Stations (cannot be in the same hex sides as the Ground Missile Bases), 1xLarge Fighter Base (12xF-18C) (any hexside), 1xBomber Base (6xB-1) (any hexside that is not the same or adjacent to the one with the Large Fighter Base), all at WS–III.
Police Cutter *Sorenson*, Large Phaser-Armed Freighter *Bantrax Delivers*, Small Phaser-Armed Freighter *Hosman IX*, All within five hexes of the planet, heading at the Federation Player's option, speed 10, WS–III.
ANDROMEDAN: Intruder *De Medici* and Conquistador *DeSoto*, enter from the 01xx map edge, heading B or C, speed max, WS–III. See (SH221.45) for satellite ships.

(SH221.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #10.

(SH221.4) SPECIAL RULES

(SH221.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can disengage off of any map edge. The Andromedan units can only disengage from 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH221.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH221.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH221.431).

(SH221.422) If using EW fighters, one of the F-18Cs is an EW variant and one of the bombers can be configured as an EW support platform for the rest of its squadron. If not using EW fighters, they will be standard units of their type.

(SH221.423) There are no PFs in this scenario.

(SH221.43) COMMANDER'S OPTION ITEMS

(SH221.431) 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.

(SH221.432) All drones are "fast," i.e., speed–32.

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

(SH221.433) Prime Teams (G32.0) are not available in this scenario.

(SH221.44) REFITS: The Federation Police ship has the Plus, Y175, and AWR refits.

(SH221.45) SATELLITE SHIPS: The Andromedan player can select any satellite ships his motherships are able to carry, but must take at least six, and no more than 12, mobile weapon platforms.

(SH221.46) ANDROMEDAN OBJECTIVE: The Andromedan goal is not known to the Federation player until the scenario ends. The Andromedan players selects an objective from those listed below, records it in writing setting the written record face down but in view of the Federation player to be checked at the end of the scenario. The possible Andromedan goals are:

1. Destroy all fighters (any fighters that disengage by leaving the map count as destroyed for this purpose)
2. Destroy the ships (any ships that disengage by leaving the map count as destroyed for this purpose)
3. Capture any ship (the ship must be disengaged to count as captured)
4. Capture one bomber and one fighter (tractor into their hatch) Note that to accomplish this, the selected bomber and fighter will have to have been crippled previously to prevent them from breaking the tractor link.

In addition to the above, the Andromedans are to score 50 points of general damage to each hexside of the planet.

(SH221.47) ANDROMEDAN WITHDRAWAL: The Andromedans must exit the map through the 01xx map edge by the end of Turn #10, any Andromedan unit that fails to do so is considered destroyed by arriving Federation reinforcements.

(SH221.5) VICTORY CONDITIONS: The Andromedans win a decisive victory by accomplishing their chosen victory condition.

The Andromedan victory is reduced by one level if the Conquistador is destroyed, and by two levels is the Intruder is destroyed.

Andromedan victory is increased by one level if, in addition to accomplishing the primary task in (SH221.46), the Andromedans inflict at least 50 points of general damage to each hexside of the planet. (It is not necessary to destroy the ground stations to accomplish this, but it would probably make the task easier.)

The Federation player wins a Tactical victory if the Andromedans do not accomplish their hidden objective. If a tactical victory is achieved, the Federation Victory level is raised by one if the Conquistador is destroyed, and by two if the Intruder is destroyed. The Federation victory level is reduced by one level for each hexside of the planet that receives 50 points of general damage.

(SH221.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH221.61) Replace the Andromedans with an Orion force of a CVS (12xClass-1 fighters), BRE, DWE and 2xDW.

(SH221.62) In addition to their other tasks, the Andromedans must capture one of the small Ground Bases and hold for one turn to access its computer logs. No ground forces are added to either side, although extra boarding parties and other assets to supplement the unit's boarding parties can be purchased as Commander's Options.

(SH221.63) For a smaller battle, delete the Conquistador and its satellite(s) and delete the Bomber base and its bombers, and downgrade the phaser-4 bases to phaser-1s.

(SH221.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH221.71) Change the F-18Cs to F-15Cs.

(SH221.72) Replace the Police Cutter with a Frigate.

(SH221.73) Add another Small Phaser-Armed Freighter to the Federation forces.

(SH221.8) TACTICS

FEDERATION: If you knew just what he was up to, you could make decisions on what is expendable and what is not. The fact that he tries to tractor two of your damaged fighters onto one of his ships could just be a ruse and irrelevant, or it could be his game winning move. Use the Ground Warning Stations to jam him as much as possible and try to swamp him with drones when he is least able to defend against them.

ANDROMEDAN: The need to damage the planet for the big win will pull you close to it, so you are going to have to take some time to silence the big guns. It is probably a good idea to have a scout as one of your satellite ships, as the Ground Warning Stations will do their best to jam you with O-EW and you may need to counter it. You should do your best to look like you are trying to accomplish ALL the missions, but be sure you do not spread yourself too thin and fail the big one.

HISTORICAL OUTCOME: The Andromedans stormed into the system, destroying all three ships and massacring the fighters and bombers before withdrawing under fire from the planet bound phaser-4s which destroyed several satellite ships and most of the mobile weapons platforms. But not before they inflicted considerable damage to the planet itself. It was a sobering indication of just what Andromedan ships were capable of.

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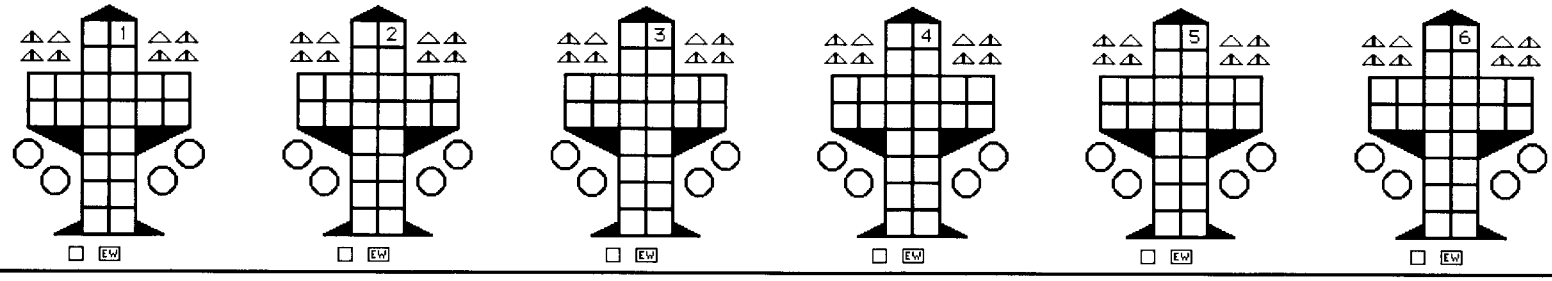
KZINTI BOMBER SQUADRONS

KZINTI BMR BOMBERS

BOMBERS
2xPh-3-FX
2xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 24



KZINTI ABMR ADVANCED BOMBERS

ADVANCED
BOMBERS
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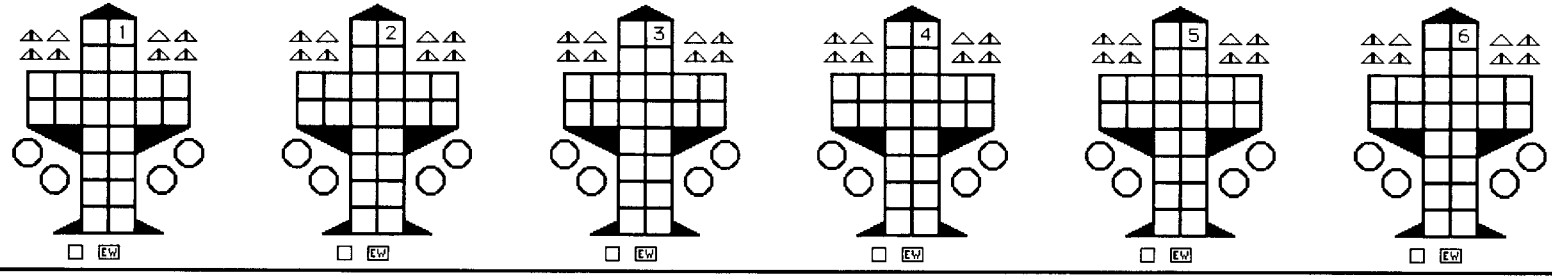
2xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 27



KZINTI VBMR VERY ADVANCED BOMBERS

VERY ADVANCED
BOMBERS
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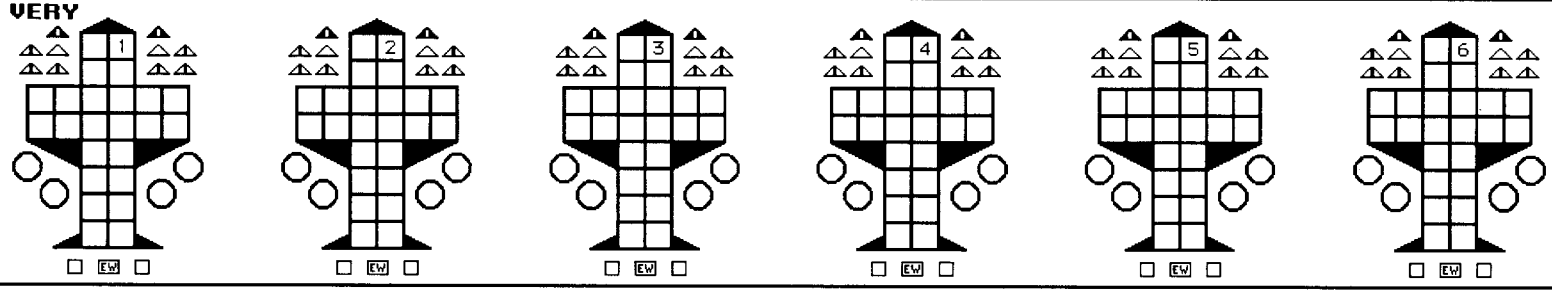
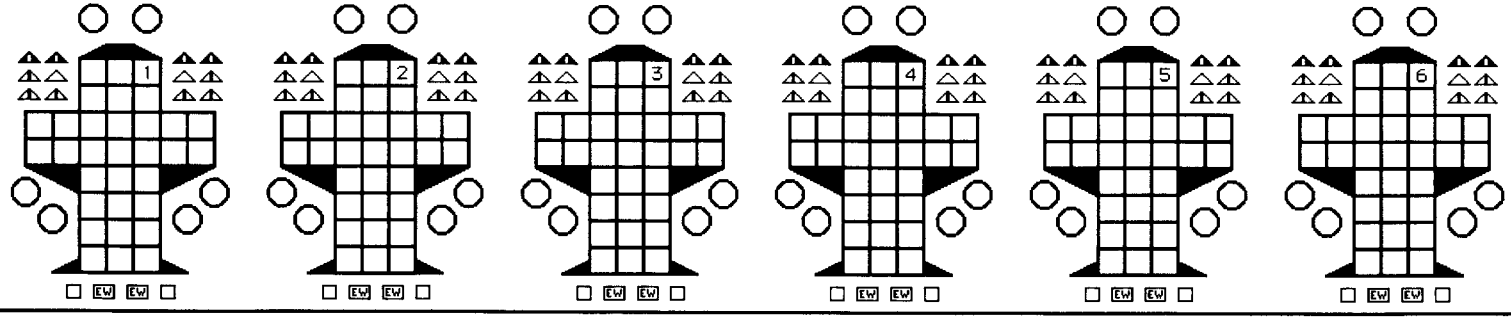
2xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 29



KZINTI HEAVY BOMBERS

HEAVY
BOMBERS
2xPh-3-FX
2xPh-3-RX
DFR = -2
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 36



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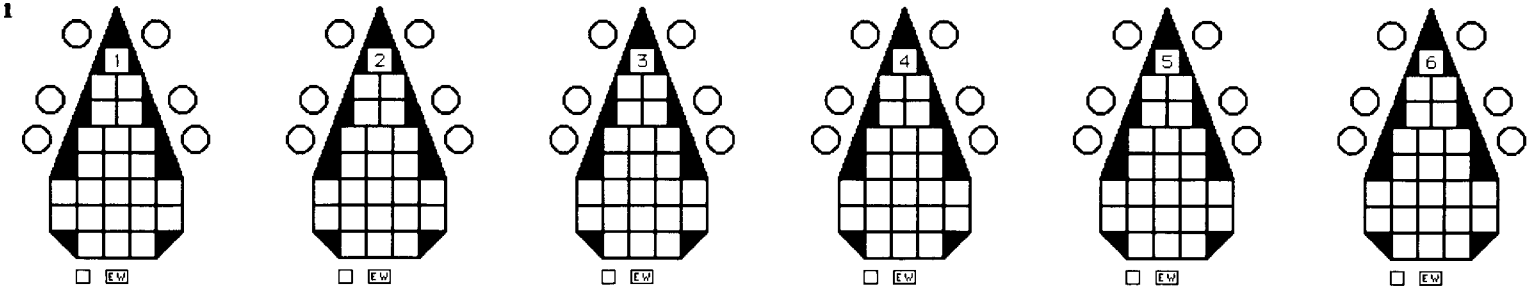
HYDRAN BOMBER SQUADRONS

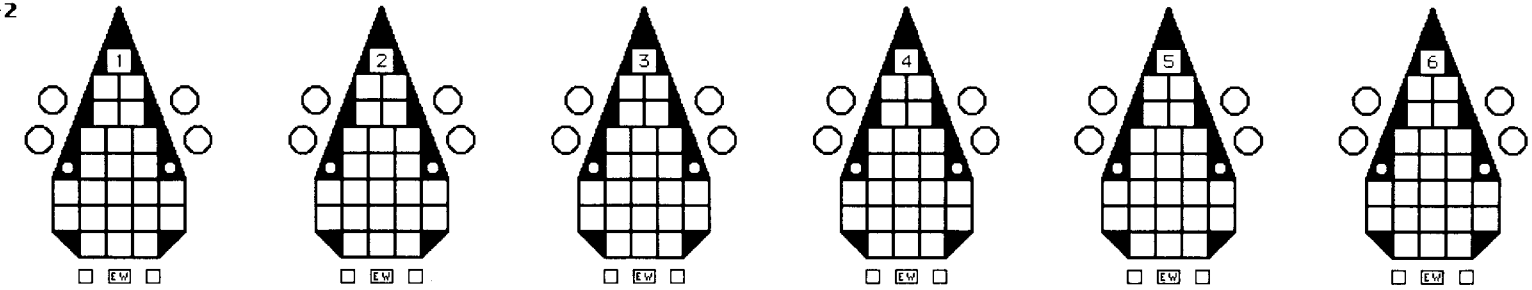
HYDRAN SK-1 BOMBERS

SK-1 BOMBERS
2xPh-G-FX
1xPh-G-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 30



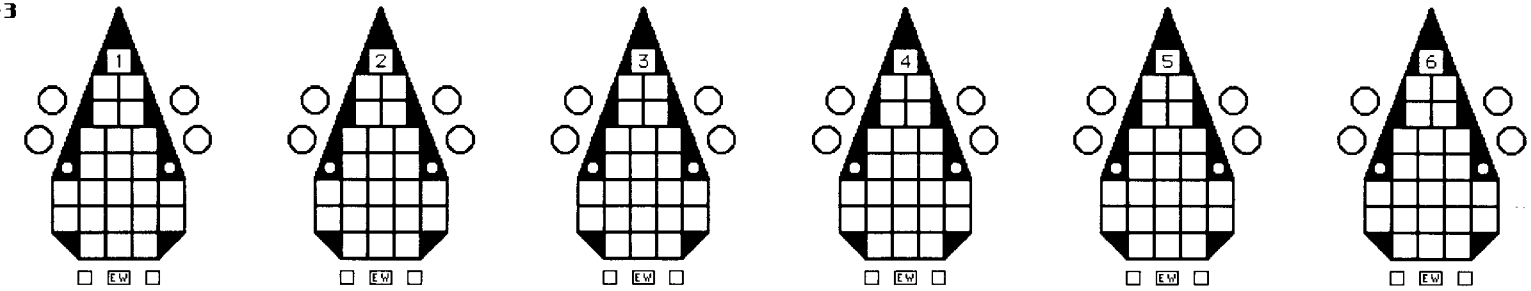
HYDRAN SK-2 BOMBERS

SK-2 BOMBERS
2xPh-G-FX
1xPh-G-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 33



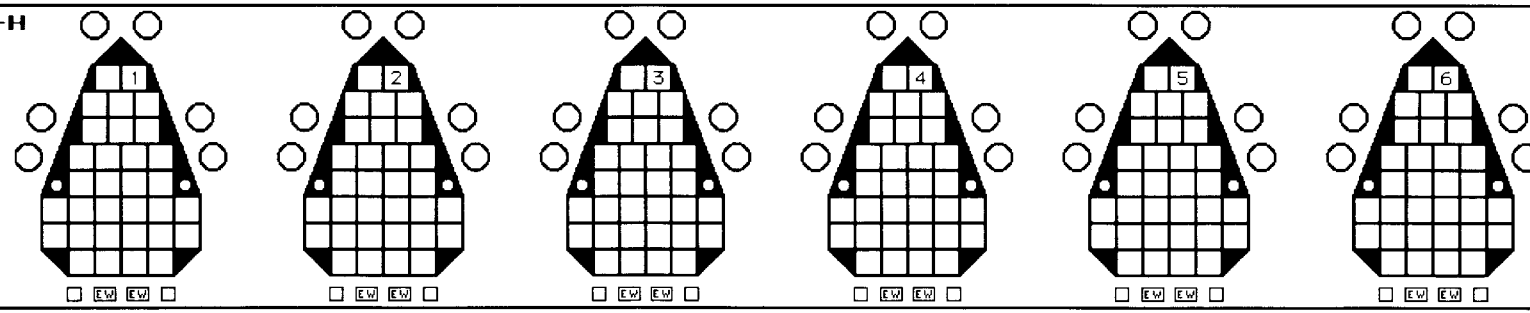
HYDRAN SK-3 BOMBERS

SK-3 BOMBERS
2xPh-G-FX
1xPh-G-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 35



HYDRAN SK-H HEAVY BOMBERS

SK-H HEAVY BOMBERS
3xPh-G-FX
2xPh-G-RA
DFR = -2
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 49



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ANNEX #6: COMMANDER'S OPTIONS

ANNEX #6: DRONES

Replace explosive Module with Stonefish module	1.0
Improve one type-H drone to Speed-M	0.5
Improve one type-H drone to Speed-F	1.0
Replace explosive module on type-H with ECM module	NA
Replace explosive module on type-H with Probe module	NA
Replace type-I or type-II drones with type-H	NA
Add active terminal guidance to a type-H	0.5
Improve one type-H drone to extended range	0.5
Each extra plasma-K torpedo	0.5

ANNEX #6: FIGHTERS AND SHUTTLES

Install remote control system on a fighter	0
Install systems to control remote controlled fighters on a ship other than the carrier that launched them (per fighter)	3
Install system allowing a carrier to control fighters of another carrier (each carrier must pay)	5
Install mega-fighter system on a fighter (Fighter BPV)	+50%
Replace A-Admin with non-A admin	0
Replace A-Admin with non-A MRS	8
Replace A-Admin with A-MRS	8
Replace A-Admin with non-A MLS	1
Replace A-Admin with A-MLS	1
Replace A-Admin with non-A MSS	1
Replace A-Admin with A-MSS	1
Replace A-Admin with non-A GAS or GBS	2
Replace A-Admin with A-GAS or GBS	2
Replace A-GAS with Non-A GBS	0
Replace A-GAS with A-GBS	0
Replace two A-Admin with non-A HTS	2
Replace two A-Admin with A-HTS	1
Replace two A-Admin with non-A HAS	5
Replace two A-Admin with A-HAS	4
Replace A-HTS with non-A HAS	3
Replace A-HTS with A-HAS	3

ANNEX #6: DROGUES

Replace shuttle with seeking weapons drogue	10
Replace shuttle with phaser drogue	7
Hydrans replacing shuttle with Hydran phaser Drogue	8
Replace shuttle with decoy drogue	7
Replace shuttle with sensor drogue	7
Replace shuttle with heavy weapons drogue	14

ANNEX #6A: OTHER OPTIONAL ITEMS AVAILABLE

WEAPONS, FIRE CONTROL, MISC. ITEMS

Replace shuttle with seeking weapons drogue	10
Replace shuttle with phaser drogue	7
Hydrans replacing shuttle with Hydran phaser Drogue	8
Replace shuttle with decoy drogue	9
Replace shuttle with sensor drogue	7
Replace shuttle with heavy weapons drogue	14

ANNEX #7: DATA ON SHIPS

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions. To previously published lists, Module J2 adds the following:

GRAVITY: No change

AERODYNAMIC: The following ships can use the Aerodynamic Landing System: Romulan BEV; Orion Interdiction Carrier, Patrol Carrier, Scout Carrier, and Slaver Light Carrier; all fighters, including bombers and mega-fighters.

ENGINE: The following ships can land under engine power: All ships capable of aerodynamic landings; Andro Mobile Weapons Platforms including all variants; all shuttles.

BONUS: All ships that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.431).

ANNEX #7F NIMBLE UNITS

The following units are added to the list of units considered to be nimble for the purposes of (C11.1):

Andromedan Mobile Weapon Platforms and Variants; Tholian Escort Destroyer; Orion Slaver Light Carrier; Hydran Light Police Carrier; WYN Barracuda-E Escort Frigate; ISC Frigate Carrier; LDR Police Carrier and Police Escort; Bombers of all races.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	DVL	12	6	1	300	12
	CVF	12	4	1	200	12
	CVD	24	4	2	300	24
	CVP	18	6	1	300	18
	CSV	6H	4	1	200	12
	CVH	6H	4	1(+1M)	200	12
	SAH	6H	1	1(+1M)	150	12
	LAH	6H	4+2xHTS	2(+2M)	150	12
	ASC	12+6H	4+2xHTS	2(+2M)	200	24
Klingon	D7U	12+6H	4	2	300	24
	D6U	24	4	4	300	24
	D5U	18	2	1	250	18
	D5B	6H	2	1	150	12
	D6Y	5	2	1	100	5
Romulan	NHB	16	4	4	100¥	16
	SPU	6H	3	3	100¥	12
	VLV	20	3	1	200¥	20
	BEV	10	2	1	100¥	10
Kzinti	CVD	24	6	1	300	24
	ACS	12+6H	2	1	300	24
	CVP	18	2	1	250	18
	MSV	6H	2	1	200	12
Gorn	HVD	12	4	4	200¥	12
	CVD	24	2	3	350¥	24
	HVP	18	2	1	250¥	18
	HVS	6H	2	1	100¥	12
Tholian	DNV	12	4	2	0	12
	DNS	12	4	2	0	12
	CWV	12	4	1	0	12
	CSV	6H	4	1	0	12
Neo-Thol	NCV	12	4	1	0	12
Orion	CVD	24	2	1	300†	24
	CVP	18	2	1	250†	18
	CSV	6H	4	1	150†	8
	SVL	12	4	2	150†	12
Hydran	LE	12+6H	4	3	0	24
	RGR	12	3	3	0	12
	SEN	6H	2	2	0	12
	PGV	12	2	5	0	12
	GRV	10	2	2	0	10
	GNV	10	2	2	0	10
Lyran	CVD	24	4	2	300	24
	CVP	18	4	2	200	18
	CVM	12	4	1	150	12
	CSV	6H	4	2	150	12
ISC	CVD	24	4	2	300¥	24
	ACS	12+6H	4	2	300¥	24
	CVP	18	2	1	150¥	18
	CSV	6H	3	1	100¥	12
	CSF	12	4	1	125¥	12
	CVF	12	4	1	125¥	12
	FFV	6	3	1	75¥	6
LDR	PV	6	2	1	75	6
Seltorian	CVD	24	4	3	250	24
	ACS	12+6H	4	1	300	24
	CVP	18	4	2	200	18
	CSV	6H	4	1	150	12
Any (R1.0)	BMB	6B	2	OS	300†	18
	BHB	6HB	6	OS	400†	24

¥ These are type-D torpedoes.

† This assumes drone using fighters are present. If fighters that use plasma-Ds are present, drone storage represents plasma-Ds.

+M indicates mechlinks for heavy fighters carried outside the normal bay, all are counted as a single bay.

The "H" in the Fighters column indicates heavy fighters.

The "B" in the Fighters column indicates Medium Bombers.

The "HB" in the Fighters column indicates Heavy Bombers.

Tholian carriers generally have one internal bay and multiple external bays.

OS: Outside, open field landing area.

ANNEX #7J: DOCKING POINT CHART

UNIT	DOCKING POINTS
Medium Bomber, HFS, or VIP	0.75
Heavy Bomber, VFS, or LVP	1.00

ANNEX #7K: CARGO SPACE POINTS

This data is used for purposes of (G25.1).

0.5	Type-K plasma torpedo.
1	Fighter Remote Control System.
4	Type-H drone.
25	Mega-fighter pack for one space fighter stored as cargo; advanced single space shuttles stored as cargo; drogues.
50	One space mega-fighter available for flight; pack for two space fighter stored as cargo; advanced double size shuttles stored as cargo; advanced single space shuttle available for flight.
100	Medium bomber, HFS, VIP stored as cargo; Mega fighter pack for a medium bomber stored as cargo; Double space mega-fighter available for flight; Advanced double sized shuttle available for flight.
125	Heavy bomber, VFS, LVP stored as cargo; Mega fighter pack for a heavy bomber stored as cargo.
150	Medium bomber or medium mega-bomber, HFS, VIP available for flight.
200	Heavy bomber or mega heavy bomber, VFS, LVP available for flight.

NOTE: The term "available for flight" requires that a shuttle be in a shuttle bay, but note that medium bombers and heavy bombers can only operate from ground bases.

CAPACITY: See (G25.135) for cargo on shuttles.

HFS	75
VFS	100
VIP	25
LVP	25

ANNEX #7L: UNIT TOWING COSTS

This data is used for purposes of (G7.321).

Andromedan SSUs	0.2000

ANNEX #7N: DRONE RELOADS

RULE	SHIP	TYPE	RATING
R14.39	LDR PE/PEA	FE	100

FE = Federation Escort; see (R2.R5). This is the half of the cargo storage that is not used to store the spare fighters. Warp booster packs, chaff pods, and other items would count against this storage. The Aegis variant of this ship has the same storage.

ANNEX #7R SHIPS ABLE TO PINWHEEL

PC CLASS (C14.211): DE.

ANNEX #7S SHIPS SUBJECT TO SHOCK (D23.0)

This data is used with rule (D23.0). Non-Maulers often have special rules on firing certain weapons or combinations of weapons.

RULE	SHIP	WEAPON	RATING
R10.49	Andro MRP	TRL	13

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

FEDERATION OF PLANETS SHIPS

DNL	DVL§.
CV‡	CVF§, CVD§, CVH§.
NV‡	CVP§, CSV§.
DW	FCF§.
Aux	SAH§. LAH§, ASC§.

KLINGON EMPIRE SHIPS

D	D6Y.
DV‡	D7U, D6U.
DDV‡	D5U, D5B.
D5	KDA.
F5W	FWE.
E4	E4R.

ROMULAN STAR EMPIRE SHIPS

FH	NHB§.
SPH	SPU§.
VUL	VLV§.
WE	BEV§.

See also Klingon D5.

KZINTI HEGEMONY SHIPS

C	CVD§, ACS§.
CM	CVP§, MSV.
CL	CLE, CLA.
DE	DDE, DEA.

GORN CONFEDERATION SHIPS

HDH‡	HVD, CVD.
HDD	HVP, HVS.

THOLIAN HOLDFAST SHIPS

DN	DNV§, DNS§.
CW	CWV§, CSV§.
DD	DDE.
NCA	NCV§

ORION MERCHANT'S ASSOCIATION SHIPS

CA	CVD.
CB	CVP.
SAL	CSV§.
SLV	SVL.

HYDRAN KINGDOM SHIPS

CC	LE.
General	RGR.
CM	SEN.
PFT	PGV§.
GRN	GRV§.
Gendarme	GNV§.

ANDROMEDAN INVADERS' SHIPS

MWP	MWP, MCP, MTP, MGP, MEP, MMT.

LYRAN STAR EMPIRE SHIPS

CA	CVD§.
CW	CVP§, CVM, CSV§.
DD	DDE, DDA.

WYN STAR CLUSTER SHIPS

CW	CWE.
FF	FFE.

INTERSTELLAR CONCORDIUM SHIPS

CA	CVD§, ACS§.
CL	CVP, CSV§, CSF, CVF.
FF	FFV.

LYRAN DEMOCRATIC REPUBLIC SHIPS

POL	PV, PE, PEA.

SELTORIAN SHIPS

CA	CVD§, ACS§.
CL	CVP§, CSV.

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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 Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
GENERAL UNITS														
BMB	19	4	20/8	–	■	1+1	5	–	1.46A	N–B	4	0	0	V, B
BHB	30	6	30	–	■	2+1	5	–	1.46B	N–HB	4	0	0	V, B, ◆
GHD	12	4	20/8	–	■	–	5	–	1.46C	N–H	4	0	0	
N–B: Becomes available the same year the race deploys Bombers.														
N–HB: Becomes available the same year the race deploys Heavy Bombers.														
N–H: Becomes available he same year the race deploys type-H drones.														
UNITED FEDERATION OF PLANETS														
DVL	48	16	228	3-6	1.25	3+3	2	D	2.95	173	11	26	9	V, Y2
CVF	46	10	135	5-6	1.00	2+4	3	D	2.96	173	8	18	8	V, Y2
CVD	46	10	147/120	5-6	1.00	2+4	3	D	2.97	173	8	15	9	V
CVP	42	8	132/108	4-6	0.67	1+3	3	C	2.98	173	6	13	6	V
CSV	42	8	120/108	4-6	0.67	1+1	3	C	2.99	177	6	14	6	V, H, ◆
CVH	46	10	100	5-6	1.00	1+1	3	D	2.100	177	8	18	9	V, H
P-FCF	8+6	4	36	–	■	–	4	–	2.101	178	4	+3	–	
FCF	20+6	3	97/70	5-6	0.50	–	4	C	2.102	178	5	9	5	LA, E
SAH	20	2	70/50	3-6	0.33	–	4	C	2.103	178	3	6	3	D%, V, H, ML, ◆
LAH	40	4	130/80	3-6	0.67	1+1	3	D	2.104	178	6	10	6	D%, V, H, ML, ◆
ASC	48	4	150/90	3-6	0.67	1+2+1	3	D	2.105	181	6	11	6	D%, V, H, ML, ◆
KLINGON EMPIRE														
D7U	47	16	150/100	5-6	1.00	1+2+1	3	B	3.109	176	7	16	8	V, H, ◆
D6U	44	14	120/85	5-6	1.00	2+4	3	B	3.110	173	7	15	8	V
D5U	44	8	115/103	5-6	0.67	1+2	3	B	3.111	173	6	13	6	V
D5B	44	8	125/103	5-6	0.67	1+1	3	B	3.112	176	6	13	6	V, H, ◆
FWE	28	12	110	5-6	0.50	–	4	A	3.113	177	4	13	4	E, A, L
D6Y	44	14	113	5-6	1.00	1+1	3	B	3.114	166	7	17	8	Y1, L, V
E4R	10+6	2	61/44	4-6	0.33	–	4	A	3.115	168	3	6	3	LA, E
ROMULAN STAR EMPIRE														
NH-B	42	16	182	5-6	1.00	1+2	3	C	4.102	174	8	19	9	V
SPU	38	8	135/114	5-6	0.67	1+1	3	B	4.103	179	7	14	8	V, H, ◆
KDA	36	8	124	5-6	0.67	1	3	B	4.104	175	6	16	6	E, A, CJ
VLV	37	10	130	4-6	1.50	2+4	2	E	4.105	170	9	21	10	V, ✱
BEV	20	5	95/75	5-6	1.00	1+2	3	D	4.106	173	5	11	8	V, Y1, L, ✱
KZINTI HEGEMONY														
CVD	40	16	149/116	5-6	1.00	3+3	3	C	5.78	173	7	16	8	V
ACS	44	20	140/110	5-6	1.00	2+2+1	3	C	5.79	175	7	18	9	V, H, ◆
CVP	34	10	127/105	5-6	0.67	2+3	3	B	5.80	174	6	12	6	V
CSV	34	10	135/105	5-6	0.67	2+1	3	B	5.81	175	6	13	6	V, H, ◆
DDE	30	12	85	5-6	0.50	1	4	B	5.82	166	4	13	4	E, LA, L, Y1
DEA	30	12	95	5-6	0.50	1	4	B	5.82A	175	4	13	4	E, A, L
CLE	30	10	92	5-6	0.67	1	3	B	5.83	166	5	14	6	E, LA
CLA	30	10	102	5-6	0.67	1	3	B	5.83A	175	5	14	6	E, A
GORN CONFEDERATION														
HVD	39	12	125	5-6	1.00	1+2	3	D	6.67	176	8	15	6	V
CVD	40	10	128/107	5-6	1.00	1+4	3	D	6.68	176	8	14	6	V
HVP	32	10	120/90	5-6	0.67	1+3	3	C	6.69	176	6	13	6	V
HVS	32	10	135/110	5-6	0.67	1+1	3	C	6.70	178	6	12	6	V, H, ◆
THOLIAN HOLDFAST														
DNV	45	14	185	4-6	1.00	2+2	2	C	7.45	178	10	27	10	V
DNS	45	14	195	4-6	1.00	2+2	2	C	7.46	181	10	26	10	V, P
CWV	36	10	136	5-6	0.67	1+2	3	B	7.47	182	6	16	6	V
CSV	36	10	150/125	5-6	0.67	1+1	3	B	7.48	180	6	14	6	V, H, ◆
DE	18	8	95	5-6	0.50	1	4	A	7.49	175	4	11	5	E, A, N
NCV	45	15	170	5-6	1.00	2+2	3	B	7.77	180	8–6	14+4	8	V, UNV
ORION MERCHANTS' ASSOCIATION														
CVD	36	10	160/110	5-6	1.00	2+2	3	B	8.41	175	7	25	8	V
CVP	30	10	115/95	6	0.67	1+2	3	A	8.42	175	6	23	6	V
CSV	38	18	159/90	4-6	0.67	1+1	3	C	8.43	175	6	22	6	V, H, ◆
SVL	12	2	100/70	3-6	0.25	1+1	4	D	8.44	171	3	15	3	V, N

Ship Type	G9.0 Crew Units	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
HYDRAN KINGDOM														
LE	40	18	150/110	5-6	1.00	2+4+1	3	C	9.87	177	9	15	9	V, H, ◆
RGR	35	12	117	5-6	1.00	2+4	3	C	9.88	175	9	18	8	V
SEN	40	10	130/105	5-6	0.67	1+2	3	B	9.89	177	8	13	6	V, H, ◆
PGV	34	6	70/55	3-6	0.67	1+2	3	D	9.90	166	8	13	6	V
GRV	30	12	70/55	5-6	1.00	1+2	3	C	9.91	133	9	12	8	V
GNV	12	4	50/30	6	0.33	1+2	4	A	9.92	150	3	5	4	V, N
ANDROMEDAN INVADERS														
MWP	2	0	15/20	6	0.20	–	5	AA	10.48	176	1	4	3	N
MCP	2	0	15/5	6	0.20	–	5	AA	10.49	176	1	4	2	N
MTP	2	0	15/25	6	0.20	–	5	AA	10.50	176	1	4	3	N, T
MGP	2+5	10	15/10	6	0.20	–	5	AA	10.51	176	1	4	3	N
MEP	2	0	20/5	6	0.20	–	5	AA	10.52	176	1	4	3	N
MMP	2	0	15/7	6	0.20	–	5	AA	10.53	176	1	4	3	N
PCB	30	6	30	–	■	–	5	–	10.54A	176	4	0	0	
BPB	12	2	15	–	■	–	5	–	10.54B	176	4	0	0	
PHB	7	0	20	–	■	–	5°	–	R10.55	176	2	+0	+0	
DB	–	–	30	–	■	–	5°	–	R10.56	186	1	+0	+0	
DSU	–	–	10	–	■	–	5°	–	R10.57	186	1	+0	+0	
CSU	–	–	5/7	–	■	–	5°	–	R10.58	166	1	+0	+0	
ESU	–	–	10	–	■	–	5°	–	R10.59	184	1	+0	+0	
LYRAN STAR EMPIRE														
CVD	44	10	144/120	5-6	1.00	2+6	3	C	11.68	173	7	18	9	V, UNV
CVP	40	10	130/110	5-6	0.67	2+4	3	B	11.69	174	7	15	6	V
CVM	40	10	136/103	5-6	0.67	2+4	3	B	11.70	174	7	17	6	V
CSV	40	10	130/103	5-6	0.67	2+1	3	B	11.71	176	7	14	6	V, H, ◆
DDE	26	6	89	5-6	0.50	1	4	B	11.72	173	4	11	4	Y1, LA, E
DEA	26	6	101	5-6	0.50	1	4	B	11.72A	177	4	11	4	Y1, A, E, CJ
WYN STAR CLUSTER														
CWE	36	12	140	5-6	0.67	2	3	C	12.45	183	7	17	6	Y1, A, E, CJ
FFE	16	6	88	6	0.33	1	4	A	12.46	183	3	10	3	Y1, A, E
INTERSTELLAR CONCORDIUM														
CVD	50	12	175/150	5-6	1.00	3+6	3	D	13.60	176	10	20	9	V
ACS	48	16	195/150	5-6	1.00	3+4+1	3	D	13.61	178	10	20	9	V, H, ◆
CVP	40	10	140/115	5-6	0.67	2+4	3	C	13.62	176	6	15	6	V
CSV	40	10	175/130	5-6	0.67	2+2	3	C	13.63	178	6	15	6	V, H, ◆
CSF	40	10	151	5-6	0.67	2+3	3	C	13.64	176	6	19	6	V
CVF	40	10	141	5-6	0.67	2+3	3	C	13.65	176	6	19	6	V
FFV	16	6	80	6	0.33	1+2	4	A	13.66	187	4	9	3	V, N
LYRAN DEMOCRATIC REPUBLIC														
PV	16	4	63	6	0.33	1+1	4	A	14.38	172	4	6	3	V
PE	16	4	64	6	0.33	1	4	A	14.39	172	4	6	3	LA, E
PEA	16	4	70	6	0.33	1	4	A	14.39A	175	4	6	3	A, E, CJ
SELTORIAN TRIBUNAL														
CVD	56	20	160/120	4-6	1.00	1+1+6	3	D	15.27	184	8	17	8	V, CJ
ACS	56	20	150/120	4-6	1.00	1+1+2+1	3	D	15.28	184	8	18	8	V, H, ◆
CVP	43	20	134/100	4-6	0.67	1+1+4	3	D	15.29	184	7	14	8	V, CJ
CSV	43	20	140/110	4-6	0.67	1+1+2	3	D	15.30	184	7	15	8	V, H, CJ, ◆

NOTE: Listing of spare shuttles is: Shuttles, Fighters, Heavy Fighters. For ships that do not carry single space fighters, the listing is: Shuttles, Heavy Fighters. For Seltorians, the listings are Admin Shuttles, GAS Shuttles, Fighters, Heavy Fighters, except where the ship does not operate single space fighters, in which case the listing is: Admin Shuttles, GAS Shuttles, and Heavy Fighters. For bomber bases the listing is: Shuttles and Bombers.

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ANNEX #4 -- MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Dmg	Special Weapons	BPV	Year	DFR	Ref
Civilian	PROS	6	1xP3-360°	—	6	2xP-Charge	7/2	100	0§	R1.F12
	HFS¶	6	—	—	18	Cargo (75 points)	10	140	–1	R1.F13
	VFS∂	8	—	—	24	Cargo (100 points)	13	180	–1☆	R1.F14
	VIP¶	8	1xP3-360°	—	18	Cargo (25 points)	10	150	–1☆	R1.F15
	LVP∂	12	1xP3-360°	—	29	Cargo (25 points)	13	181	–1☆	R1.F16
	A-Admin	8	1xP3-360°	—	8	J2.1	3	180	0☆	R1.F17
	A-GAS	8	1xP3-360°	—	10	Ground Attack	5	180	0☆	R1.F18
	A-GBS	8	1xP3-360°	—	10	Ground Attack	5	180	0☆	R1.F183
	A-HTS	8	—	—	14	Troop Transport	7	180	0☆	R1.F19
	A-HAS	8	—	—	16	Troop Transport	10	180	0☆	R1.F193
	A-MSS	8	1xP3-360°	—	8	M8.3	4	180	0☆	R1.F20
	A-MLS	8	1xP3-360°	—	8	M9.18	4	180	0☆	R1.F203
	A-MRS	10	See Ref	J8.0	10	J8.0	11	180	0☆	R1.F21
	RSh	6	1xP3-360°	—	6	R1.F22	3	149	0§	R1.F22
	HRS¶	6	—	—	18	R1.F23	10	145	-1§	R1.F23
	SVS	6	1xP3-360°	—	6	R1.F24	3	100	0§	R1.F24
	RS	6	1xP3-360°	—	6	Rescue	3/2	90	0§	R1. F25
Federation	F-7	8	2xP3-360°	2xVI	8	—	4	167	0	R2.F13
	A-20FΔ	15	P2-FX	4xSpecial	18	2xPhot, ADD-6, EW Pod, P3-RX	18	179	0☆	R2.F14
	B-52∂	6	2xP2-FX	6xI, 2xVI	32	1xP3-RX, 2xPhot, 4xBay, 2xEW POD	30	167	–1☆	R2.F15
	F-B111Δ	14	1xPG-FX	2xVI, 4xI	21	4-space bay, 1xADD-6, 1xEW pod	26	179	–1☆	R2.F16
			1xP3-RA	2xIII		1xP2, Special Rules for drones and bay.				
	B-1¶	15	2xP2-FX	6xI, 2xIII	24	1xPG, 4-space bay, 1xEW pod	28	181	–1☆	R2.F17
	B-2∂	15	2xP2-FX	6xI, 2xIII	32	1xPG, 6-space bay, 2xEW pod	36	182	–1☆	R2.F18
	E-2A	10	1xPG-360°	1xADD-6	12	J9.0	64/15	180	0☆	R2.F19
	E-3A	10	1xPG-360°	1xADD-12	18	J9.5	94/23	180	0☆	R2.F191
Klingon	Z-HBΔ	15	P2-FX	4xI, 2xVI	16	2xDisr, P3-RX, 2xSp, EW pod	18	178	0☆	R3.F8
	Z-B1¶	6	2xP2-FX	6xI, 2xVI	24	1xP3-RX, 2xDisr, EW pod	27	167	–1	R3.F9
	Z-B2¶	12	2xP2-FX	6xI, 2xVI	24	1xP3-RX, 2xDisr, EW pod	29	173	–1	R3.F10
	Z-B3¶	15	2xP2-FX	6xI, 2xVI	24	2xSp, P3-RX, 2xDisr, EW pod	31	177	–1☆	R3.F11
	Z-B4∂	15	3xP2-FX	6xI, 2xVI	32	2xSp, 2xP3-RX, 3xDisr, 2xEW pod	38	178	–2☆	R3.F12
Romulan	Trib-FΔ	15	P2-FX	4xPL-D	16	2xPL-F, EW Pod, P3-LS, P3-RS	20	180	0☆	R4.F8
	Glad-D	15	2xP3	4xPL-D	10	—	12	183	3☆	R4.F9
	G-III-K	15	P3	2xPL-K	12	1xPl-F	10	183	2☆	R4.F10
	CH1¶	6	2xP2-FX	—	24	3xPL-F, P3-LS, P3-RS, EW pod	27	165	0	R4.F11
	CH2¶	12	2xP2-FX	2xPL-D	24	3xPL-F, P3-LS, P3-RS, EW pod	33	170	0	R4.F12
	CH3¶	15	2xP2-FX	2xPL-D	24	3xPL-F, P3-LS, P3-RS, EW pod	35	180	0☆	R4.F13
	CH4∂	15	3xP2-FX	4xPL-D	32	4xPL-F, 2xP3-LS, 2xP3-RS, 2xEW pod	42	182	–1☆	R4.F14
Kzinti	LFSΔ	15	2xP3-FX	4xI, 4xVI	16	2xDisr, EW pod, 2xSpecial, 2xP3-RX	19	177	1☆	R5.F9
	BMR¶	6	2xP3-FX	6xI, 2xVI	24	2xDisr, 2xP3-RX, 1xEW pod	24	165	–1	R5.F10
	ABMR¶	12	2xP3-FX	6xI, 2xVI	24	2xDisr, 2xP3-RX, 1xEW pod	27	172	–1	R5.F11
	VBMR¶	15	2xP3-FX	6xI, 2xVI	24	2xDisr, 2xP3-RX, 2xSpecial, 1xEW pod	29	180	--1☆	R5.F12
	HBMR∂	15	2xP3-FX	6xI, 2xVI	32	3xDisr, 2xP3-RX, 4xSpecial, 2xEW pod	36	181	–2☆	R5.F13
Gorn	G32Δ	15	P2-FX	2xPL-D	18	PL-F-RP, PL-F-LP, EW Pod, P3-LS/RS	20	180	0☆	R6.F7
	G18D	15	2xP3	4xPL-D	10	—	13	183	2☆	R6.F8
	G12D	15	2xP3	4xPL-D	10	—	12	183	2☆	R6.F8
	G18K	15	2xP3	2xPL-D	10	2xPL-K	12	183	3☆	R6.F8
	G12K	15	2xP3	2xPL-D	10	2xPL-K	11	183	3☆	R6.F8
	G10K	10	P3, P3-RA	2xPL-K	16	1xPL-F	12	183	1	R6.F8
	G-7	8	2xP3-360°	2xPL-K	8	—	4	167	0	R6.F11
	G-52∂	6	2xP2-FX	6xPL-D	32	1xP3-RX, 2xPL-F, 4xBay, 2XEW POD	30	169	–1☆	R6.F01
				2xPL-K						
	G-B111Δ	14	1xP2-FX	2xPL-K	21	4-space bay, 1xEW pod	24	181	–1☆	R6.F01
			1xP3-RA	6xPL-K		1xP2, Special Rules for bay.				
	G-1¶	15	2xP2-FX	8xPL-D	24	1xP2-RA, 4-space bay, 1xEW pod	28	183	–1☆	R6.F01
	G-2∂	15	2xP2-FX	8xPL-D	32	1xP2-RA, 6-space bay, 2xEW pod	36	185	–1☆	R6.F01
	BMR-A¶	6	P2-FX	4XPL-D	24	PL-F-LP, PL-F-RP, P3-LS/RS, EW pod	25	170	–1	R6.F9
	BMR-B¶	12	P2-FX	4XPL-D	24	PL-F-LP, PL-F-RP, P3-LS/RS, EW pod	28	176	–1	R6.F9
	BMR-C¶	15	P2-FX	4XPL-D	24	PL-F-LP, PL-F-RP, P3-LS/RS, EW pod	32	180	–1☆	R6.F9
	HBM∂	15	2xP2-FX	4XPL-D	32	2PL-F-LP, 2PL-F-RP, P3-LS/RS, 2EW pod	40	180	–2☆	R6.F10
Tholian	S-VΔ	15	2xP2	—	16	2xDisr, EW Pod, 2xP3RX, Spinner	19	180	0☆	R7.F7
	S-VPΔ	15	2xP2	—	16	2xPhot, EW Pod, 2xP3RX, Spinner	19	180	0☆	R7.F7P
	S-H¶	12	2xP2	—	24	3xDisr, 2xEW Pod, 2xP3RX, Spinner	26	176	–1☆	R7.F8
	S-HP¶	12	2xP2	—	24	3xPhot, 2xEW Pod, 2xP3RX, Spinner	26	176	–1☆	R7.F8P

Race	Type	Spd	Phaser	Drones	Dmg	Special Weapons	BPV	Year	DFR	Ref
Orion	Orions will use fighters from any race (if they can get their hands on them).									
Hydran	St-TΔ	15	PG-FA, PG-RX	—	16	2xFus, HB, EW Pod	19	179	0☆	R9.F7
	SK1¶	6	2xP2-FX, 2xP3-RA	—	24	3xFus, EW pod	22	135	−1	R9.F8
	SK2¶	12	2xPG-FX, PG-RA	—	24	2xFus, 2xHB, EW pod	33	160	−1☆	R9.F9
	SK3¶	15	2xPG-FX, PG-RA	—	24	2xFus, 2xHB, EW pod	35	177	−1☆	R9.F10
	SKH∂	15	3xPG-FX, 2xPG-RA		32	3xFus, 2xHB, 2xEW pod	49	178	−2☆	R9.F11
Lyran	The Lyrans used Klingon bombers and Klingon fast heavy fighters.									
WYN	The WYNs used both Klingon and Kzinti bombers and fast heavy fighters.									
ISC	HFFΔ	15	P2-FX, P3-LS, P3-RS		16	2xPlas-F-FP, 2xPlas-D, EW Pod	20	181	0☆	R13.F9
	FKF	15	2xP3	—	12	2xPlas-D, 2xPlas-K	12	180	4☆	R13.F10
	FDF	15	2xP3	—	12	4xPlas-D	13	181	4☆	R13.F11
	FTK	15	2xP3	—	12	1xPlas-F-FA, 2xPlas-K	10	181	2☆	R13.F12
	FEK	15	1XP3	—	12	2XEW-Pod, 2xPlas-K	11	181	2☆	R13.F13
	BMR¶	15	2xP2-FX, P3-LS, P3-RS		24	3xPlas-F, 2xPlas-D, EW Pod	30	181	−1☆	R13.F14
	HBMR∂	15	2xP2-FX, P3-LS, P3-RS		32	4xPlas-F, 4xPlas-D, 2xEW Pod	40	182	−2☆	R13.F15
LDR	The LDR used Klingon bombers and Klingon fast heavy fighters.									
Seltorian	The Seltorians used Klingon bombers and Klingon fast heavy fighters									

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

(S8.0-A) ADDITION TO PATROL SCENARIO RESTRICTIONS

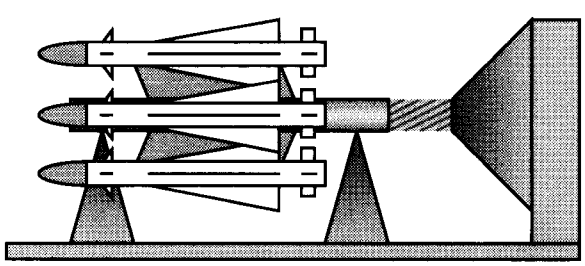
(S8.318-A) ESCORTS for carriers carrying heavy fighters cannot rearm those fighters (J10.11) as they have no ready racks for them. Such escorts will be equipped with ready racks able to service single-space fighters that race operates (as such an escort might be transferred to a carrier operating such fighters, or the carrier might be operating such fighters in addition to the heavy fighters), and will have the spare drones or plasma-Ds needed to support such fighters. These stores can be transferred to the carrier to be used by the heavy fighters during a scenario under (G25.0). Federation escorts and other units that use (R2.R5) can carry spare heavy fighters, (not including spare F-111s which can only be carried by their special FCFs) with one such fighter replacing two single space fighters for campaign purposes. The ready racks on Hydran carrier escorts are configured for the fighters the escort is operating; escorts cannot operate heavy fighters.

(S8.32-A) OVERSIZED SQUADRONS: For purposes of this rule, one (and only one) oversized squadron can be included within the limit of three squadrons. All of the fighters on a given CVD, CVP, or ACS count as a single oversized squadron for this purpose.

(S8.324-A) BOMBERS can never operate from ships or space bases, but can only operate from a bomber base on a planet or asteroid. (Trust us, this rule will *never* be changed.) Bombers, whether heavy or medium, can only appear in a battle if they are based on a planet, or an asteroid, that is itself part of the battle. Scenario rules may specify that a given battle is taking place within the range of a bomber strike from bases on planets or asteroids not on the map. Players conducting a patrol scenario under the limits of (S8.0) may mutually agree that one or both players are within range of such a bomber base.

J2 RULEBOOK

A complete copy of SFB ModuleJ2 includes one 64-page rulebook (this book),
one 80-page SSD book, one sheet of 216 die-cut counters, and a color cover sheet.
None of the rules, systems, weapons, or ships included in this product is authorized for use in sanctioned tournaments.
Module J2 is SKU 5619.



Seeking Weapon Drogue Unit
Note that the tractor-tether is active
and the drogue is ready to deploy.

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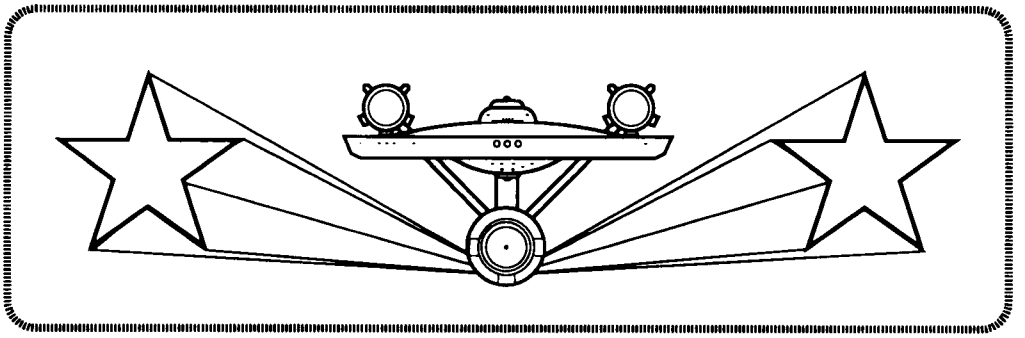
STAR FLEET BATTLES



MODULE J2 SSD BOOK

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LYRAN DESTROYER ESCORT

CNTR

CREW UNITS ✱ 10 20

BOARDING PARTIES 6

DECK CREWS 2

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS D D

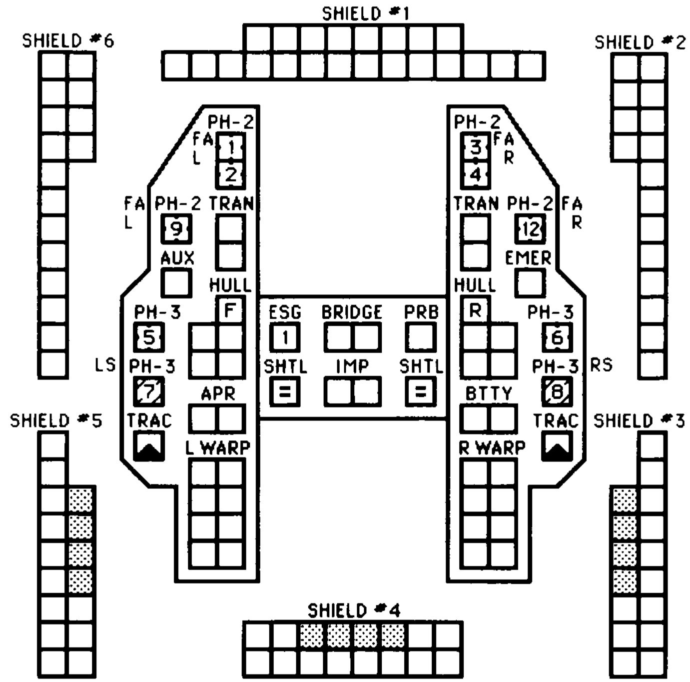
AS A CARRIER ESCORT, THIS SHIP HAS READY RACKS AND DECK CREWS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

SHIP DATA TABLE

TYPE	=	DDE
POINT VALUE	=	89
BREAKDOWN	=	6
SHIELD COST	=	1/2+/12
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.72
PLUS REFIT	=	+2
PHASER REFIT	=	+2
LIMITED AEGIS		

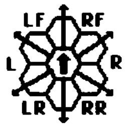
SHIP DATA TABLE

TYPE	=	DDA
POINT VALUE	=	101
REFERENCE	=	R11.72A
INCLUDES PLUS REFIT		
PHASER REFIT	=	+2
MECH LINKS	=	+2
FULL AEGIS		



TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

SENSOR 6 6 4 2 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM

SHADED BOXES ARE THE PLUS REFIT.

8 SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

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BOMBER BASES AND TYPE-H DRONE BASE

HEAVY BOMBER BASE

SHIELD

SHUTTLE

PH-3 PH-4 HULL

APR SEN BRDG TRAN

CARGO

CNTR

BOARDING PARTIES 6

CREW UNITS 10 20 30

DECK CREWS 10 20

SENSOR 6 0

SCAN 0 9

DAM CON 4 2 0

EX DAM

ADMINISTRATIVE SHUTTLES

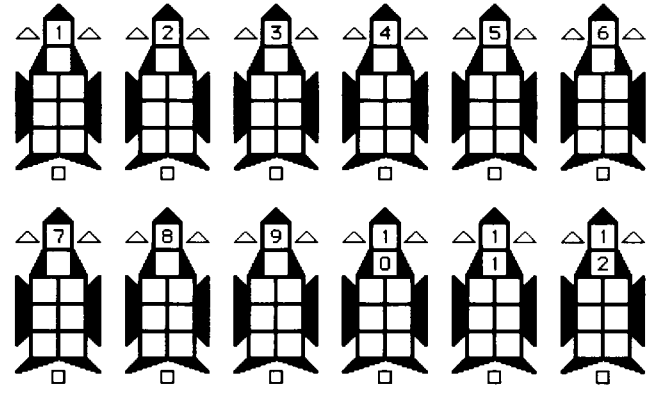
IDENT	HIT POINTS	NOTES

BASE DATA TABLE

TYPE	=	BHB
BPV	=	30
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.46B

BASES OF THIS TYPE ARE USED BY EVERY RACE EXCEPT THE ANDROMEDANS. BOMBER BOXES ARE NOT MARKED WITH WEAPON SPECIFIC SYMBOLS, BUT CAN REARM ANY BOMBER OF THE OWNING RACE.

FEDERATION SHENYANG F-7 FIGHTERS



F-7 FIGHTERS
2xPh-3-360°
DFR = 0
CRIPPLED = 6
SPEED = 8
BPV = 4

MEDIUM BOMBER BASE

SHIELD

FH

BRDG PH-3 AUX BOMBER CARGO

C HULL TRAN LAB

APR SHUTTLE

CNTR

SENSOR 6 0

SCAN 0 9

DAM CON 4 2 0

EX DAM

CREW UNITS 10

BOARDING PARTIES 4

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BASE DATA TABLE

TYPE	=	BMB
BPV	=	20/8
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.46A

BASES OF THIS TYPE ARE USED BY EVERY RACE EXCEPT THE ANDROMEDANS. BOMBER BOXES ARE NOT MARKED WITH WEAPON SPECIFIC SYMBOLS, BUT CAN REARM ANY BOMBER OF THE OWNING RACE.

TYPE-H-DRONE BASE

SHIELD

FH

BRDG PH-3 SHUTTLE LAB AUX

C HULL TRAN CGO TYPE-H DRN

1	5	9	13
2	6	10	14
3	7	11	15
4	8	12	16

APR

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

CNTR

CREW UNITS 10

BOARDING PARTIES 4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

BASE DATA TABLE

TYPE	=	GHD
BPV	=	20/8
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.46C

EACH TYPE-H DRONE BOX IS A SINGLE TYPE-H DRONE. BASES OF THIS TYPE CAN LAUNCH FROM ONE TO SIX TYPE-H DRONES A TURN IN A SINGLE IMPULSE OR OVER MULTIPLE IMPULSES, BUT NOT WITHIN A QUARTER TURN OF A LAUNCH ON A PREVIOUS TURN. THE LAUNCHERS CANNOT BE RELOADED DURING A SCENARIO, BUT ONLY BETWEEN SCENARIOS.

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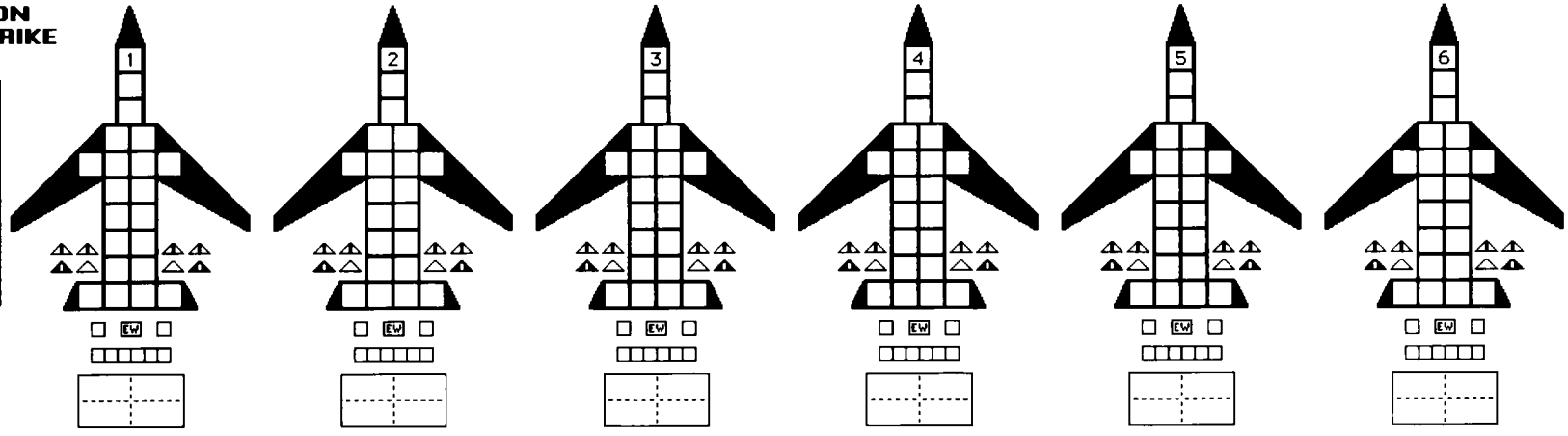
FEDERATION FB-111 FIGHTER BOMBER SQUADRON

FEDERATION FB-111 STRIKE BOMBER

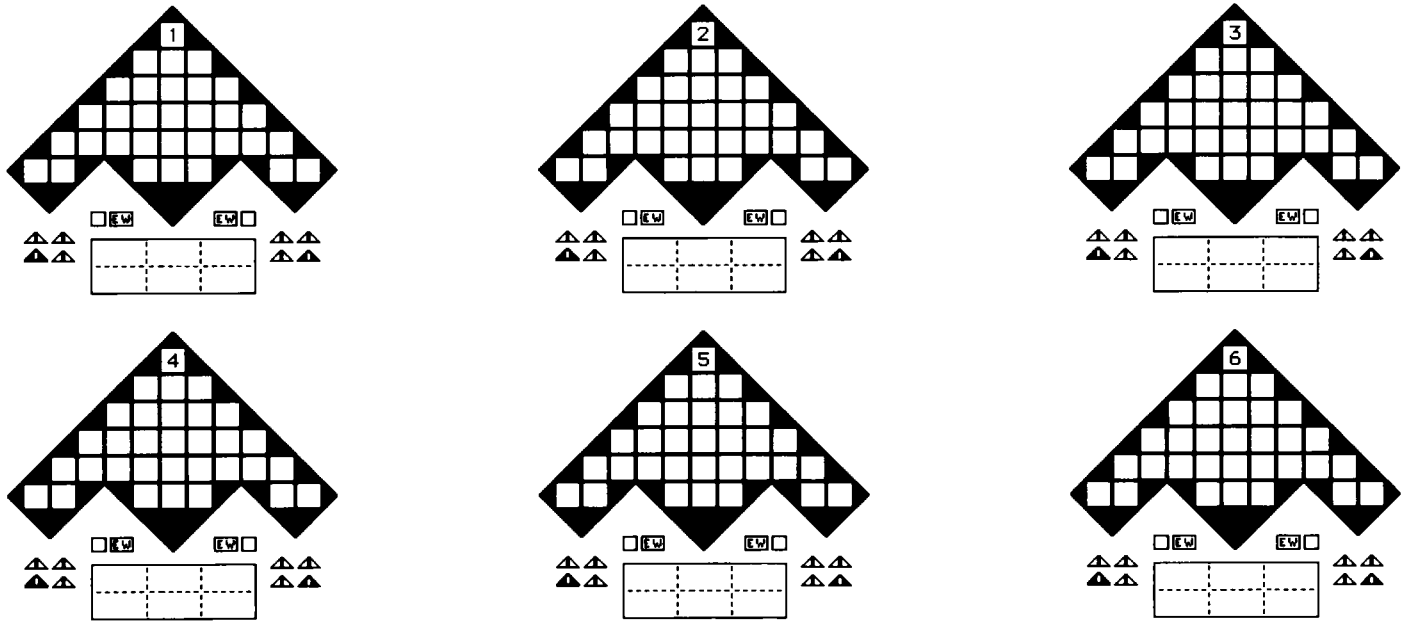
FB-111 STRIKE BOMBERS
1xPh-G-FX
1xPh-2-FA
1xPh-3-RA
DFR = -1
DEGRADED = 11
CRIPPLED = 14
SPEED = 14
BPV = 26



FEDERATION B-2 HEAVY BOMBER SQUADRON

FEDERATION B-2 BOMBERS

B-2 BOMBERS
2xPh-2-FX
1xPh-G-RA
DFR = -1
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 36



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FEDERATION LIGHT DREADNOUGHT CARRIER

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES (10)

DECK CREWS (10)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC

HANGAR IS A TUNNEL DECK (J1.58).

TRANSPORTER BOMBS D D D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	DVL
POINT VALUE	=	228
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.95

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

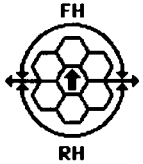
PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

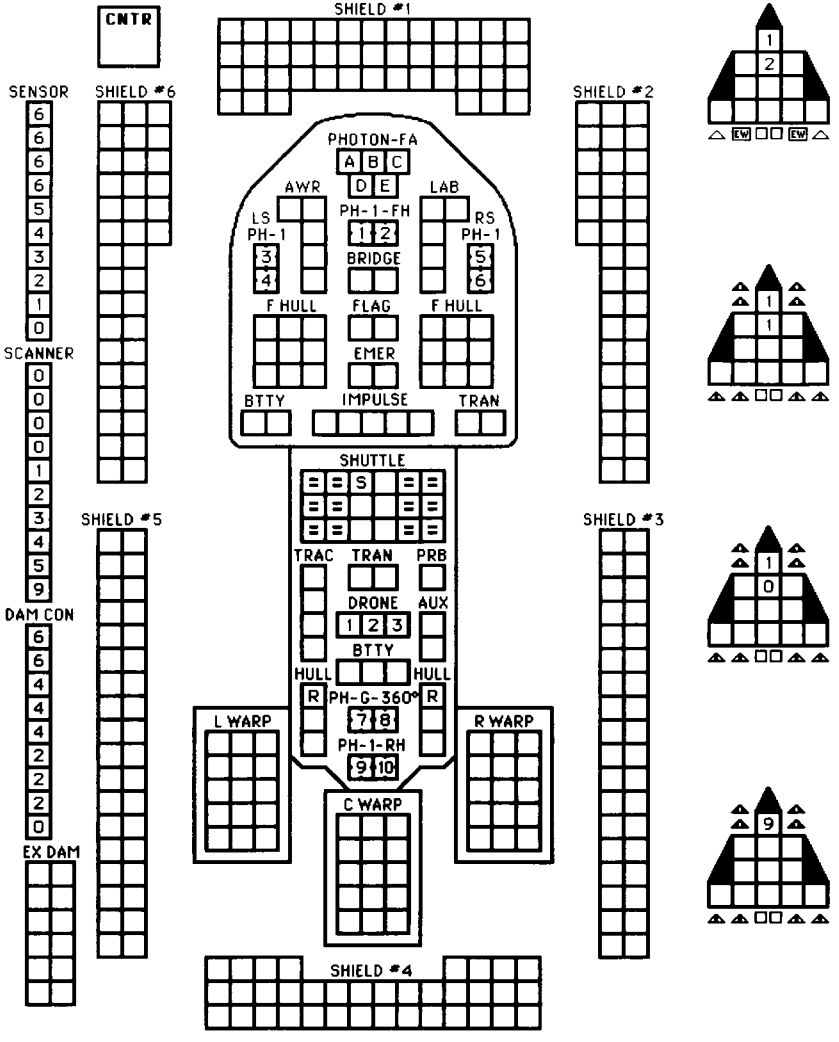
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



DRONE RACKS

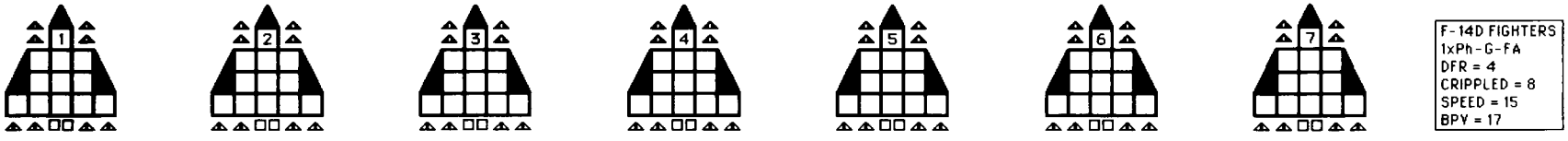
1	:	G
2	:	G
3	:	G

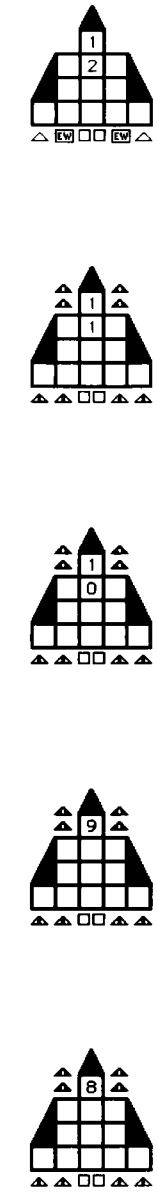
G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½





F-14D FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 17

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FEDERATION FAST CARRIER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

HANGAR IS A TUNNEL DECK (J1.58).

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CVF
POINT VALUE	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.96

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PHOT-FA A B

BTTY PH-1-FH BTTY

1 2 3 4

LAB LAB

BRIDGE

PH-1 PH-1

LF 5 6 TRAN 7 8 RF

L R

F HULL EMER F HULL

IMPULSE

AUX SHTTL PRB

HULL R HULL R

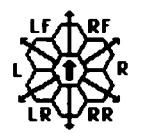
PH-3 9 PH-3 10

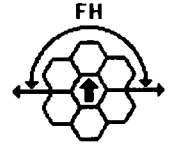
TRAC TRAC

L WARP R WARP

PH-3's ARE 360°.

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.





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

FA = LF + RF

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

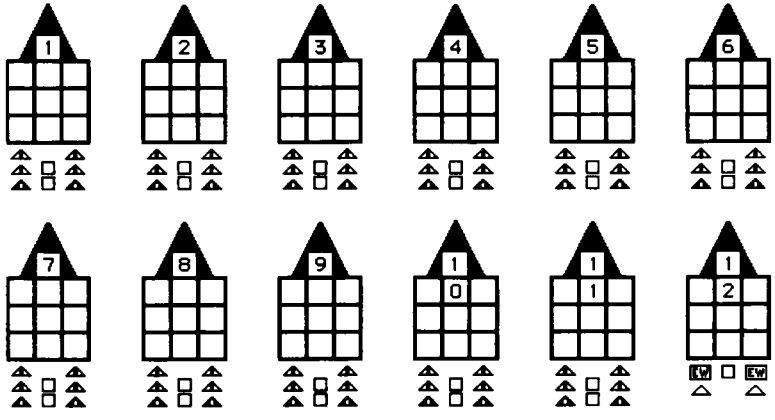
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA



F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

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FEDERATION INTERDICTION CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

DECK CREWS

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

REAR HANGAR IS A TUNNEL DECK (J1.58).

TRANSPORTER BOMBS [ ] [ ] [D][D][D][D]

PROBES [ ] [ ] [ ] [ ] [5]

SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	147/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.97
Y175 REFIT	=	+0

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

DRONE RACKS

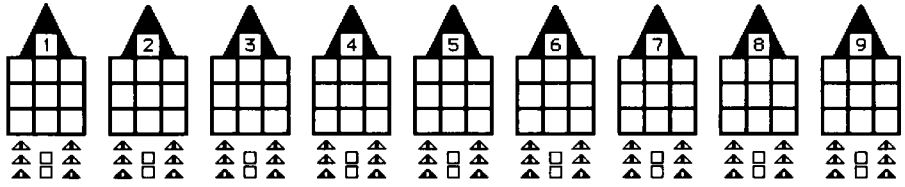
1	:	:	:	:	:	:	G
2	:	:	:	:	:	:	G

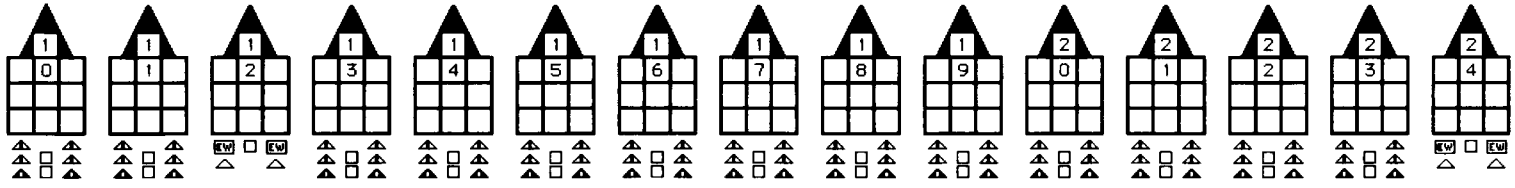
RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

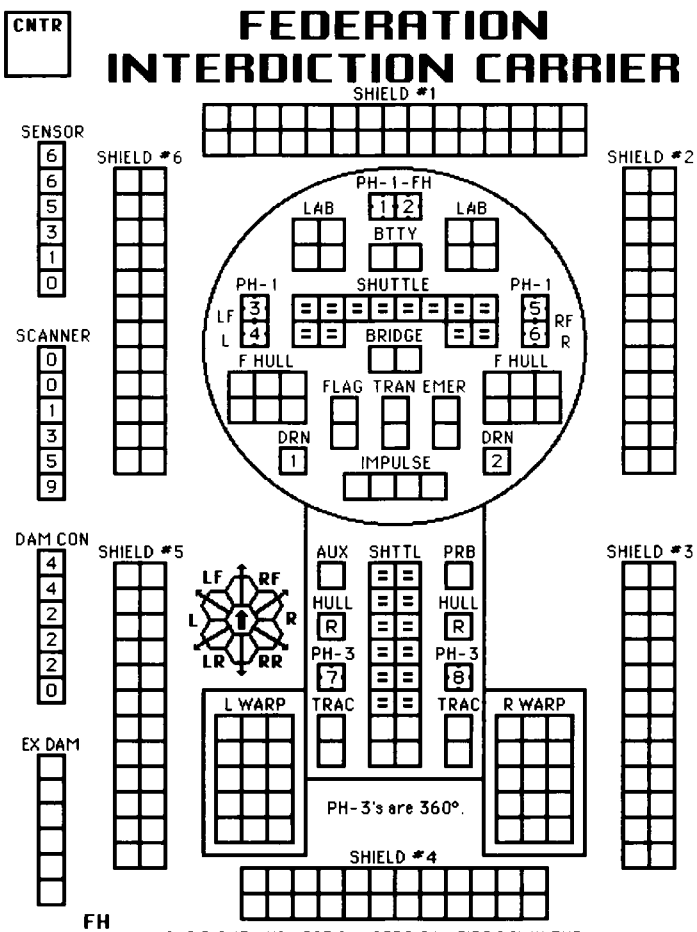
ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

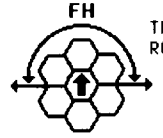






PH-3's are 360°.

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.



FA = LF + RF

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

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FEDERATION PATROL CARRIER

CREW UNITS

10 20 30 40

BOARDING PARTIES

8

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

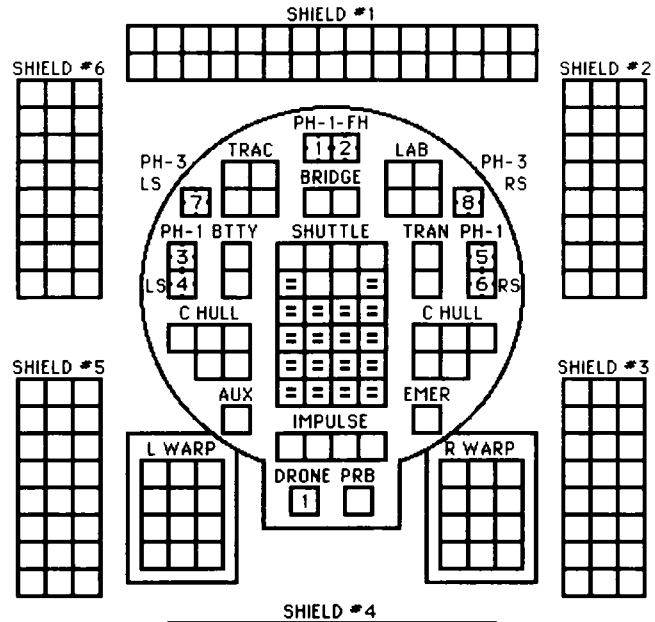
PROBES

5

SHIP DATA TABLE

TYPE	=	CVP
POINT VALUE	=	132/108
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.98
Y175 REFIT	=	+0

CNTR



TYPE I OFFENSIVE PHASER TABLE

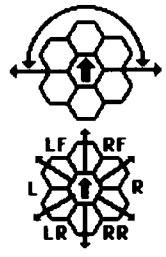
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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



DRONE RACK

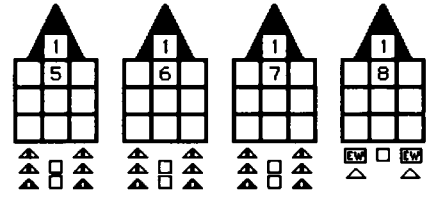
1 G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

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



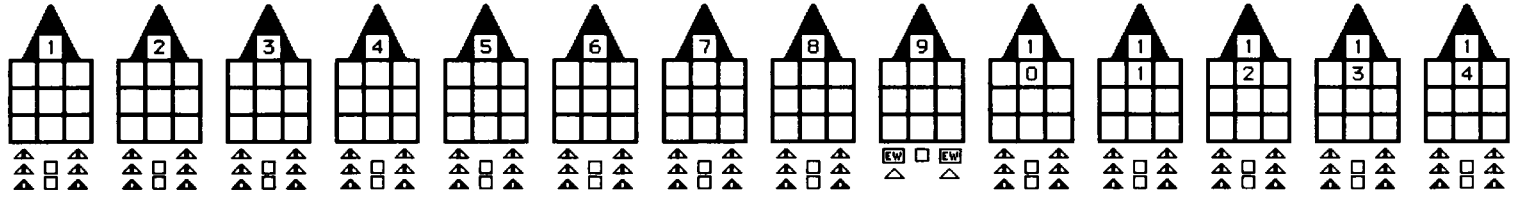
SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAMAGE CONTROL 4 4 2 2 2 0

EXCESS DAMAGE

F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FEDERATION SCOUT CARRIER

CREW UNITS (✱, 10, 20, 30, 40)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES (8)

TRANSPORTER BOMBS D D D D

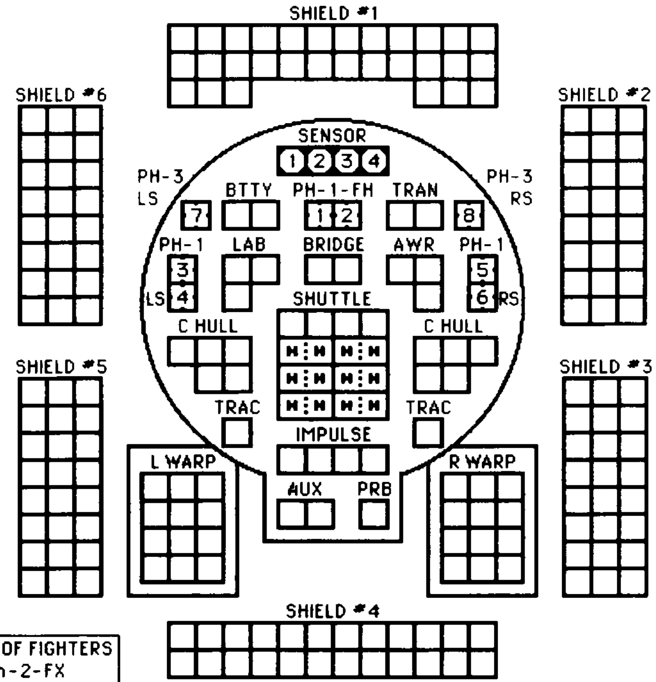
DECK CREWS (10)

PROBES (5)

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	120/108
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.99

CNTR



TYPE I OFFENSIVE PHASER TABLE

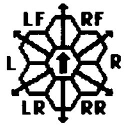
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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



A-20 PHOTON TORPEDO TABLE

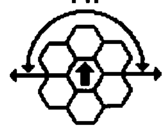
RANGE	0-1	2	3-4	5-8	9-12
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, PROX	NA	NA	NA	NA	1-4
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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



A-20F FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPY = 18

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

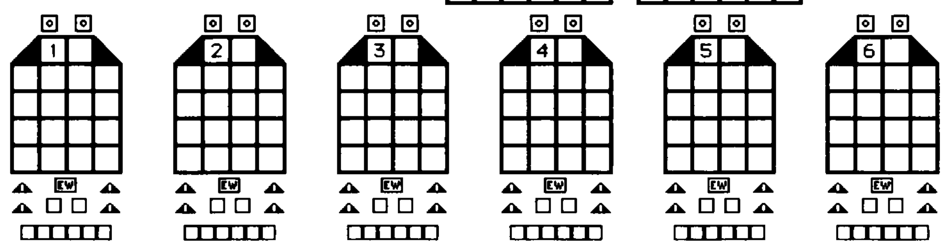
EX DAM

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE II PHASER (FTR)

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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
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

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

FEDERATION CVH STRIKE CARRIER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES 10

DECK CREWS 10

PROBES 5

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	CVH
POINT VALUE	=	160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.100

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

FA = LF + RF

FH

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DRONE RACKS

1 G
2 G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

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

TYPE II PHASER (FTR)

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

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

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

PHOT-FA A B C D
BTTY
LAB
PH-1-FH 1 2
PH-1 LF 3 4 L
PH-1 5 6 RF R
TRAN
BRIDGE
F HULL
FLAG
F HULL
EMER
DRN 1
DRN 2
IMPULSE

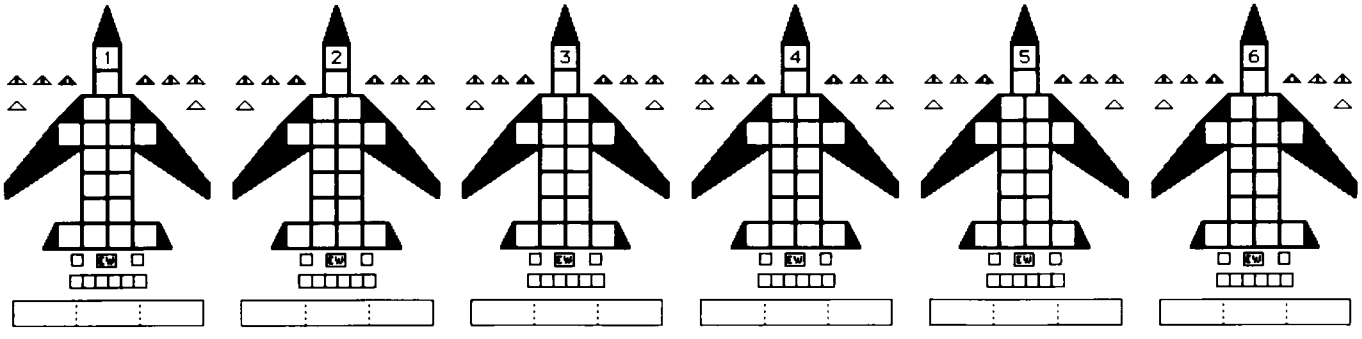
LF RF L R LR RR

BTTY TRAC AUX
PRB TRAN
CARGO
HULL R
HULL R
SHTTL
PH-3 7
PH-3 8

L WARP
R WARP

PH-3's are 360°.

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.



F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

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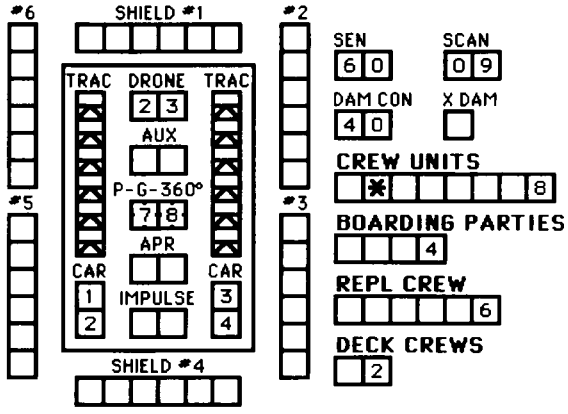
FEDERATION F-111 CONVEYOR POD

FEDERATION FCR POD FOR F-111s



SEN 6 0
SCAN 0 9
DAM CON 4 0
X DAM
CREW UNITS ✱ 8
BOARDING PARTIES 4
REPL CREW 6
DECK CREWS 2

DRONE RACKS

2								6
3								6

ALWAYS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

POD DATA TABLE

TYPE	=	P-FCF
BPV	=	36
SIZE	=	4
REF	=	R2.101

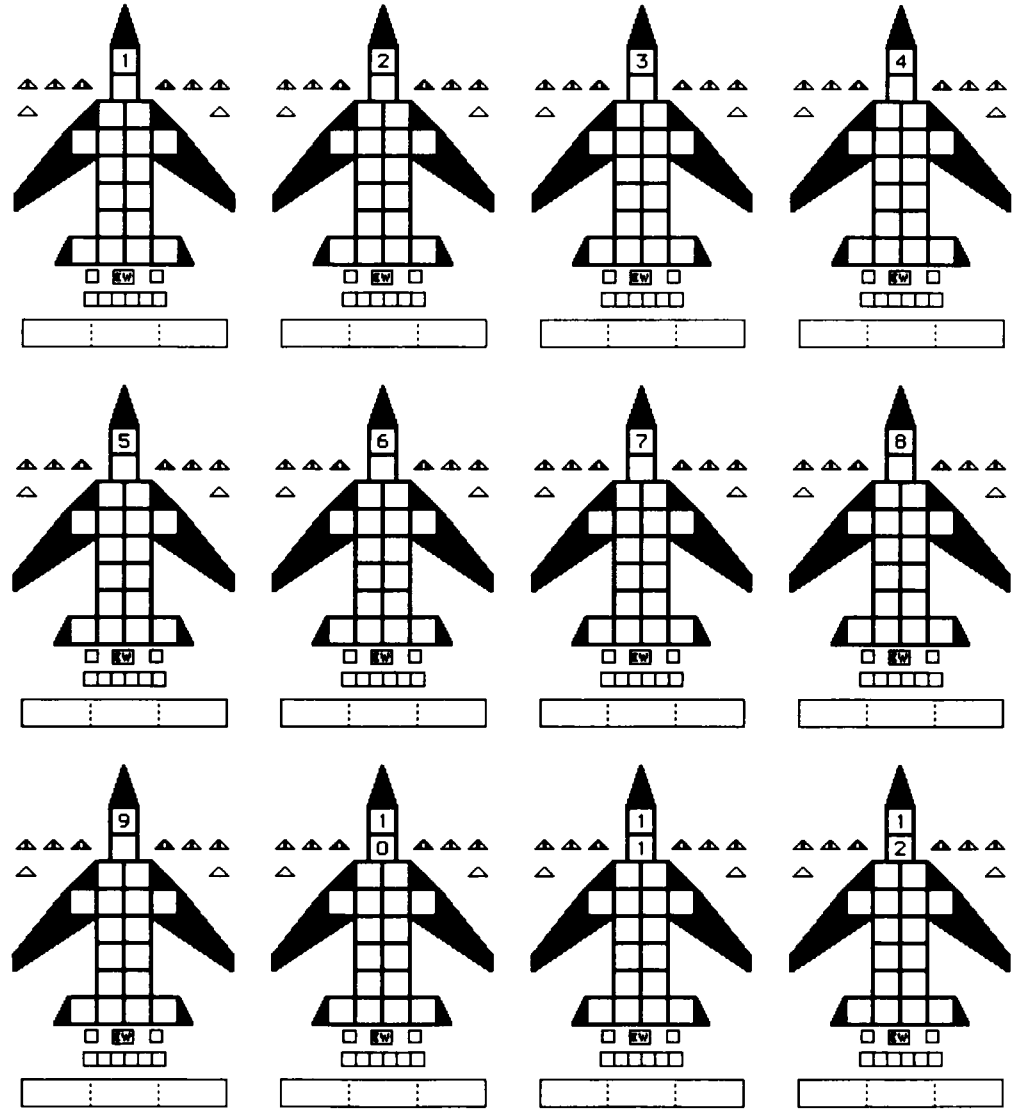
THIS POD, WHILE AN FCR TYPE UNIT, DOES NOT HAVE AEGIS.

THIS POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING, AND ADDS THIS CONTROL ABILITY TO THE TUG IT IS ATTACHED TO.

CARGO STORAGE RECORDS

#1	#2
#3	**#4**

F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15



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FEDERATION HEAVY CARRIER RESUPPLY SHIP

CREW UNITS: [ ][ ][ ][X][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ][ ][20]

REPL CREW: [ ][ ][ ][ ][ ][6]

BOARDING PARTIES: [ ][ ][3]

DECK CREWS: [ ][2]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: [ ][ ] [D][D]

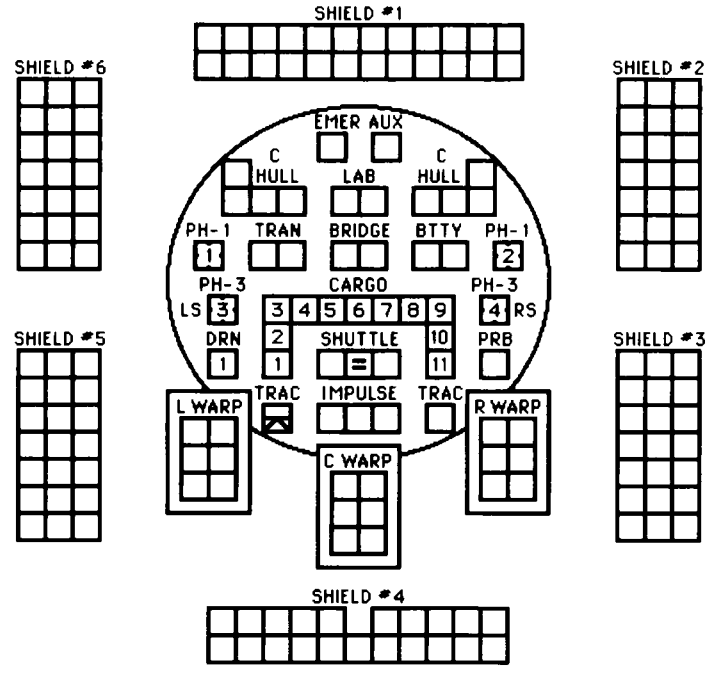
PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	FCF
POINT VALUE	=	97/70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.102

LIMITED AEGIS

CNTR



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE III DEFENSE PHASER

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

LS = LF + L + LR

RS = RF + R + RR

TYPE II PHASER (FTR)

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DRONE RACK: [1] ⋮ ⋮ ⋮ ⋮ [6]

RACK HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM: [ ][ ][ ][ ]

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FEDERATION SMALL HEAVY AUXILIARY CARRIER

CREW UNITS: 10 / 20 (X)

BOARDING PARTIES: 2

DECK CREWS: 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D

SHIP DATA TABLE		
TYPE	=	SAH
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.103

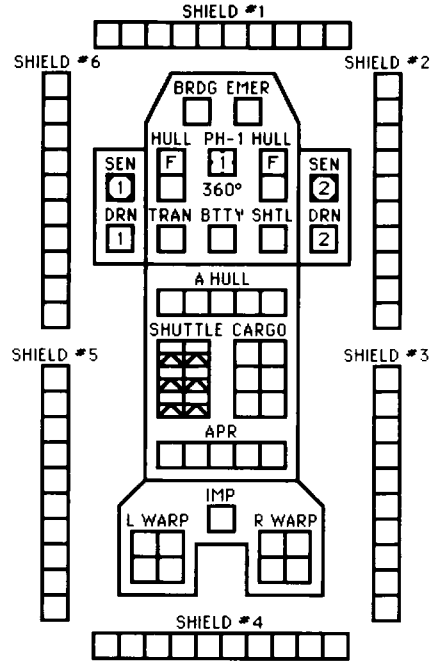
CNTR

SENSOR: 6 4 0

SCANNER: 0 9

DAM CON: 4 2 0

EX DAM



THIS SHIP CAN ACCELERATE NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FA = LF + RF

TYPE II PHASER (FTR)

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

DRONE RACKS

1							G
2							G

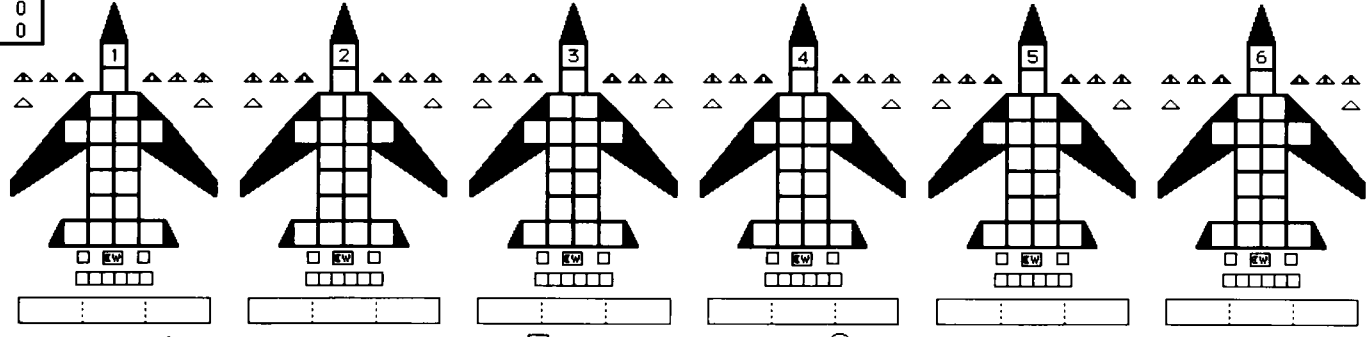
RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE



F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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FEDERATION LARGE HEAVY AUXILIARY CARRIER

CREW UNITS

			✱						10
									20
									30
									40

DECK CREWS

									10

BOARDING PARTIES

			4

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	LAH
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.104

TRANSPORTER BOMBS

				D	D	D	D

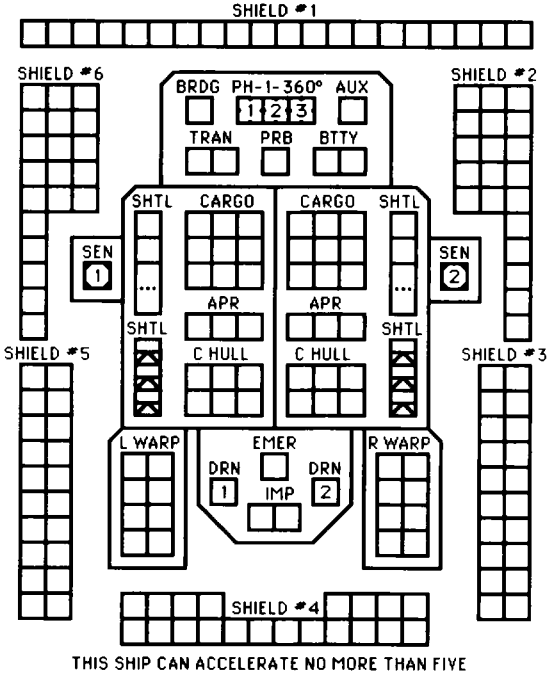
CNTR

SENSOR: 6 6 5 3 0

SCANNER: 0 1 3 5 9

DAM CON: 4 4 2 2 0

EX DAM:



THIS SHIP CAN ACCELERATE NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

TURN MODE		SPEED
D	1	2-4
NO HET BONUS	2	5-8
	3	9-12
	4	13-17
BD	5	18-24
	6	25+

TYPE II PHASER (FTR)

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

DRONE RACKS

1	⋮	⋮	⋮	⋮	⋮	⋮	G
2	⋮	⋮	⋮	⋮	⋮	⋮	G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

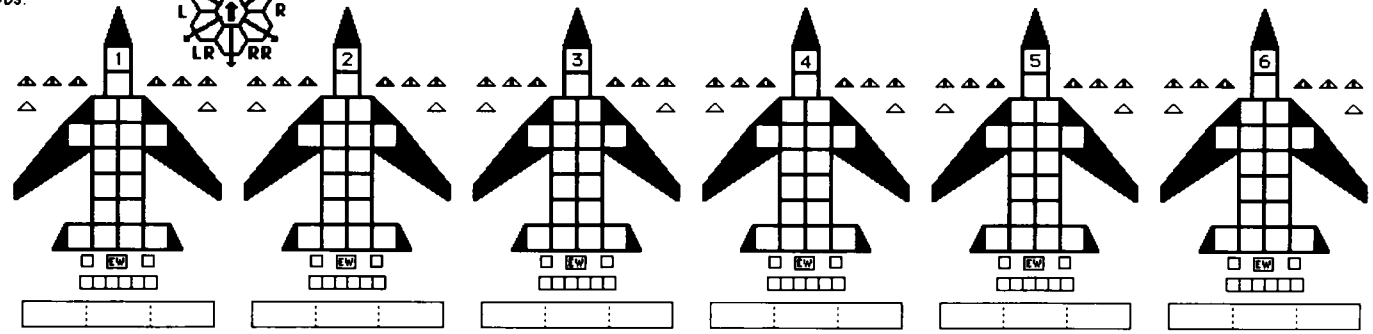
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FA = LF + RF



F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FEDERATION AUXILIARY SPACE CONTROL SHIP

CREW UNITS

10 20 30 40

DECK CREWS

10 20

BOARDING PRTS 4

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	ASC
POINT VALUE	=	150/90
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.105

DRONE RACKS

1		G
2		G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR

FA = LF + RF

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+

TYPE III DEFENSE PHASER

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE II PHASER (FTR)

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

THE AUXILIARY SPACE CONTROL SHIP CAN ACCELERATE BY FIVE MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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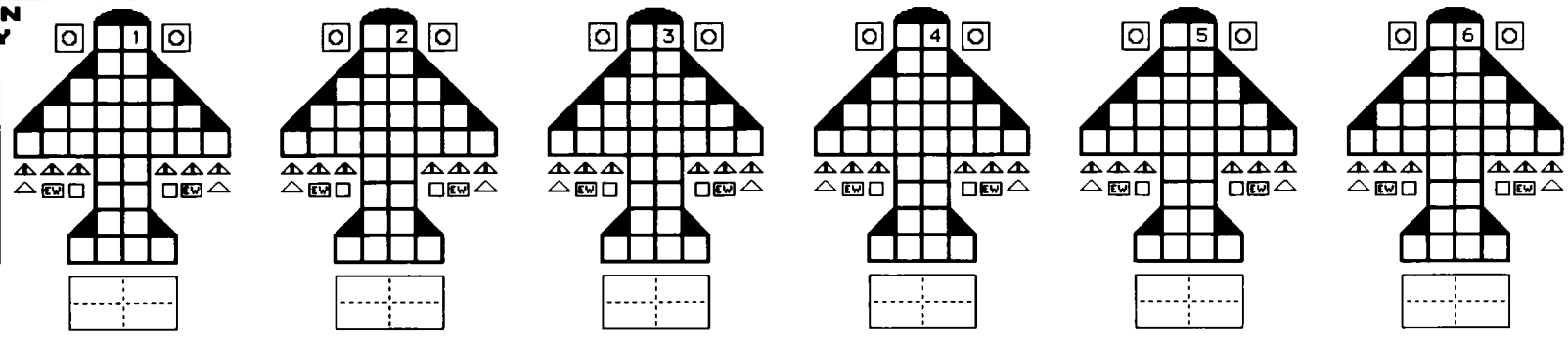
FEDERATION B-52 HEAVY BOMBER SQUADRON

FEDERATION B-52 HEAVY BOMBERS

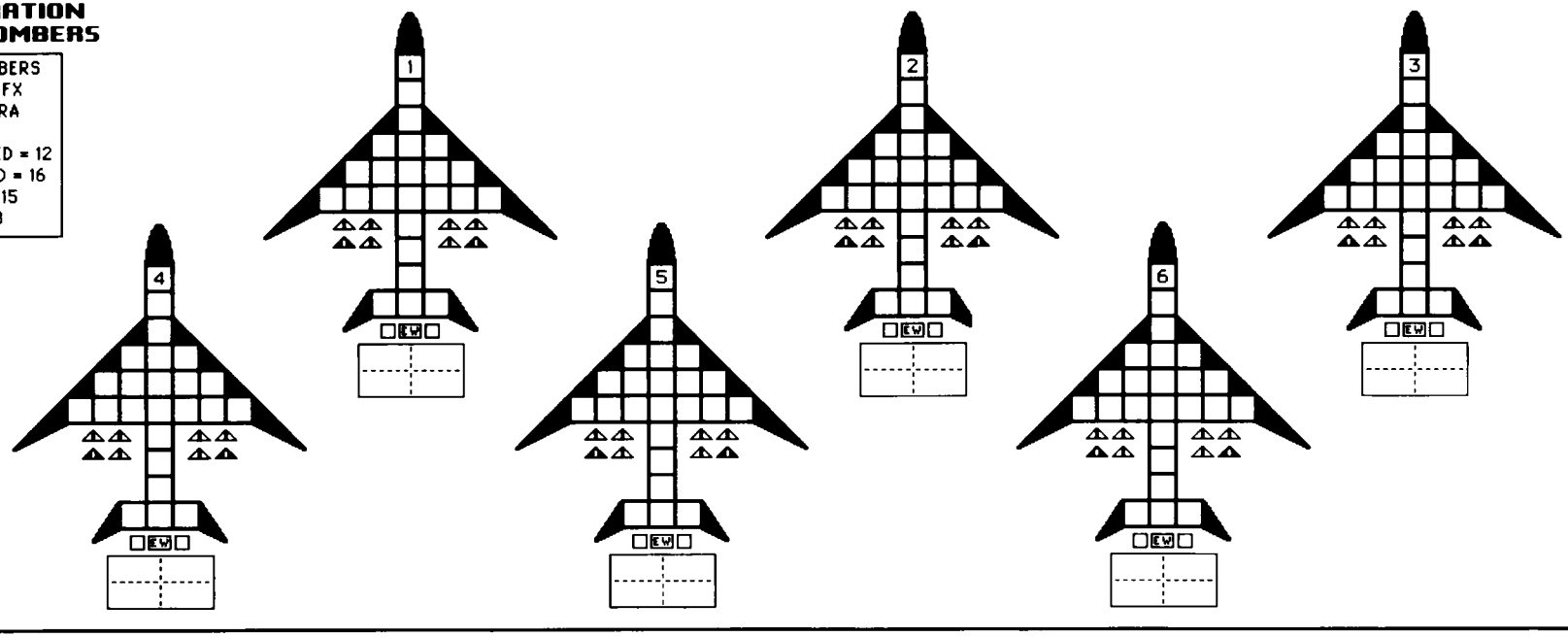
B-52 BOMBERS
2xPh-2-FX
1xPh-3-RX
DFR = -1
DEGRADED = 16
CRIPPLED = 22
SPEED = 6
BPV = 30



FEDERATION B-1 MEDIUM BOMBER SQUADRON

FEDERATION B-1 BOMBERS

B-1 BOMBERS
2xPh-2-FX
1xPh-G-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 28



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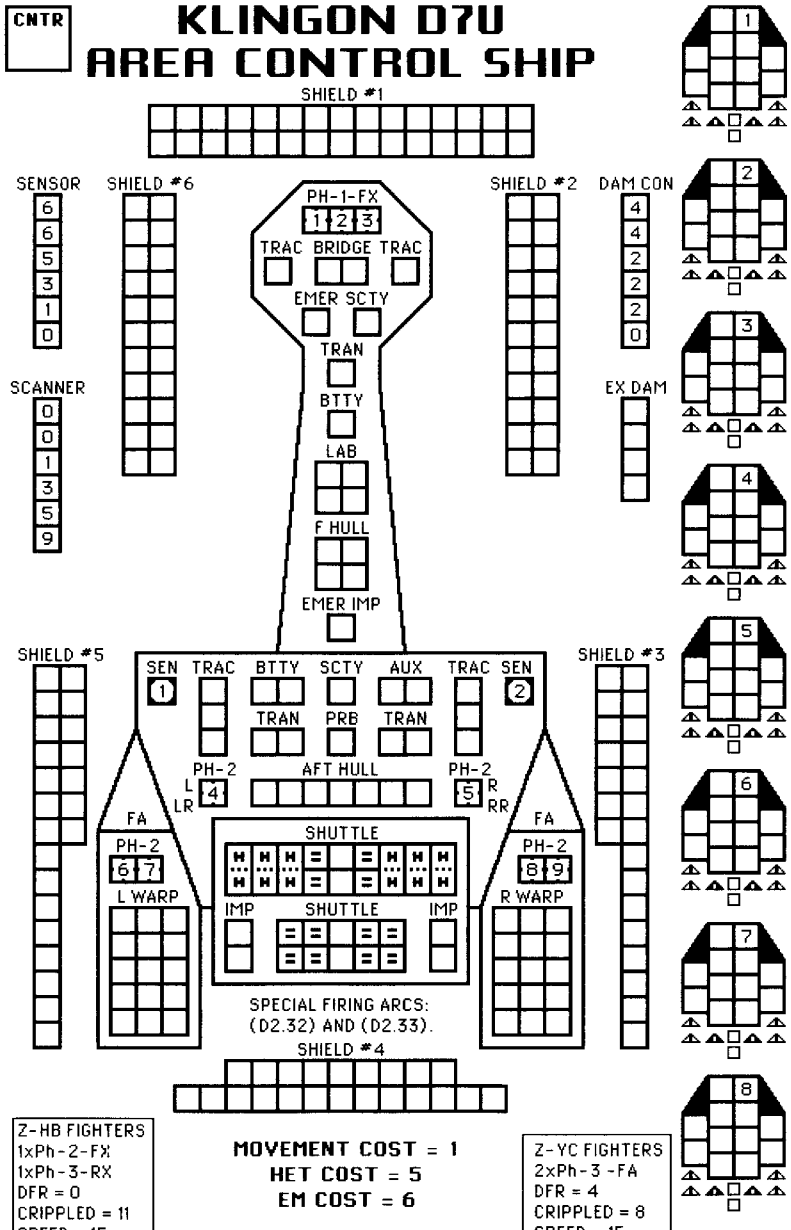
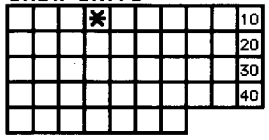
KLINGON D7U AREA CONTROL SHIP



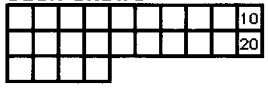
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS



BOARDING PARTIES 10

DECK CREWS



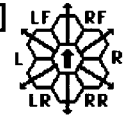
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS D D D D

PROBES 5



SHIP DATA TABLE

TYPE	= D7U
POINT VALUE	=150/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.109

FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE,STD	0	5	4	4	3	3

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED BY "PHASER" DAMAGE POINTS.

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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KLINGON D6U INTERDICTION CARRIER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP HAS FOUR SHUTTLE BAYS
TRANFERS BETWEEN REAR BAYS ONLY.

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	= D6U
POINT VALUE	=120/85
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=R3.110

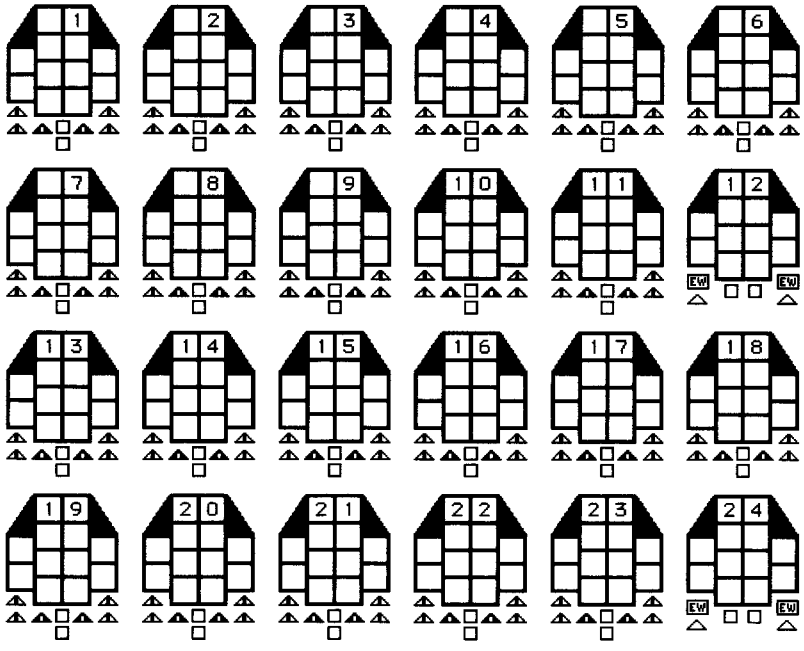
TYPE II PHASER TABLE

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

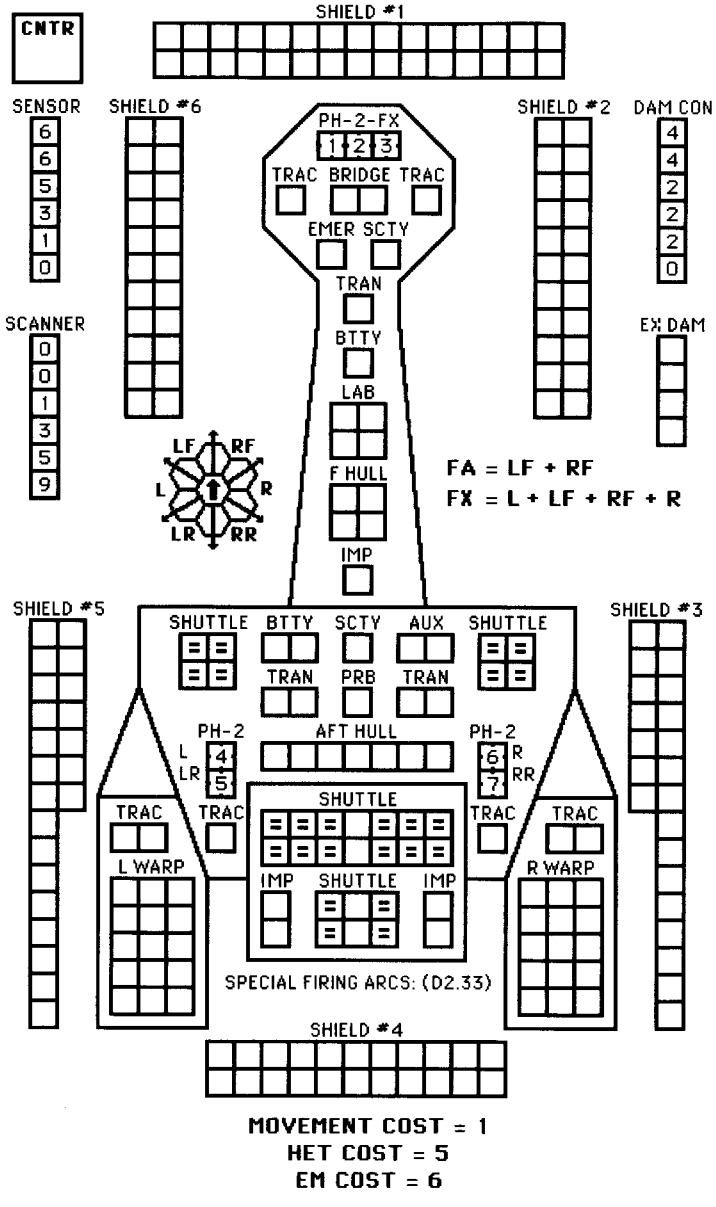
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

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



Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



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KLINGON D5U PATROL CARRIER

CNTR

CREW UNITS

		*							10
									20
									30
									40

BOARDING PARTIES

						8

DECK CREWS

							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

					5

LIMITED AEGIS SYSTEM CONTROLS PH-3s.

SHIP DATA TABLE

TYPE	=	D5U
POINT VALUE	=	115/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.111

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

TYPE II PHASER TABLE

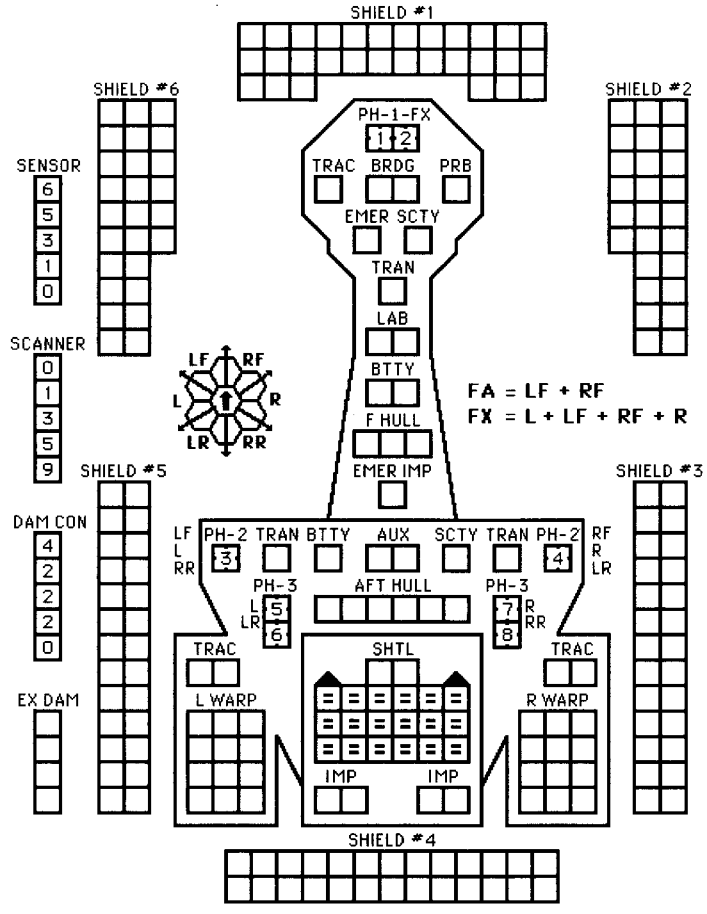
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

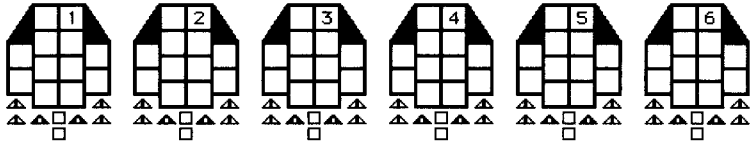
THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

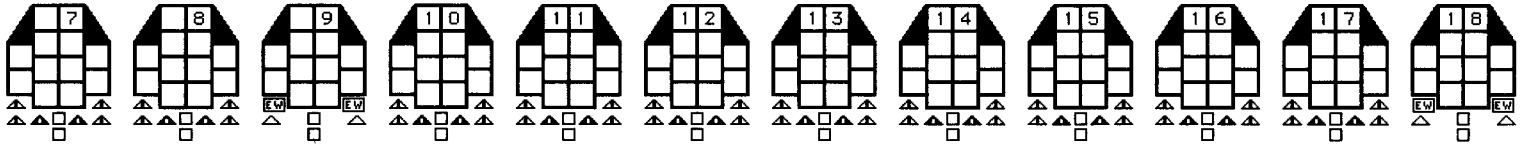
TYPE III DEFENSE PHASER

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





Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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KLINGON D5B SCOUT CARRIER

CNTR

CREW UNITS 10 20 30 40

BOARDING PARTIES 8

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

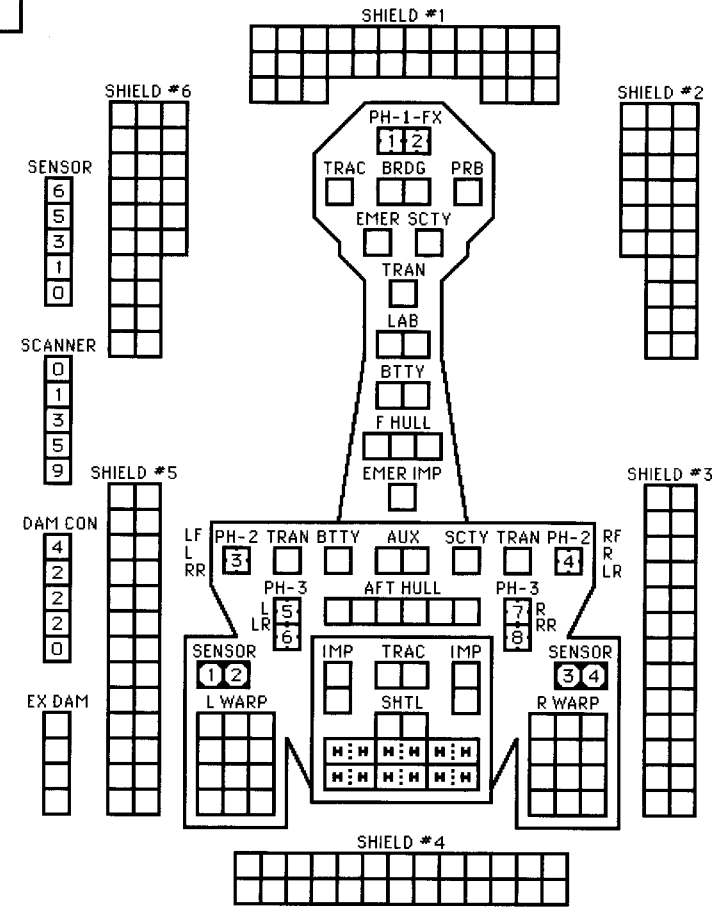
TRANSPORTER BOMBS D D D D

PROBES 5 — LIMITED AEGIS SYSTEM CONTROLS PH-3s.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SHIP DATA TABLE

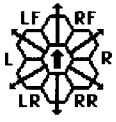
TYPE	=	D5B
POINT VALUE	=	125/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.112



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



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

TYPE II PHASER TABLE

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

FX = L + LF + RF + R
RX = L + LR + RR + R

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

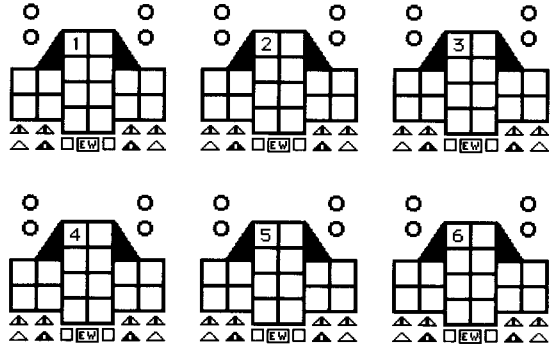
TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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KLINGON FWE ESCORT WAR DESTROYER

CREW UNITS: * 10 20

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D

DECK CREWS: 2

PROBES: 5

SHIP DATA TABLE	
TYPE	= FWE
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.113
INCLUDES FULL AEGIS	

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE	SPEED
A 1	2-6
HET 2	7-12
3	13-19
BD 4	20-26
5	27+

TYPE II PHASER TABLE

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

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

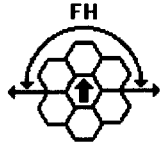
TYPE III DEFENSE PHASER

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

DRONE RACKS

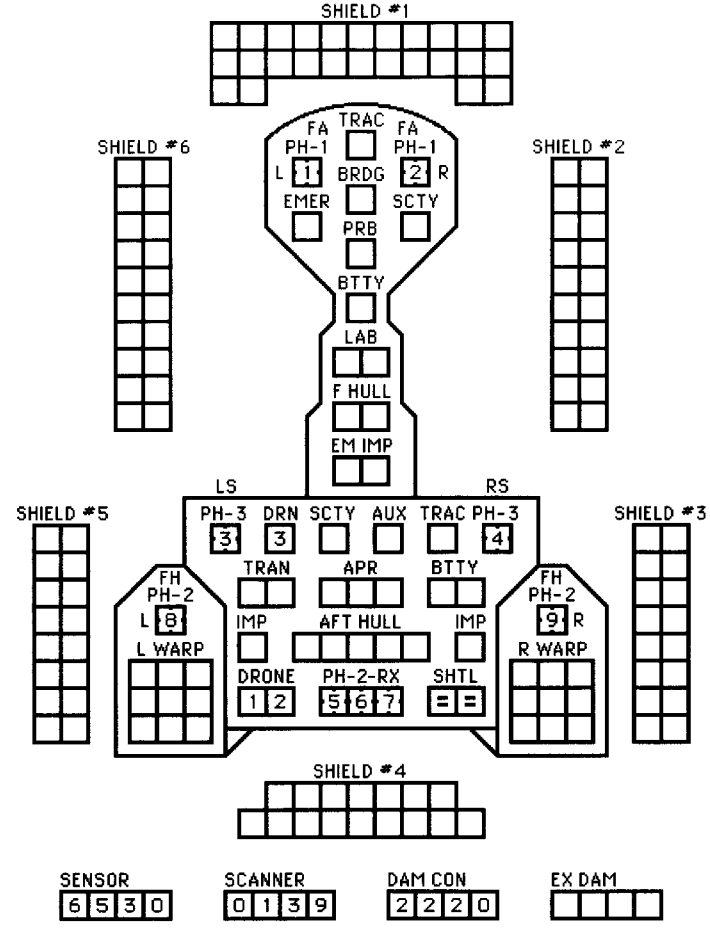
1	:	:	:	:	:	G
2	:	:	:	:	:	G
3	:	:	:	:	:	G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.



ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-



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

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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE THE (D2.32) CROSS DECK ARCS.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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KLINGON D6Y SEMI-CARRIER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

UIM

DERFACS H&R

DECK CREWS 5

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

ANTI-DRONES 1

ADD HAS 6 ROUNDS PRIOR TO Y175.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

SHIP DATA TABLE

TYPE	=	D6Y
POINT VALUE	=	113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.114
B REFIT	=	+9
K REFIT	=	+3
Y175 REFIT	=	+2
UIM REFIT	=	+5

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	B REFIT 23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

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

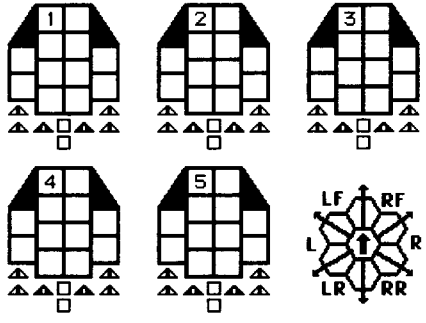
TYPE III DEFENSE PHASER

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

FA = LF + RF

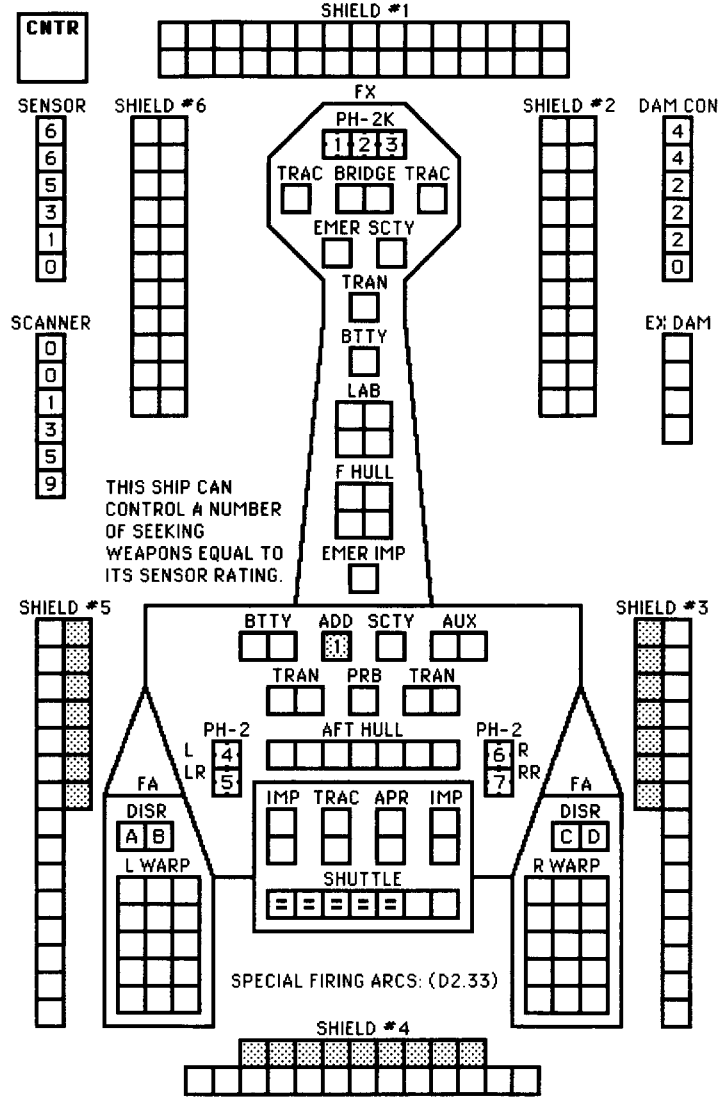
FX = L + LF + RF + R

THIS SHIP IS NOT A "TRUE CARRIER."



Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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



SHADED BOXES ARE THE B-REFIT.

PH-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

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KLINGON E4R FAST CARRIER RESUPPLY SHIP

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

REPL CREW [ ][ ][ ][ ][ ][6]

BOARDING PARTIES [ ][2]

DECK CREWS [ ][2]

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

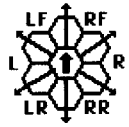
TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	E4R
POINT VALUE	=	61/44
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.115

LIMITED AEGIS

TYPE II PHASER TABLE

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



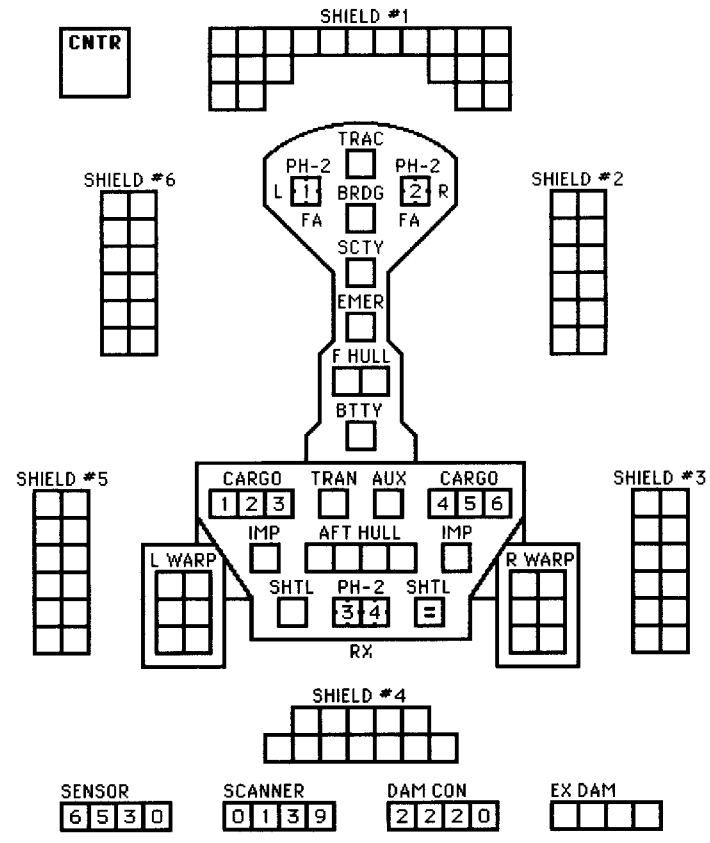
FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

TYPE III DEFENSE PHASER

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



SPECIAL FIRING ARCS: (D2.33)

CARGO STORAGE RECORDS

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

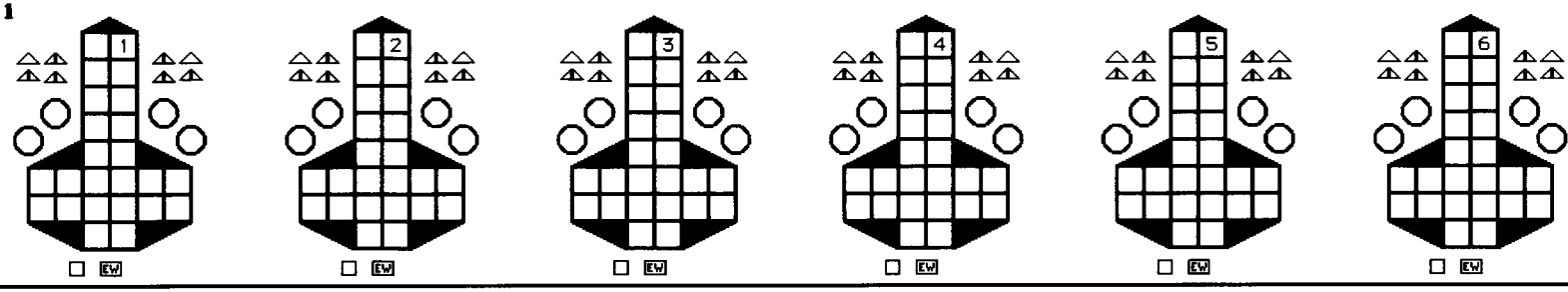
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

KLINGON BOMBER SQUADRONS

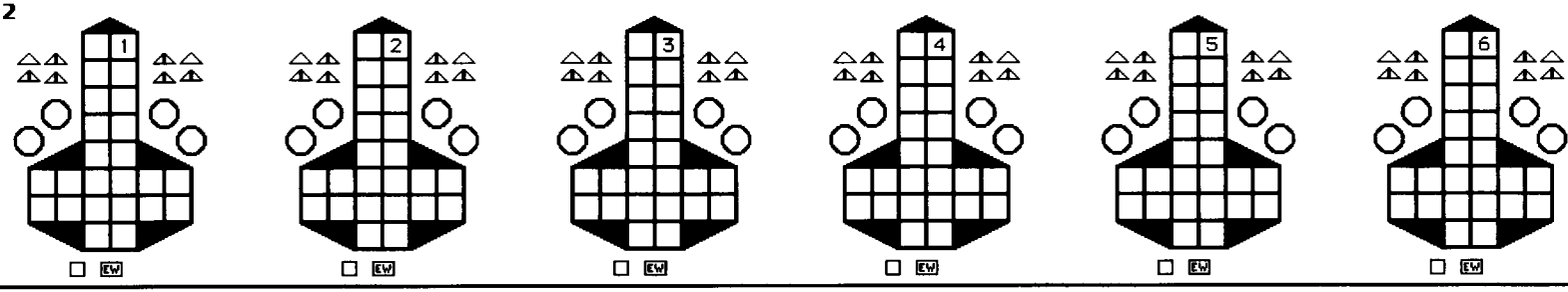
KLINGON ZB-1 BOMBERS

ZB-1 BOMBERS
2xPh-2-FX
1xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 27



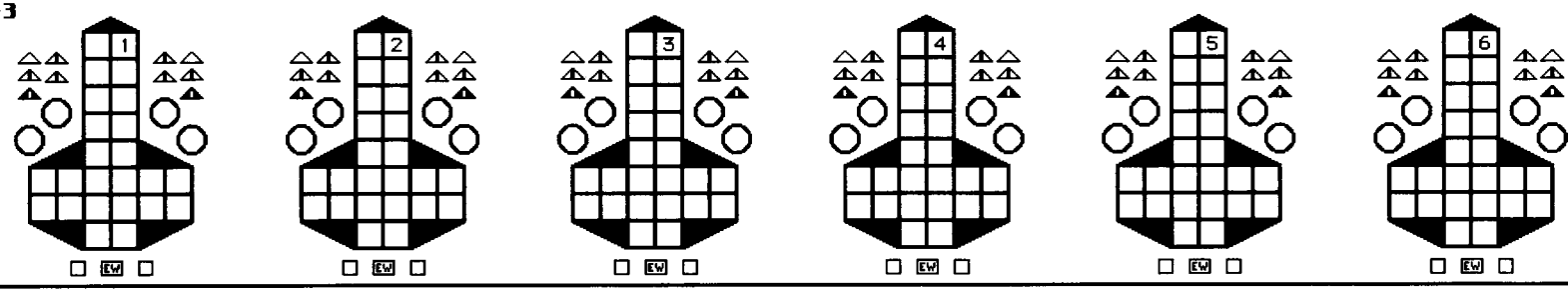
KLINGON ZB-2 BOMBERS

ZB-2 BOMBERS
2xPh-2-FX
1xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 29



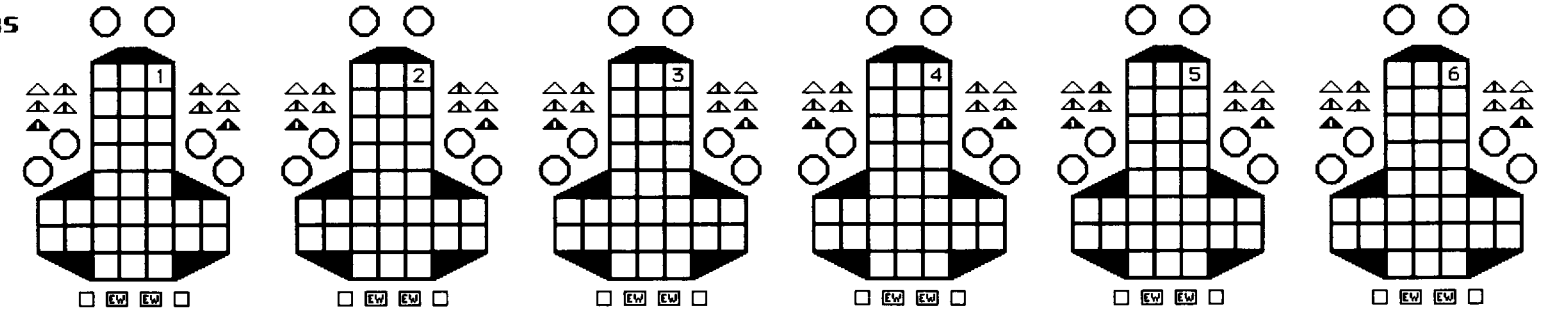
KLINGON ZB-3 BOMBERS

ZB-3 BOMBERS
2xPh-2-FX
1xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 31



KLINGON ZB-4 HEAVY BOMBERS

ZB-4 BOMBERS
3xPh-2-FX
2xPh-3-RX
DFR = -2
CRIPPLED = 22
CRIPPLED = 16
SPEED = 15
BPV = 38



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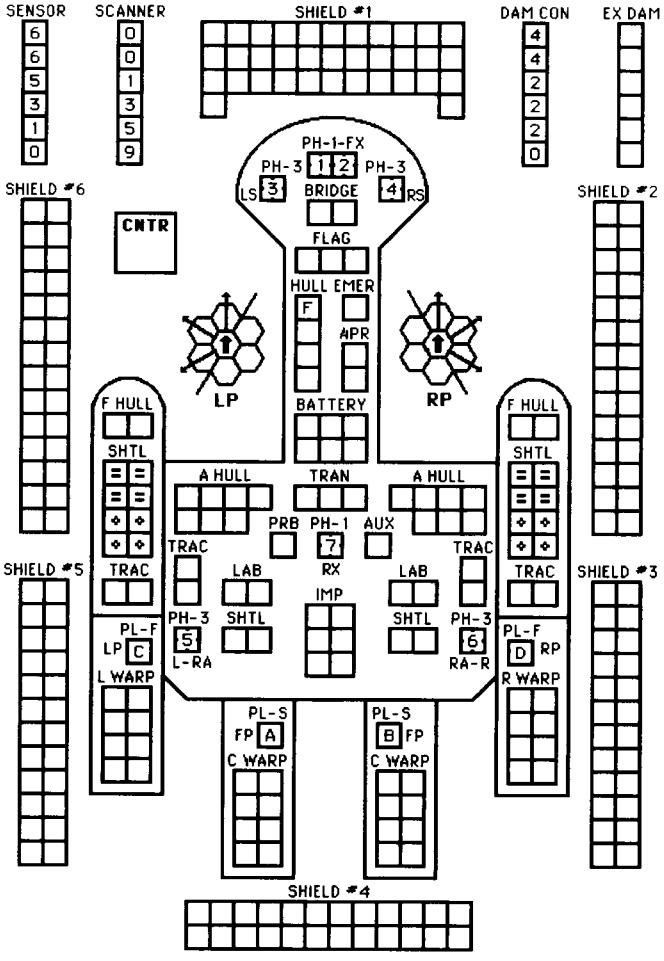
ROMULAN NOVAHAWK-B STRIKE CARRIER



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

CREW UNITS

		*							10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS FOUR SHUTTLE BAYS.
TRANSFERS BETWEEN CENTER BAYS.

TRANSPORTER BOMBS [ ] [ ] [ ] [ ] D D D D

PROBES [ ] [ ] [ ] [ ] 5

SHIP DATA TABLE

TYPE	=	NHB
POINT VALUE	=	182
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.102

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

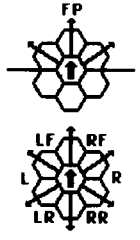
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK [ ]

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

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	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



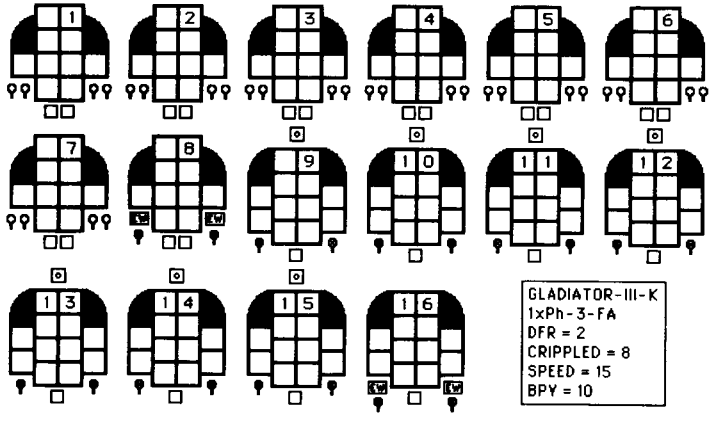
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F



GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

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ROMULAN SPARROWHAWK-U SCOUT CARRIER

CREW UNITS 10 20 30

BOARDING PARTIES 8

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE SHUTTLE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	SPU
POINT VALUE	=	135/114
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.103

BPV INCLUDES CLOAK

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET ☐	3	11-15
	4	16-21
BD ☐☐	5	22-28
	6	29+

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	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

LF RF L R LR RR

FP

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] F [C] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

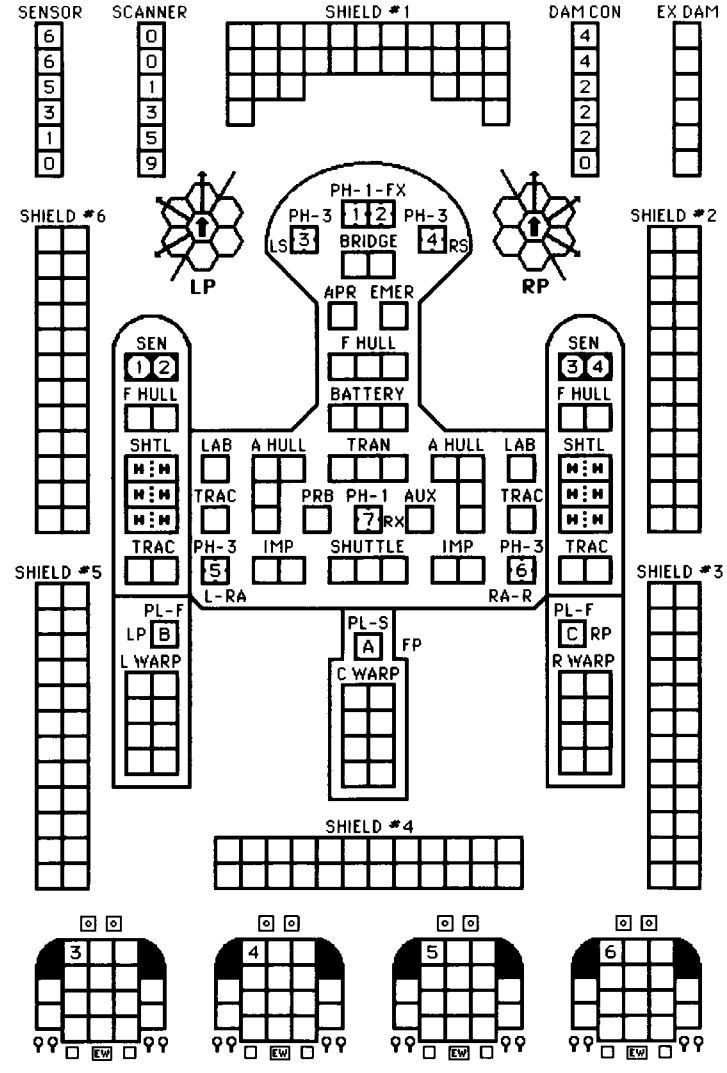
SCOUT FUNCTIONS SUMMARY

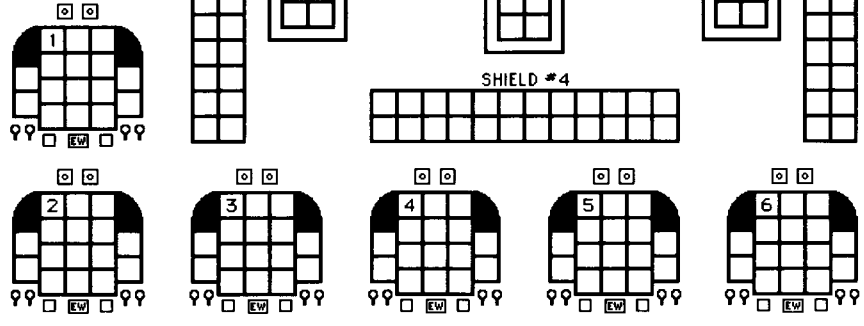
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE II PHASER (FTR)

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

TRIBUNE-F FIGHTERS
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 20





WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ROMULAN KDA ESCORT CRUISER

CREW UNITS 10 20 30

BOARDING PARTIES 8

DECK CREWS 2

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	KDA
POINT VALUE	=	124
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	16/4
REFERENCE	=	R4.104

BPV INCLUDES CLOAK

INCLUDES FULL AEGIS

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

CLOAK ☐ H&R

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET ☐	3	11-15
	4	16-21
BD ☐☐	5	22-28
	6	29+

TYPE III DEFENSE PHASER

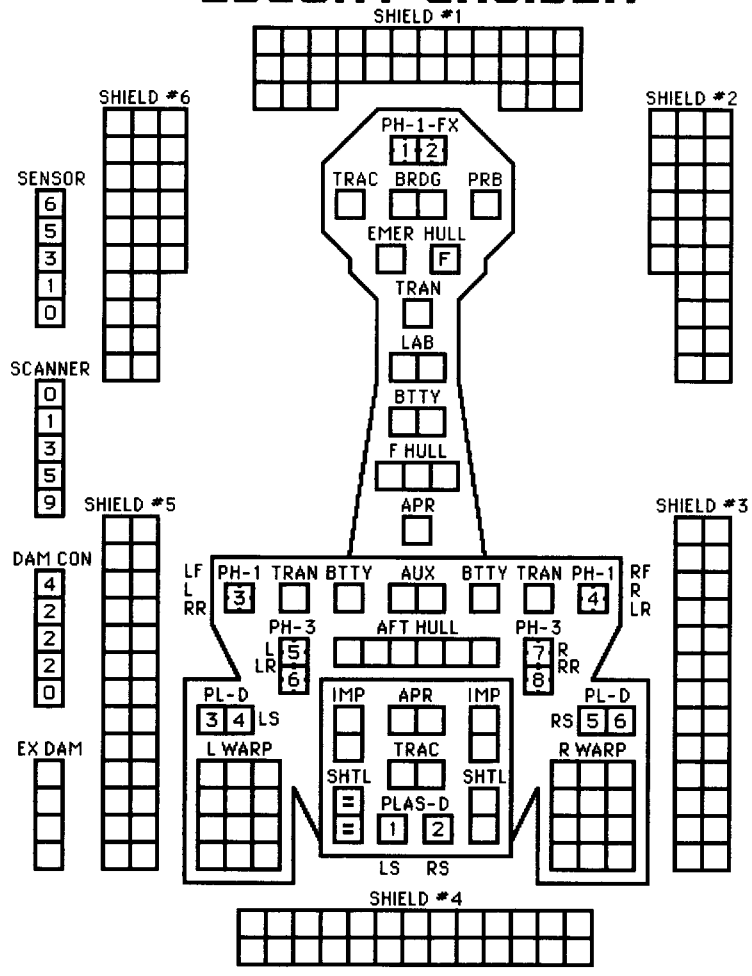
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA-D RACKS

1						
2						
3						
4						
5						
6						

RACKS ALWAYS HAD TWO RELOADS.

FX = L + LF + RF + R
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		

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.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ROMULAN VULTURE-V HEAVY CARRIER

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

							10

DECK CREWS

							10
							20

PROBES

				5

NSM ☐

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.
BAY IS A TUNNEL DECK (J1.58).
UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS ☐☐☐☐☐☐

HIT & RUN CLOAK ☐

CNTR

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

LP RP

LP PL-F [A] L WARP PH-3 L [7] RA

RP PL-F [B] R WARP PH-3 [8] R RA

PH-1-FA [1] [2]

ARMOR ARMOR

L+FA PH-1 [3] [4] PRB BRIDGE TRAN PH-1 [5] [6] FA+R

C HULL LAB SHUTTLE LAB C HULL

FLAG EMER

TRAC BTTY

IMPULSE

SEE (D4.12) FOR ARMOR RULES.

SHIP DATA TABLE

TYPE	=	VLV
POINT VALUE	=	130
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	20/6
REFERENCE	=	R4.105

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

FA = LF + RF
RA = LR + RR

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

SENSOR 6 6 6 5 4 3 2 0

SCANNER 0 0 0 1 3 6 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

1 2 3 4 5

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

6 7 8 9 10

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

11 12 13 14 15

16 17 18 19 20

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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ROMULAN BATTLE EAGLE MEDIUM CARRIER

CREW UNITS: 10 / 20

DECK CREWS: 10

BOARDING PARTIES: 5

PROBES: 5

NSM

CLOAK: H&R

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS: D D D D

SHIP DATA TABLE		
TYPE	=	BEV
POINT VALUE	=	95/75
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	6/4
REFERENCE	=	R4.106

BPV INCLUDES CLOAK

CNTR

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

L WARP / R WARP

ARMOR

PH-1 (1 2) / PRB / PH-1 (3 4)

FA L / FA R

C HULL / BRDG / BTTY / LAB / TRAN / SHTL / SHTL / TRAC

IMPULSE

PH-3 L (5) RA / PH-3 R (6) RA

SENSOR: 6 6 5 4 2 0

SCANNER: 0 0 0 3 6 9

DAMAGE CONTROL: 4 4 2 2 2 0

EXCESS DAMAGE

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

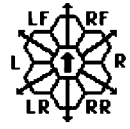
TURN MODE	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

D / HET / BD

TYPE III DEFENSE PHASER

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM. SEE (D4.12) FOR ARMOR RULES.



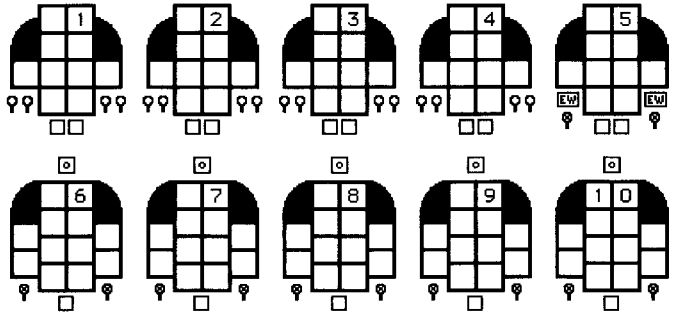
FA = LF + RF
RA = LR + RR

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10



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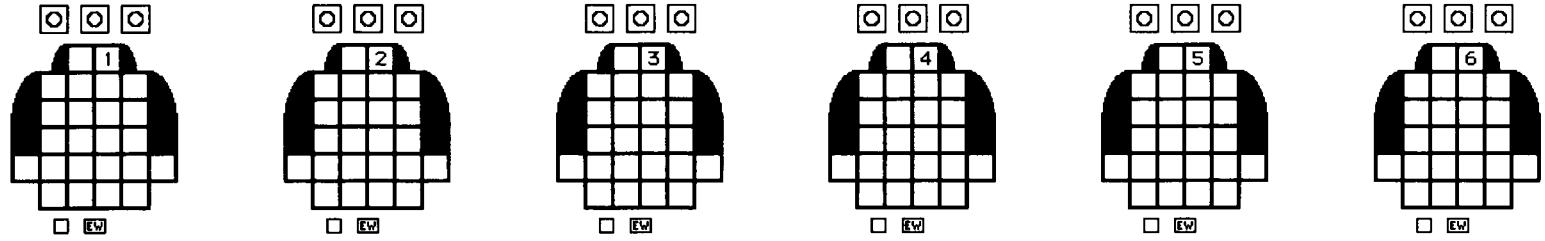
ROMULAN BOMBER SQUADRONS

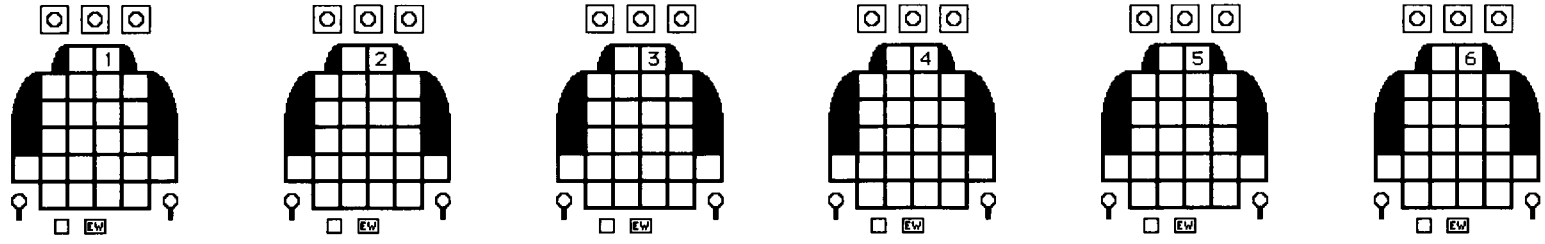
ROMULAN COHORT-1 BOMBERS

CH-1 BOMBERS
2xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 27



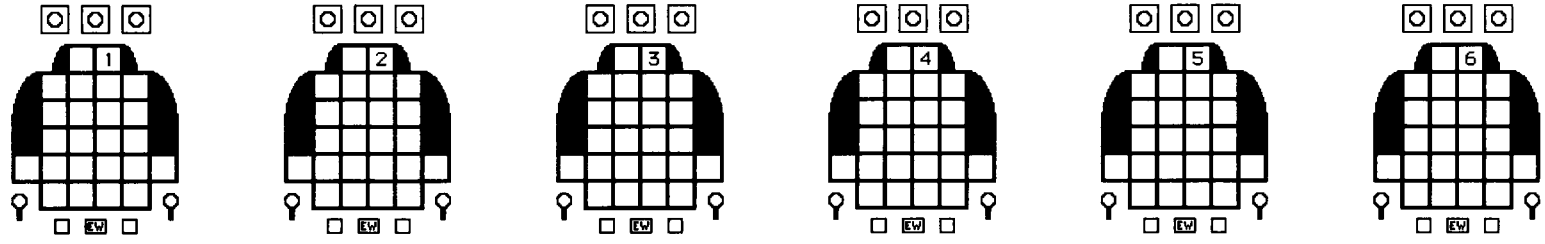
ROMULAN COHORT-2 BOMBERS

CH-2 BOMBERS
2xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 33



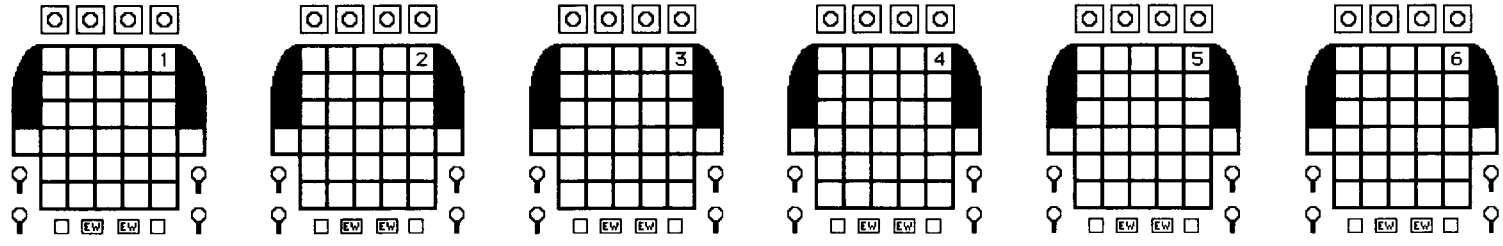
ROMULAN COHORT-3 BOMBERS

CH-3 BOMBERS
2xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 35



ROMULAN COHORT-4 HEAVY BOMBERS

CH-4 BOMBERS
3xPh-2-FX
2xPh-3-LS
2xPh-3-RS
DFR = -1
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 42



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KZINTI INTERDICTION CARRIER

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES (10)

DECK CREWS (10 / 20)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.
BAY IS A TUNNEL DECK (J1.58).
UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	149/116
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.78

CNTR

SENSOR 6 6 6 4 1 0

SCANNER 0 1 2 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

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

BRIDGE
FA L PH-1 1 F HULL PH-1 2 FA R
TRAC BTTY PRB EMER BTTY BTTY TRAC
LAB TRAN
PH-3 3 4 DRN 1 3 LS
SHUTTLE
DRN 2 4 PH-3 5 6 RS
PH-1-360° 7 8
A HULL AUX A HULL
PH-3 9 10 L LR IMP IMP PH-3 11 12 R RR
L WARP C WARP R WARP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

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

DRONE RACKS

1												C	
2												C	
3													B
4													B

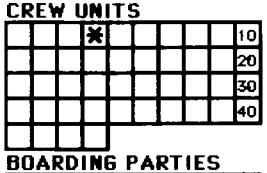
RACKS ALWAYS HAD TWO RELOADS.

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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

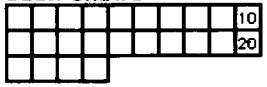
KZINTI AREA CONTROL SHIP

CREW UNITS



BOARDING PARTIES

DECK CREWS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.
SHUTTLE BAY IS TUNNEL DECK (J1.58).

TRANSPORTER BOMBS D D D D

PROBES 5

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

SHIP DATA TABLE

TYPE	=	ACS
POINT VALUE	=	140/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.79

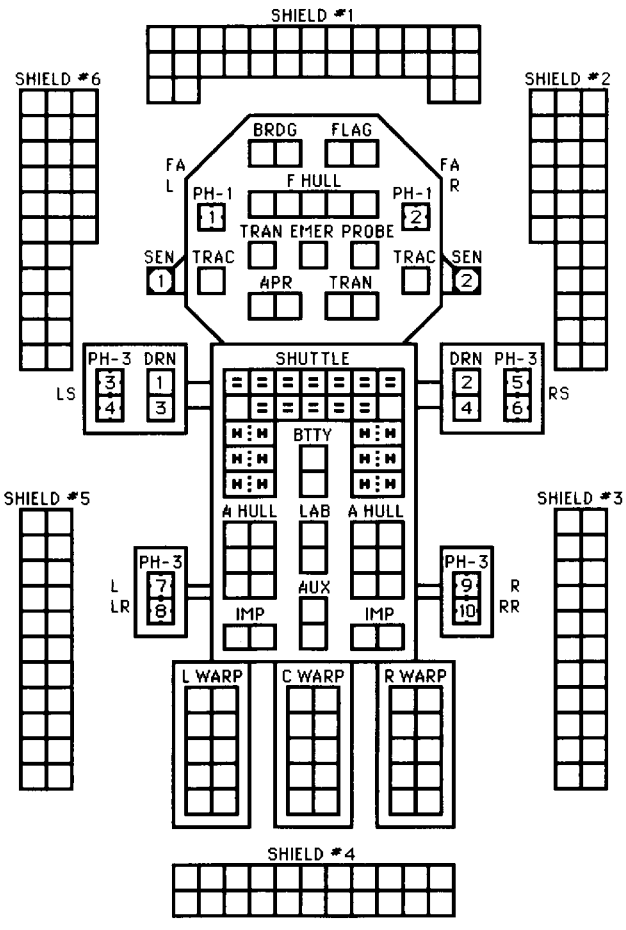
CNTR

SENSOR 6 6 6 4 1 0

SCANNER 0 1 2 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM



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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

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

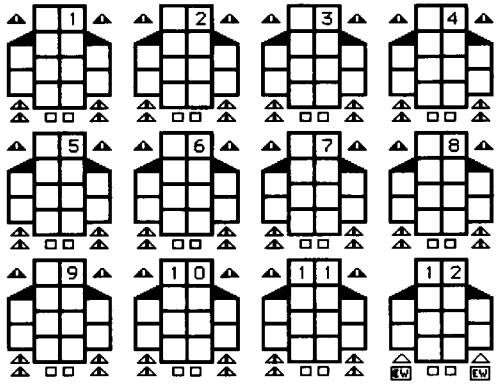
TYPE III DEFENSE PHASER

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

DRONE RACKS

RACKS ALWAYS HAD TWO RELOADS.

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



SCOUT FUNCTIONS SUMMARY

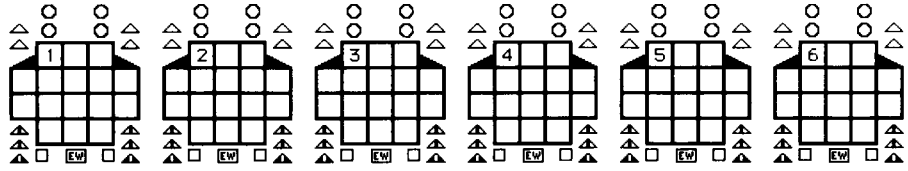
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED BY "PHASER" DAMAGE POINTS.

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

LFS FIGHTERS
2xPh-3-FX
2xPh-3-RX
DFR = 1
CRIPPLED = 11
SPEED = 12
BPV = 19



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KZINTI PATROL CARRIER

CREW UNITS

10 20 30

BOARDING PARTIES

10

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.
BAY IS A TUNNEL DECK (J1.58).

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CVP
POINT VALUE	=	127/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.80

CNTR

SENSOR 6 6 4 3 2 0

SCANNER 0 1 2 3 5 9

DAM CON 4 2 2 2 0

EX DAM

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

BRIDGE EMER TRAN TRAC F HULL TRAC TRAC LAB LAB BTTY

PH-1 RF 1 LS — PH-1 2 LF RS

PH-1 LS 3 DRN 1 3 — PH-1 4 RS DRN 2 4

TRAC HULL R TRAN IMP — SHTTL — PRB HULL R AUX IMP

L WARP C WARP R WARP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 C
2 C
3 B
4 B

RACKS ALWAYS HAD TWO RELOADS.

LF RF L R LR RR

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

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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

EW EW EW EW

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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KZINTI MEDIUM SCOUT CARRIER

CREW UNITS

10 (*) 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BAY IS A TUNNEL DECK (J1.58).

BOARDING PARTIES 10

TRANSPORTER BOMBS [ ] D D D D

DECK CREWS 10

PROBES [ ] [ ] [ ] [ ] 5

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	135/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.81

CNTR

SENSOR: 6 6 4 3 2 0

SCANNER: 0 1 2 3 5 9

DAM CON: 4 2 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SENSOR 1 2 3 · EMER · TRAN · TRAC · BRIDGE · TRAC · APR · BTY · F HULL · PH-1 1 RF LS · PH-1 2 LF RS · PH-1 3 LS DRN 1 3 · TRAC · SHTTL · PRB · PH-1 4 RS DRN 2 4 · HULL R · HULL R · TRAN · AUX · LAB · IMP · IMP · L WARP · C WARP · R WARP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 C
2 C
3 B
4 B

DRONE RACKS ALWAYS HAD TWO RELOADS.

LF RF L R LR RR

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

FIGHTER DISRUPTOR TABLE

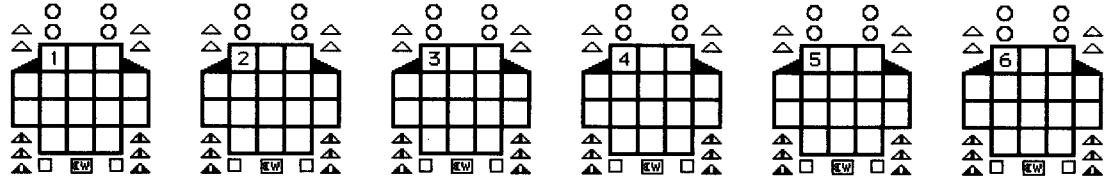
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

LFS FIGHTERS
2xPh-3-FX
2xPh-3-RX
DFR = 1
CRIPPLED = 11
SPEED = 12
BPV = 19



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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KZINTI DESTROYER ESCORT

CREW UNITS: * | 10 | 20 | 30

BOARDING PARTIES: 10

DECK CREWS: 2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS: D D

PROBES: 5

CNTR

SHIP DATA TABLE

TYPE	=	DDE
POINT VALUE	=	85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.82

INCLUDES LIMITED AEGIS

SHIP DATA TABLE

TYPE	=	DDA
POINT VALUE	=	95
REFERENCE	=	R5.82A

INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DRONE RACKS

										A	C
1										A	C
2										A	C

DDE HAD TYPE-A DRONE RACKS (ONE RELOAD). DDA HAD TYPE-C DRONE RACKS (TWO RELOADS).

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

ANTI-DRONES

1											
2											
3											
4											

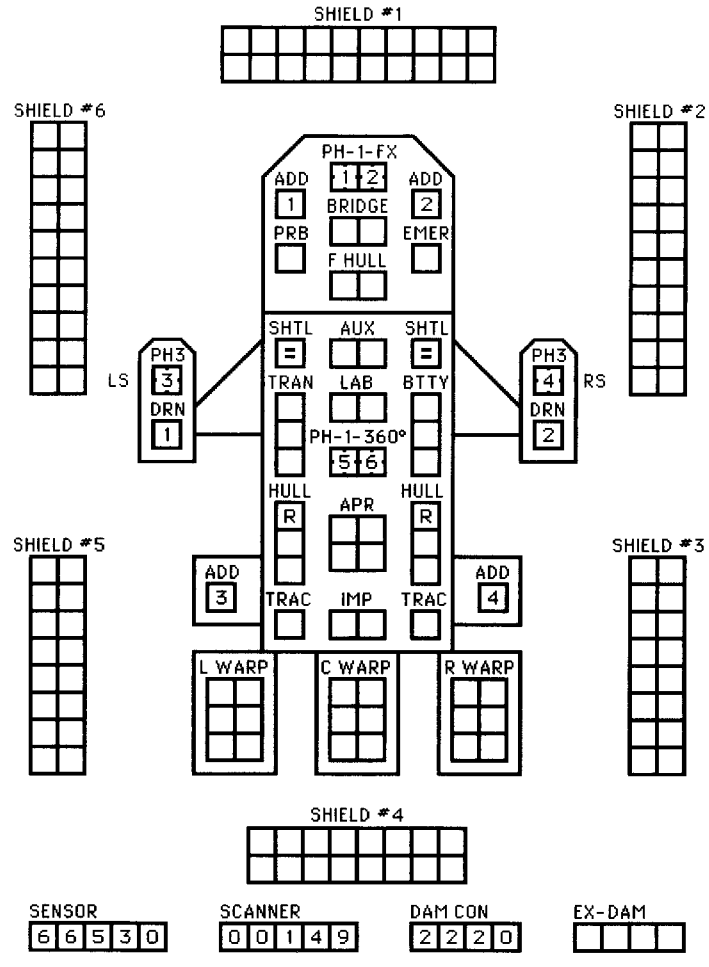
ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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

THIS SHIP IS CLASSED AS A "HEAVY ESCORT", AND CAN ONLY REPLACE CLE/CLA OR MEC/MAC ESCORTS IN CARRIER GROUPS. IT CANNOT REPLACE AN EFF/AFF OR DWE/DWA.

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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KZINTI LIGHT ESCORT CRUISER

CNTR

CREW UNITS ✱ 10 / 20 / 30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES 10

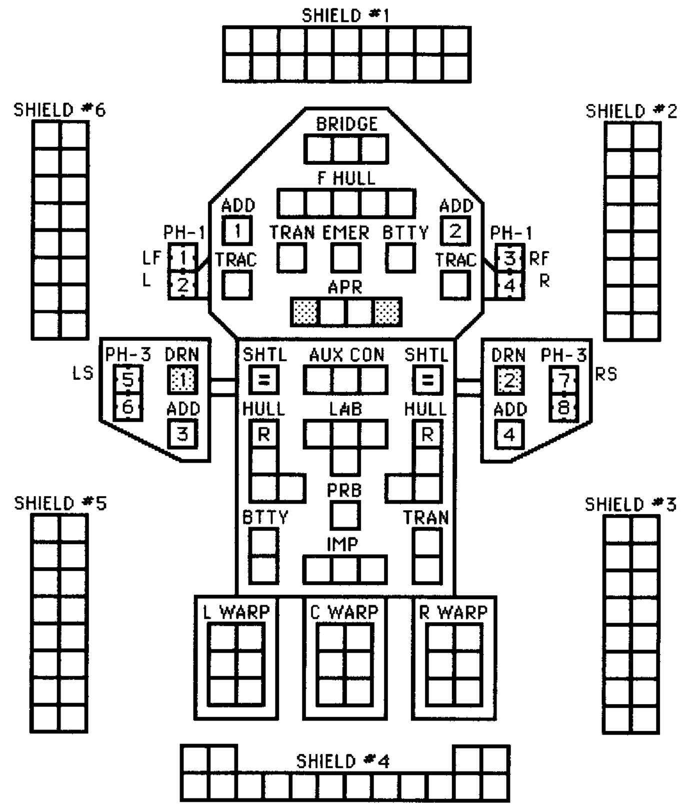
TRANSPORTER BOMBS D D D D

DECK CREWS 2

PROBES 5

SHIP DATA TABLE		
TYPE	=	CLE
POINT VALUE	=	92
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.83
C-12 REFIT	=	+8
INCLUDES LIMITED AEGIS		

SHIP DATA TABLE		
TYPE	=	CLA
POINT VALUE	=	102
REFERENCE	=	R5.83A
INCLUDES FULL AEGIS		
INCLUDES Y175 REFIT		



SHADED BOXES ARE THE C-12 REFIT. THE FIRING ARCS OF THE PHASER-1s ARE IMPROVED TO FA+R/L BY THE REFIT.

SENSOR 6 6 6 4 1 0

SCANNER 0 1 2 3 5 9

DAM CON 4 2 2 2 0

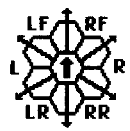
EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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



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

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

DRONE RACKS

1					A	C
2					A	C

TYPE-A DRONE RACKS WITH A SINGLE RELOAD WERE ADDED AS PART OF THE C-12 REFIT. THE Y-175 REFIT CONVERTED THESE TO TYPE-C DRONE RACKS AND ADDED A SECOND RELOAD.

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

ANTI-DRONES 1 / 2 / 3 / 4

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

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GORN EMERGENCY CARRIER

CREW UNITS

		*							10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

									10

PROBES

				5

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS FOUR SHUTTLE BAYS.

CAN TRANSFER BETWEEN FORWARD BAYS, OR AFT BAYS, BUT NOT BETWEEN FORWARD AND AFT BAYS.

TRANSPORTER BOMBS

				D	D	D	D	

PSEUDO-PLASMA TORPEDOES

A S B F C F

NOTE, THIS SHIP HAS A TOP SPEED OF ONLY 25 HEXES A TURN, AND THEN ONLY IF A POINT OF IMPULSE IS USED FOR MOVEMENT.

SHIP DATA TABLE

TYPE	=	HVD
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.67

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

CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

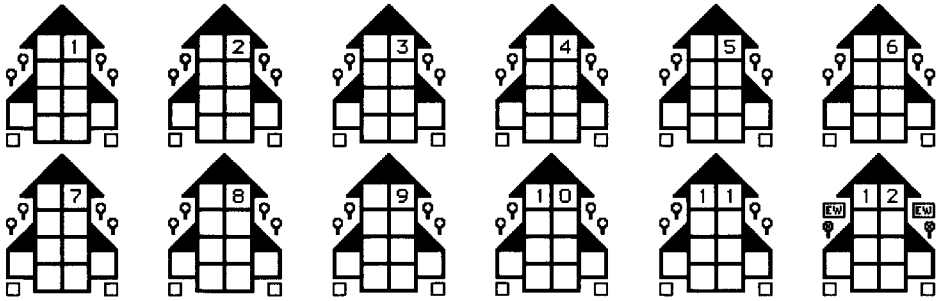
TYPE III DEFENSE PHASER

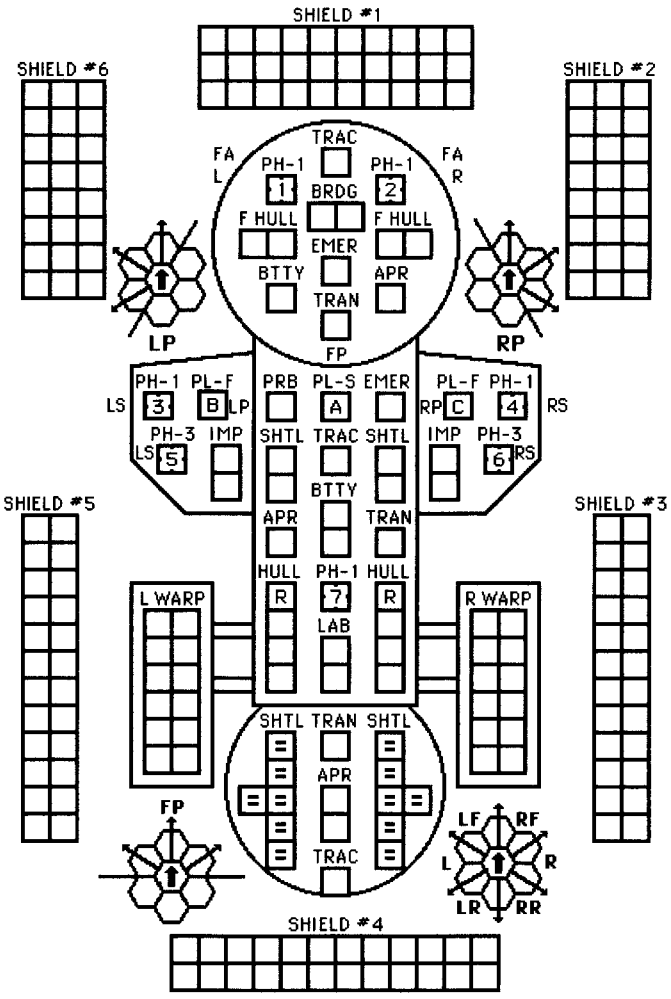
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12





THE PH-1 IN THE CENTER HAS A 360° FIRING ARC.
THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

GORN INTERDICTION CARRIER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS THREE SHUTTLE BAYS.
FORWARD BAY IS TUNNEL DECK.
REAR BAYS CAN TRANSFER.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	128/107
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.68

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

NOTE, THIS SHIP HAS A TOP SPEED OF ONLY 25 HEXES A TURN, AND THEN ONLY IF A POINT OF IMPULSE IS USED FOR MOVEMENT.

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

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	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1								
2								

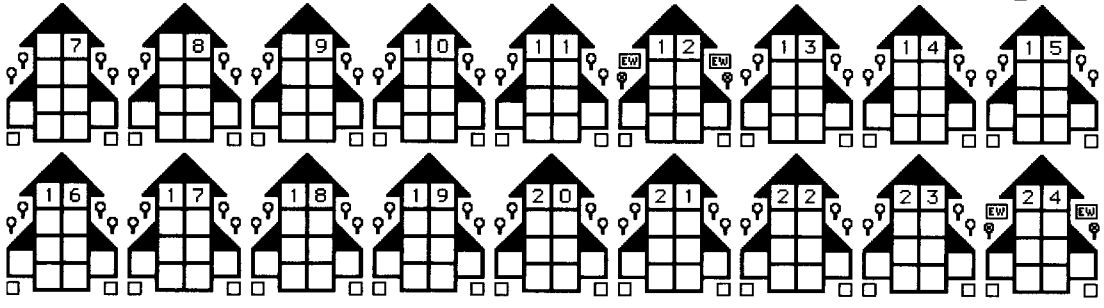
ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

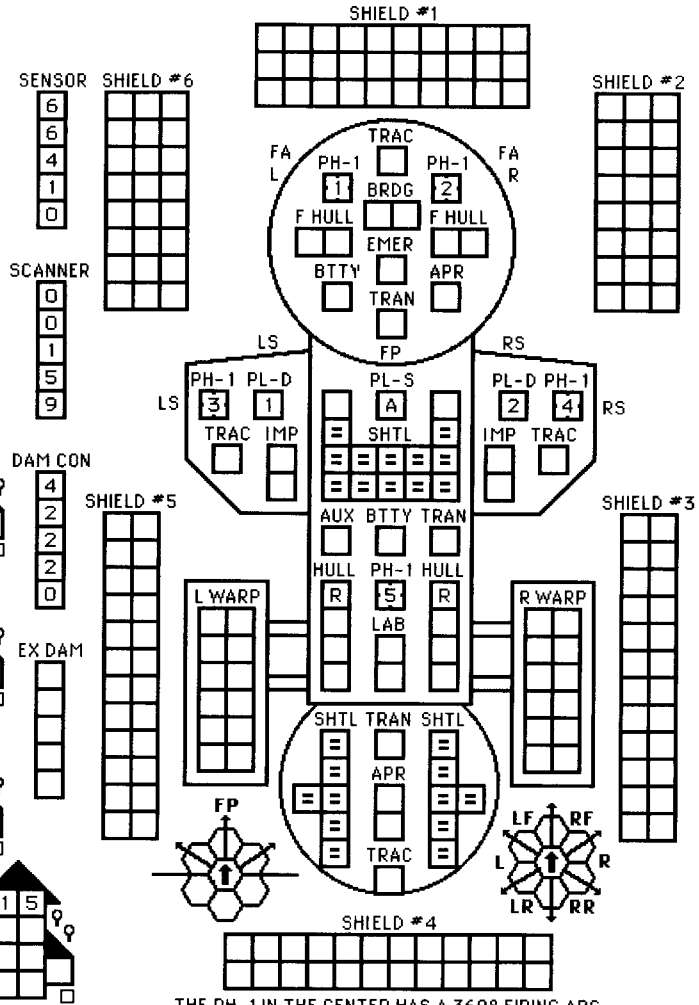
PSEUDO-PLASMA TORPEDOES

A	S							

G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

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





THE PH-1 IN THE CENTER HAS A 360° FIRING ARC.
THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

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GORN PATROL CARRIER

CNTR

CREW UNITS (10 / 20 / 30)

BOARDING PARTIES (10)

DECK CREWS (10)

TRANSPORTER BOMBS D D D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HANGAR IS TUNNEL DECK (J1.58).

SHIP DATA TABLE

TYPE	=	HVP
POINT VALUE	=	120/90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.69

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

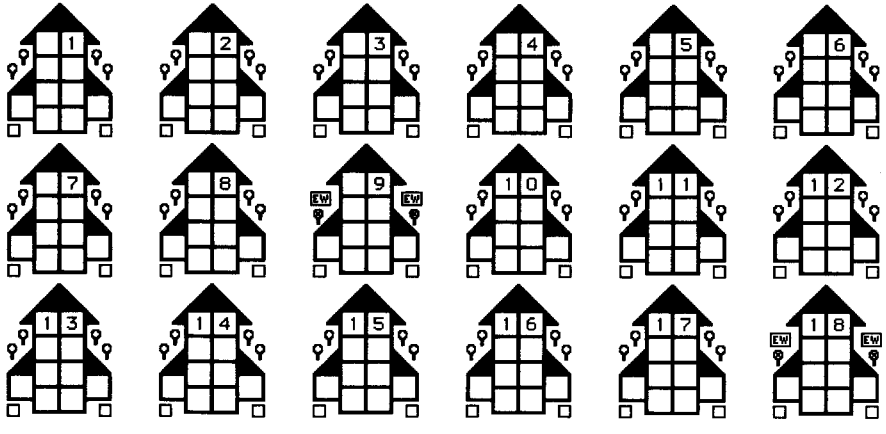
TYPE III DEFENSE PHASER

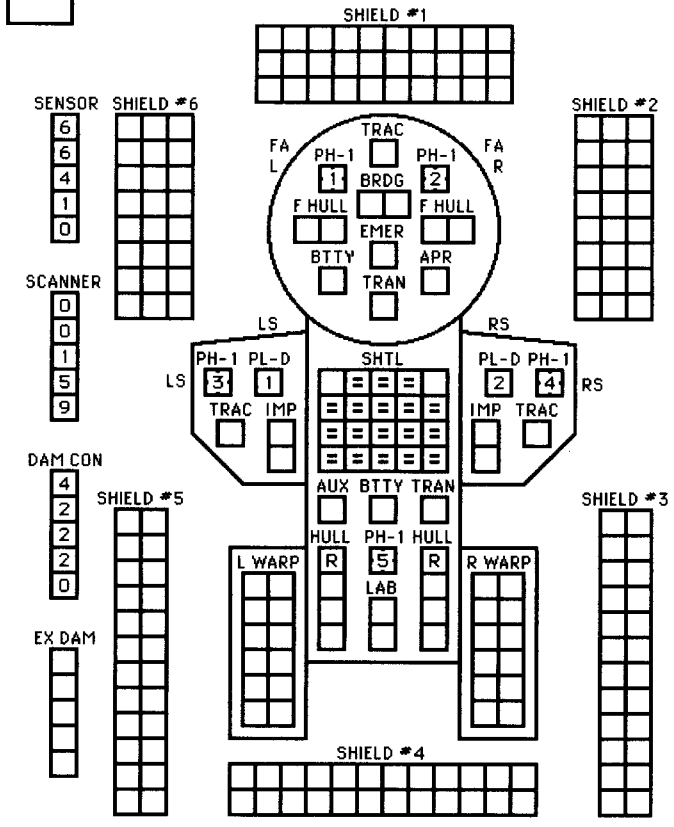
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

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		





THE PH-1 IN THE CENTER HAS A 360° FIRING ARC.
THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

PLASMA-D RACKS

1	
2	

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

GORN HEAVY DESTROYER SCOUT CARRIER

CNTR

CREW UNITS

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL DECK, (J1.58).

BOARDING PARTIES 10

DECK CREWS 10

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	HSV
POINT VALUE	=	135/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.70

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1 2

PLASMA-D RACKS ALWAYS HAD DOUBLE RELOADS.

LF RF L R LR RR

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

TYPE II PHASER (FTR)

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

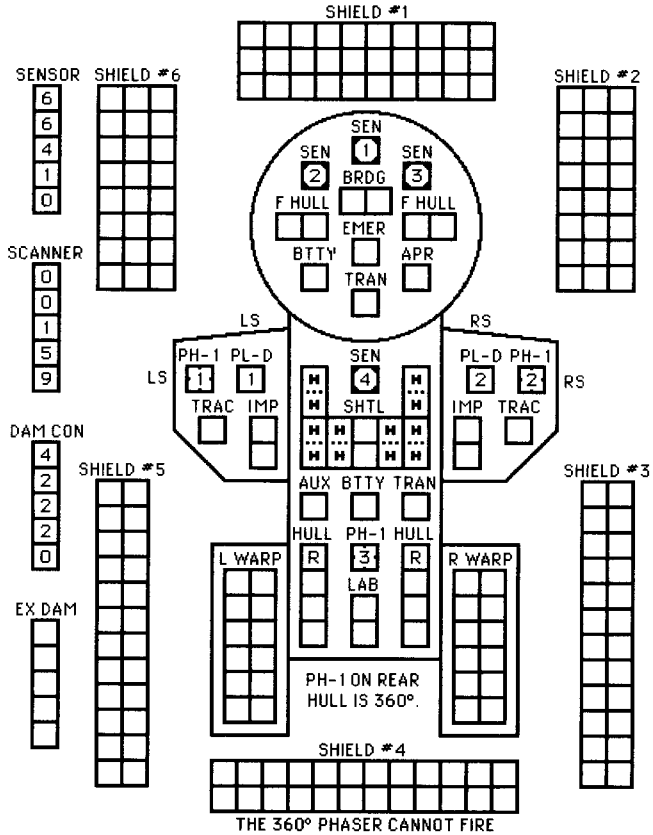
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

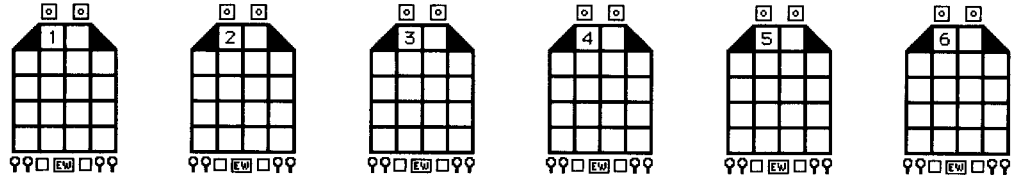
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" AND "PHASER" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		



THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.



G-32 FIGHTERS
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 20

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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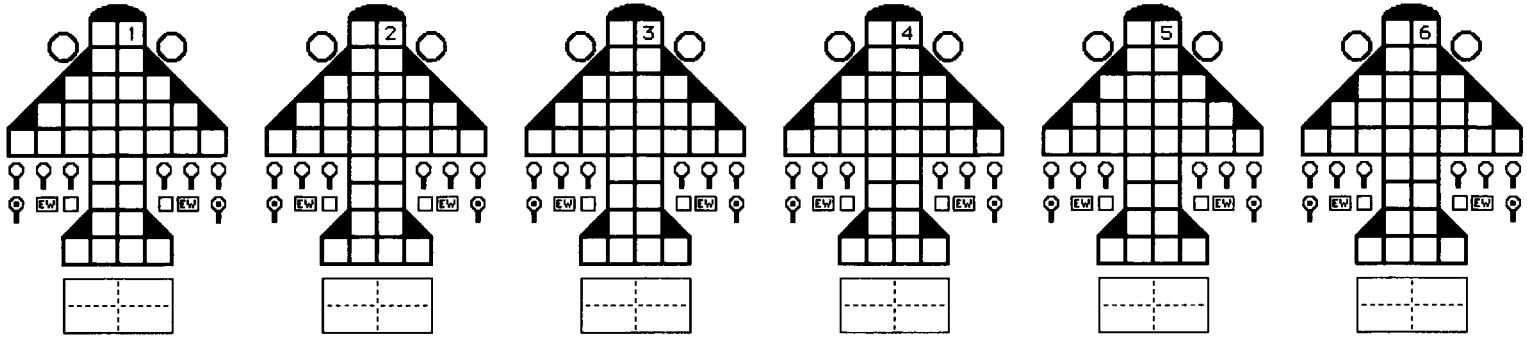
GORN CONFEDERATION G-52 HEAVY BOMBER SQUADRON

GORN G-52 HEAVY BOMBERS

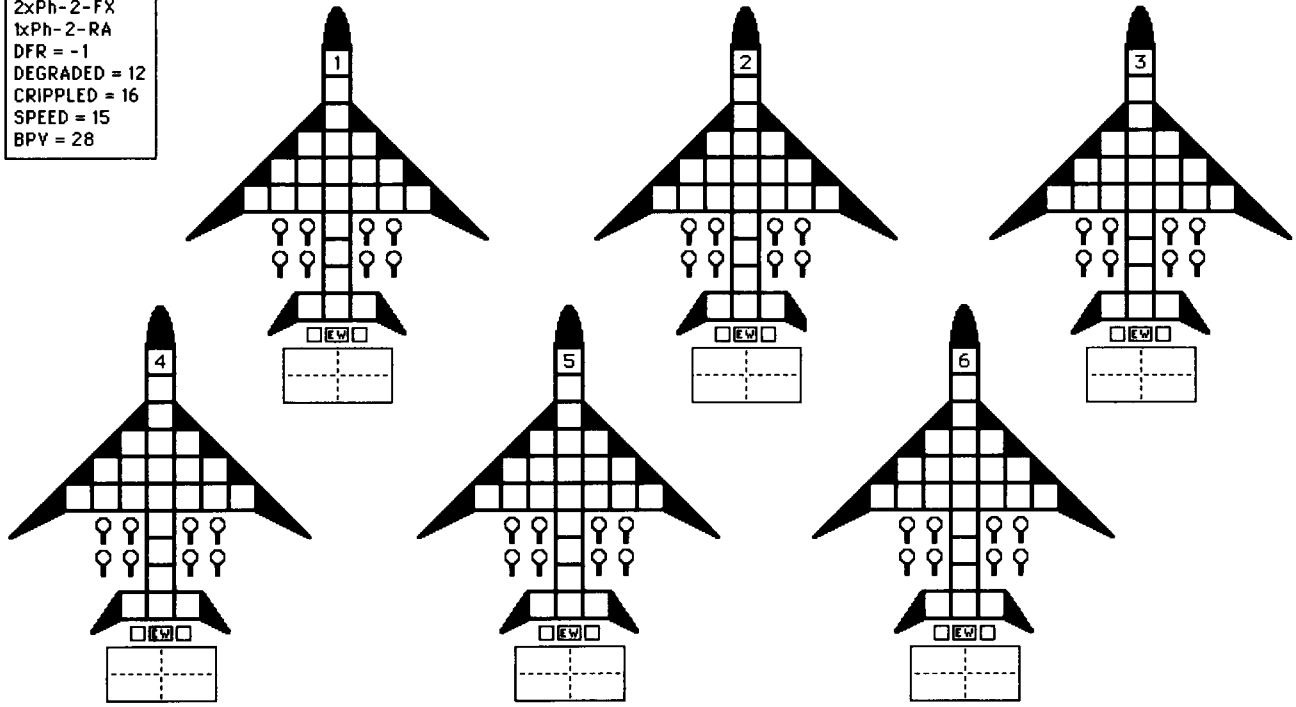
G-52 BOMBERS
2xPh-2-FX
1xPh-3-RX
DFR = -1
DEGRADED = 16
CRIPPLED = 22
SPEED = 6
BPV = 30



GORN CONFEDERATION G-1 BOMBER SQUADRON

G-1 BOMBERS
2xPh-2-FX
1xPh-2-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 28

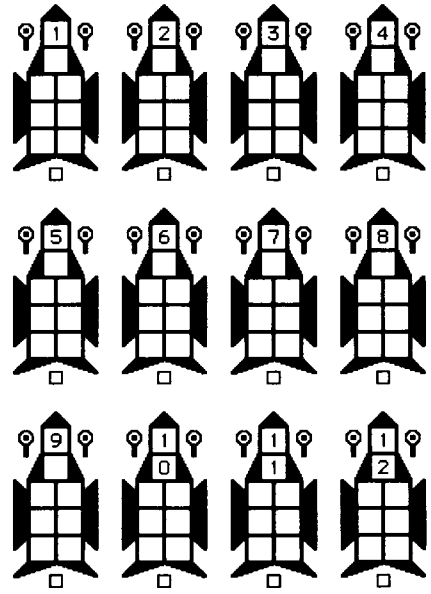
GORN G-1 BOMBERS



GORN G-7s

GORN G-7 FIGHTERS

G-7 FIGHTERS
2xPh-3-360°
DFR = 0
CRIPPLED = 6
SPEED = 8
BPV = 4



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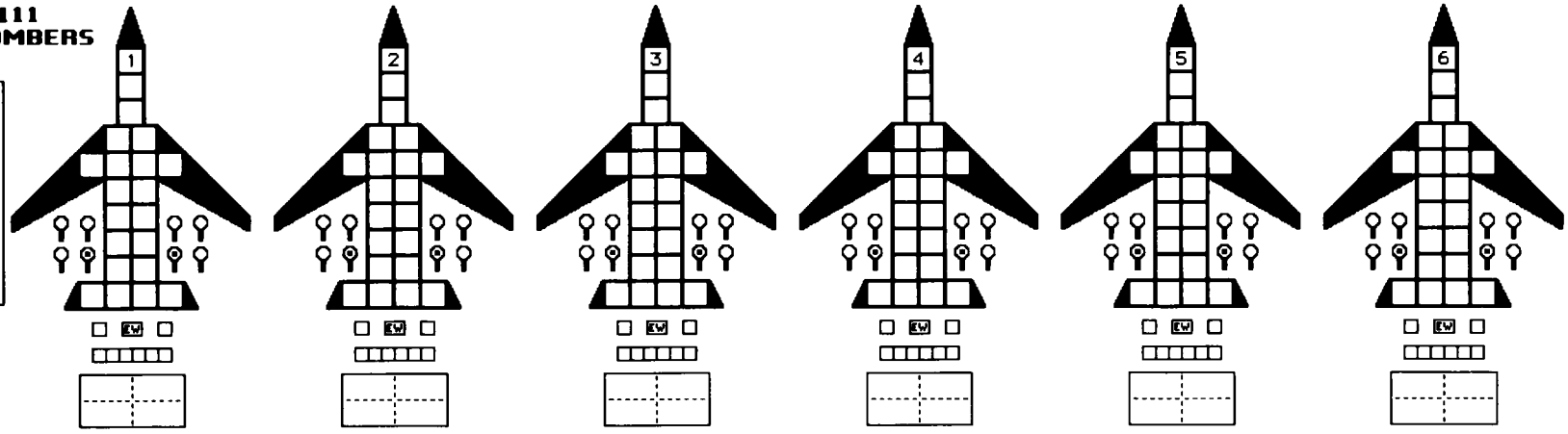
GORN CONFEDERATION GB-111 FIGHTER BOMBER SQUADRON

GORN GB-111 STRIKE BOMBERS

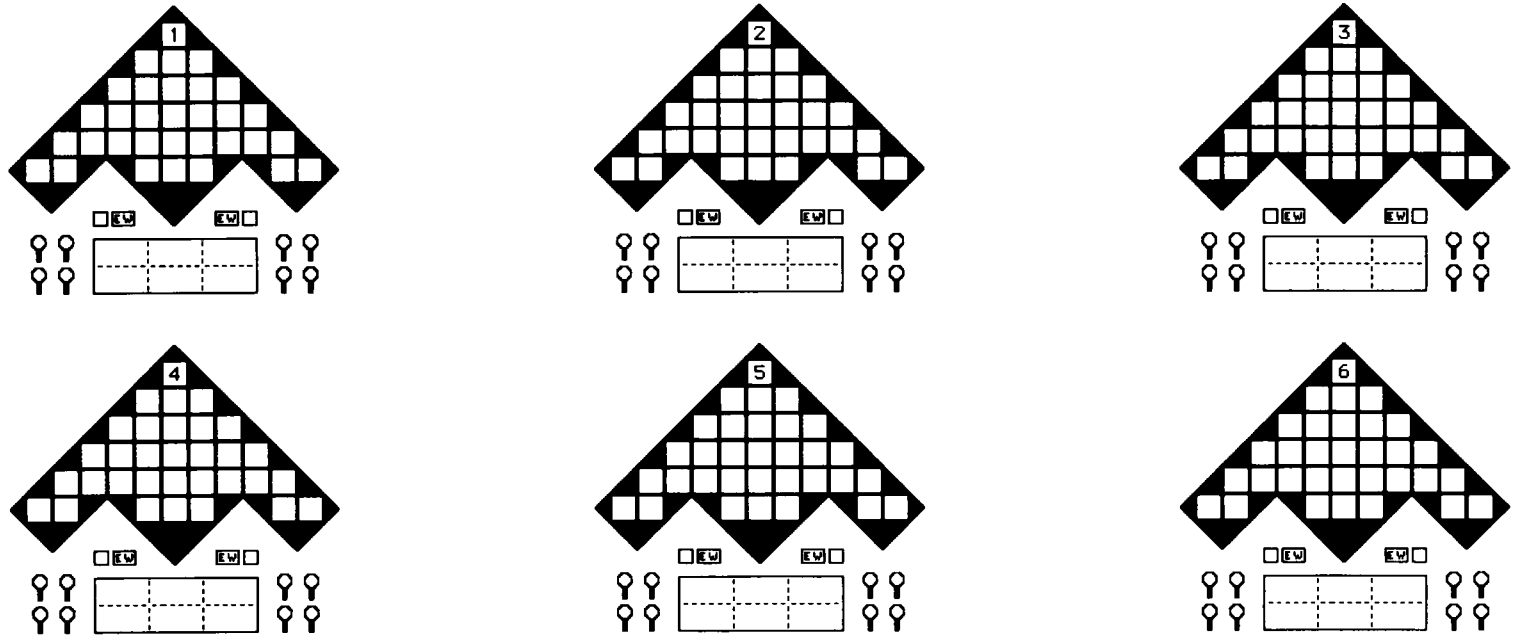
GB-111 STRIKE BOMBERS
1xPh-2-FX
1xPh-2-FA
1xPh-3-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 14
SPEED = 14
BPV = 26



GORN CONFEDERATION G-2 HEAVY BOMBER SQUADRON

GORN G-2 BOMBERS

G-2 BOMBERS
2xPh-2-FX
1xPh-2-RA
DFR = -1
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 36



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THOLIAN DREADNOUGHT CARRIER

CREW UNITS

10 / 20 / 30 / 40

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOURTEEN BAYS, NO TRANSFERS.
FIGHTERS ARE IN EXTERNAL BAYS.

TRANSPORTER BOMBS D D D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	DNV
POINT VALUE	=	185
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.45
SNARE REFIT	=	+6

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN DERFACS ☐

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 6

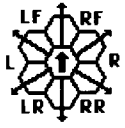
SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 9

SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 11

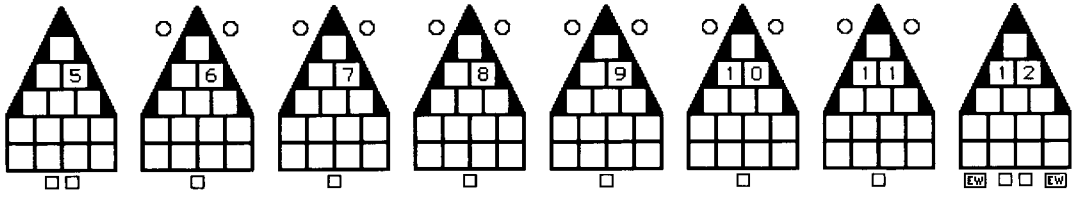
TYPE III DEFENSE PHASER

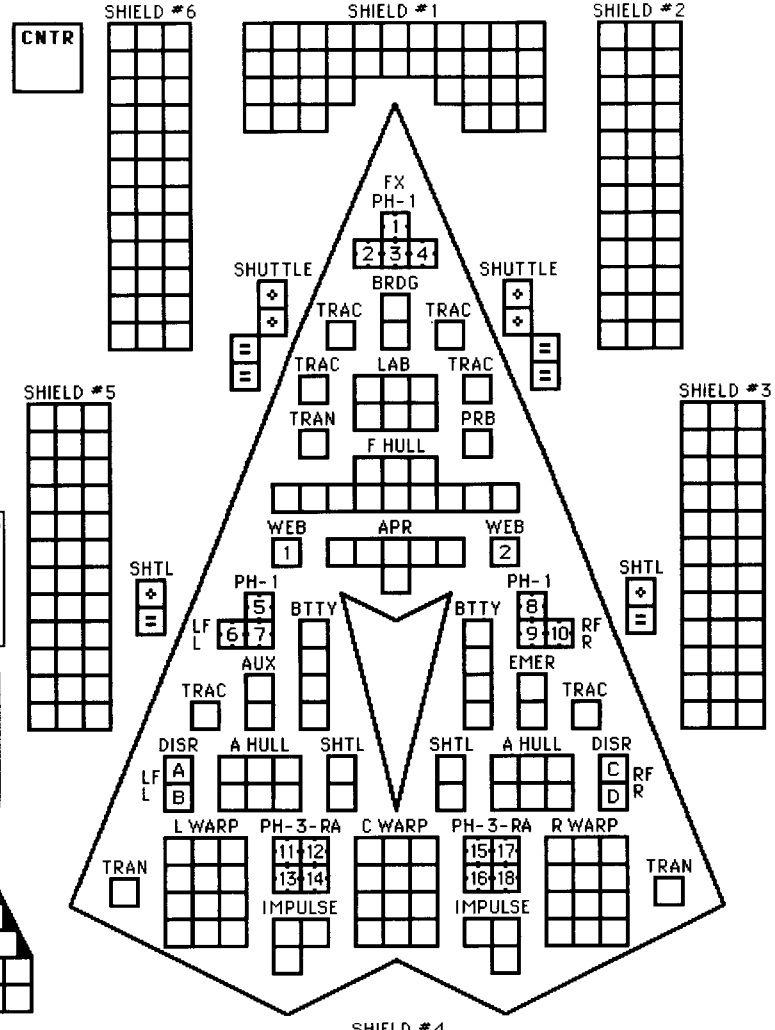
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.





SENSOR 6 6 6 5 3 2 1 0
DAM CON 6 6 4 4 2 2 2 0

SCANNER 0 0 0 1 2 3 5 9
EX DAM

THOLIAN DREADNOUGHT SPACE CONTROL SHIP

CREW UNITS

			✱					10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOURTEEN BAYS, NO TRANSFERS.

FIGHTERS ARE IN EXTERNAL BAYS.

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DNS
POINT VALUE	=	195
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.46
SNARE REFIT	=	+6

FA = LF + RF RA = LR + RR

FX = L + LF + RF + R

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN DERFACS ☐

HET ☐

BD ☐☐

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 6

SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 9

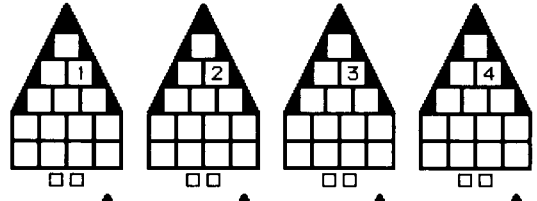
SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 11

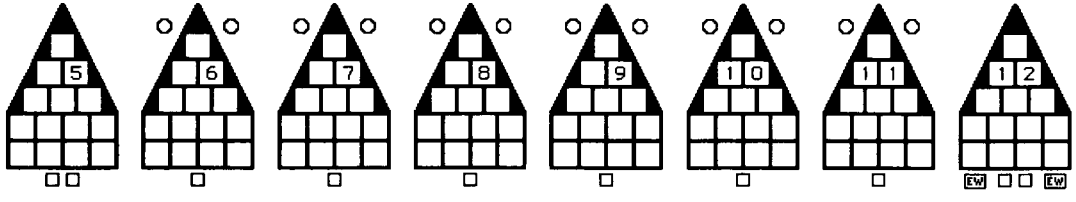
TYPE III DEFENSE PHASER

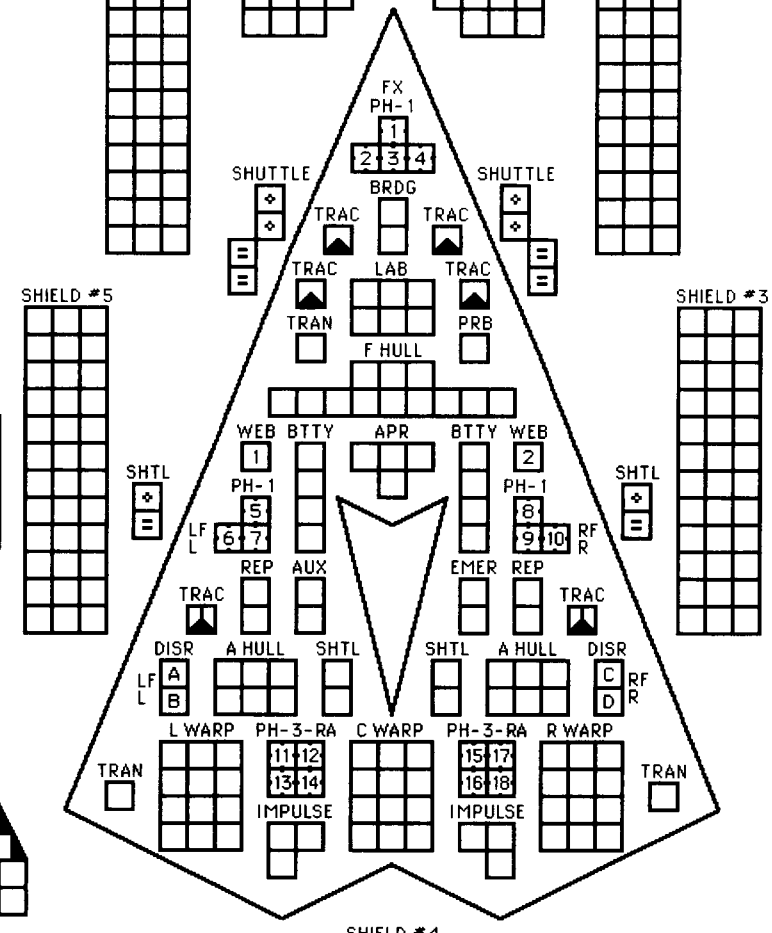
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.







SENSOR

6	6	6	5	3	2	1	0

DAM CON

6	6	4	4	2	2	2	0

SCANNER

0	0	0	1	2	3	5	9

EX DAM

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THOLIAN WAR CRUISER CARRIER

CREW UNITS 10 / 20 / 30

BOARDING PARTIES 10

DECK CREWS 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIRTEEN BAYS, NO TRANSFERS.
FIGHTERS ARE IN EXTERNAL BAYS.

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	CWV
POINT VALUE	=	136
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.47
SNARE REFIT	=	+6

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

HIT & RUN DERFACS

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

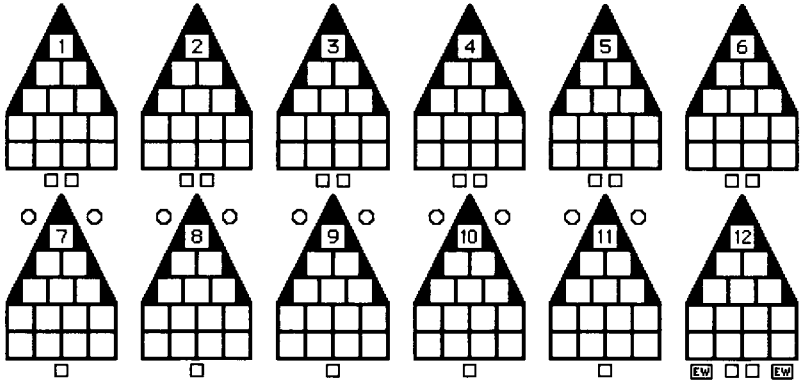
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

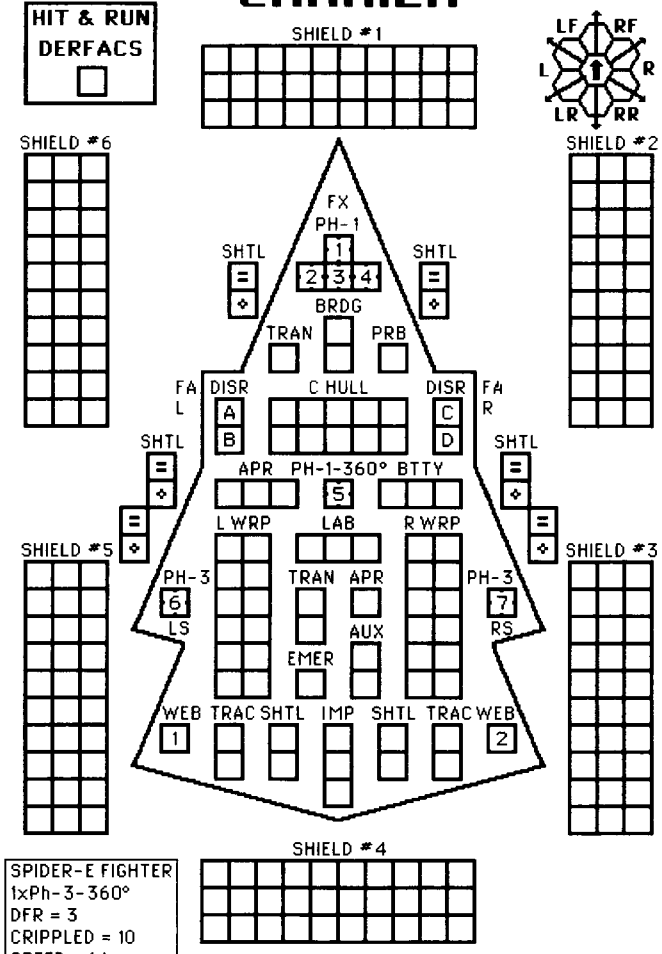


SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 6

SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 9

SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 11

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



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

THOLIAN SCOUT CARRIER

CREW UNITS

		*							10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SEVEN BAYS, NO TRANSFERS.

FIGHTERS ARE IN EXTERNAL BAYS.

TRANSPORTER BOMBS

					D	D	D	D

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	150/125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.48
SNARE REFIT	=	+6

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

B

HET

BD

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

TYPE III DEFENSE PHASER

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

TYPE II PHASER (FTR)

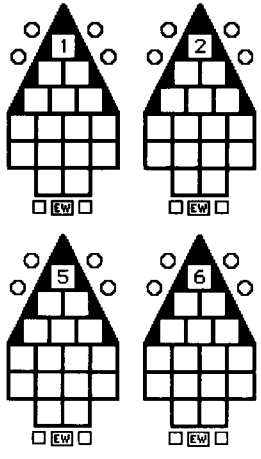
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

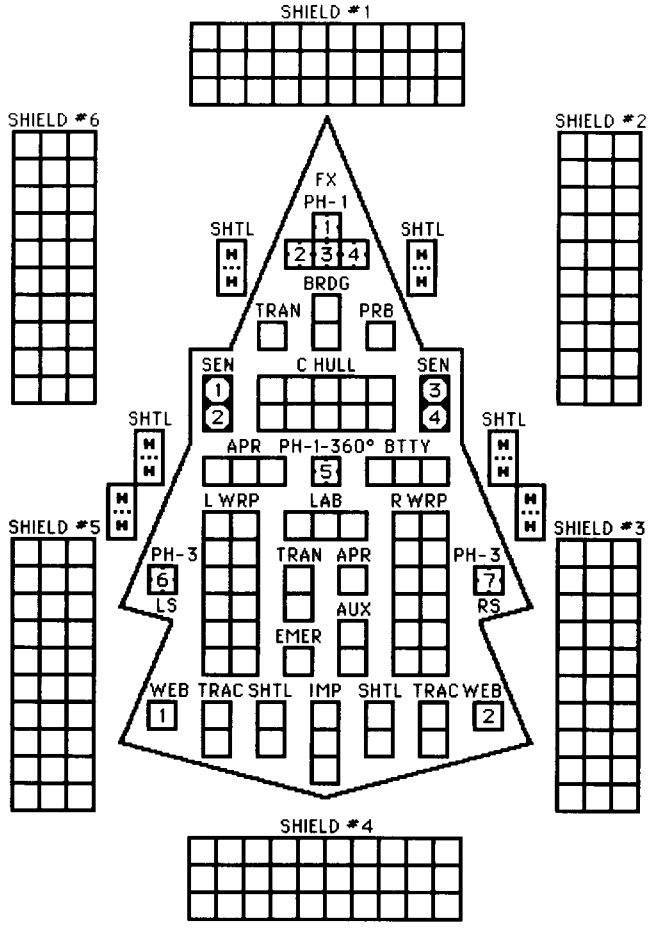
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SPIDER-Y
2xPh-2-FA
2xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 28





SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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THOLIAN ESCORT DESTROYER

CREW UNITS [ ][ ][ ][*][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

T-BOMBS [ ][ ] [D][D]

DECK CREWS [ ][2]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	DE
POINT VALUE	=	95
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.49
SNARE REFIT	=	+6

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

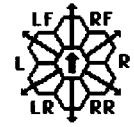
TURN MODE / SPEED

A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

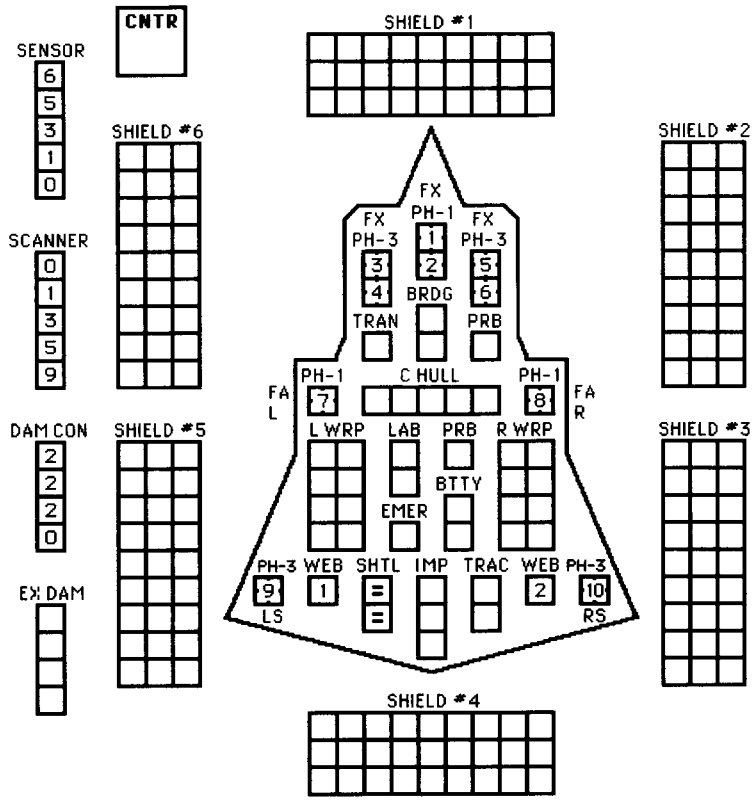
NIMBLE SHIP

TYPE III DEFENSE PHASER

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



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



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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES; SEE (E13.3) IN MODULE C2.

WARP ENERGY MOVEMENT COST = 1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

NEO-THOLIAN STRIKE CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIRTEEN BAYS, NO TRANSFERS.

FIGHTERS ARE IN EXTERNAL BAYS.

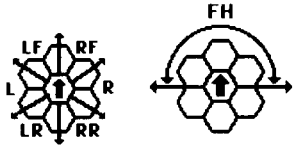
TRANSPORTER BOMBS [ ] [ ] [ ] [ ] D D D D

PROBES [ ] [ ] [ ] [ ] 5

SHIP DATA TABLE

TYPE	=	NCV
POINT VALUE	=	170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.77

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



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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

HIT & RUN DERFACS [ ]

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

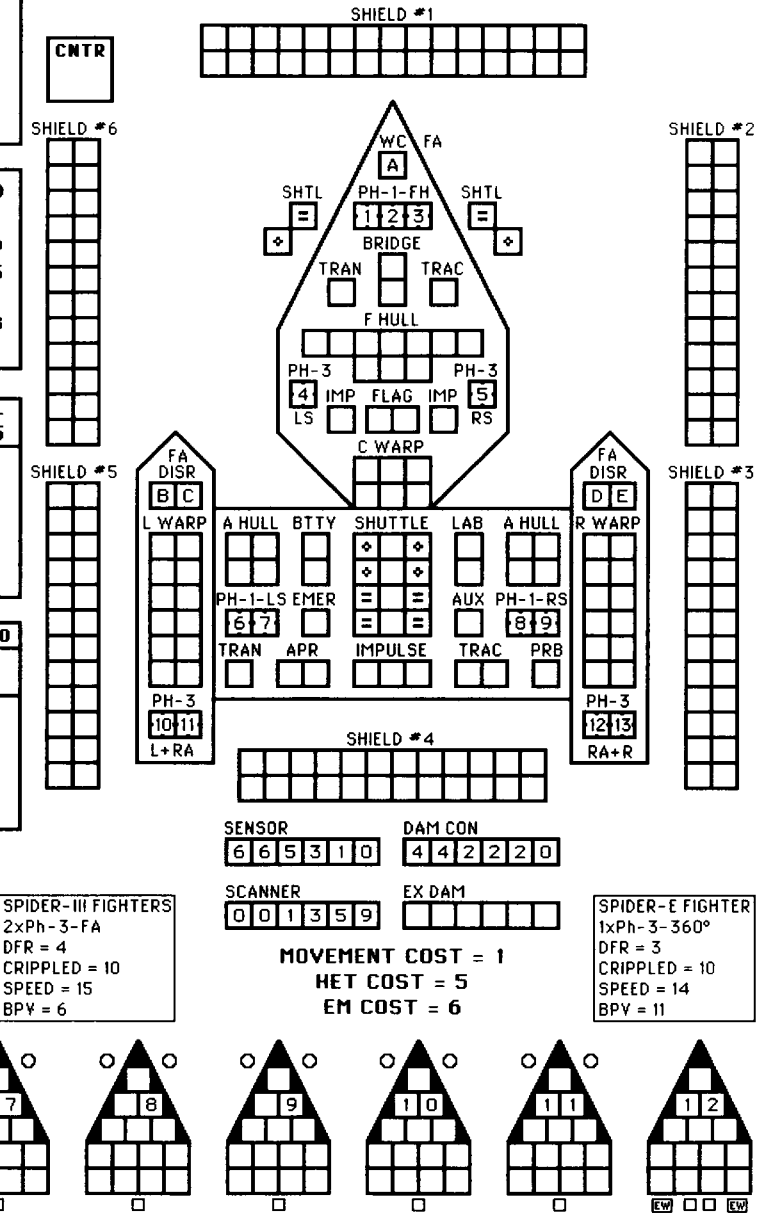
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 9

SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 6

SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 11



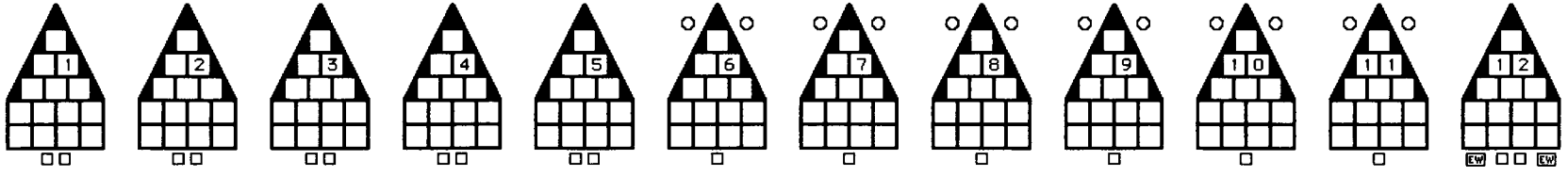
SENSOR 6 6 5 3 1 0

DAM CON 4 4 2 2 2 0

SCANNER 0 0 1 3 5 9

EX DAM [ ] [ ] [ ] [ ] [ ] [ ]

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



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ORION INTERDICTION CARRIER

CNTR

CREW UNITS

			✱						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D D D D

DECK CREWS

									10
									20

DRONE RACKS

1							C
2							C

ALWAYS HAD C-RACKS WITH TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

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

SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	160/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	20/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.41
CLOAK BPV	=	+25
OAKDISC STANDARD		
STEALTH +2 ECM		
PLASMA RACKS	=	+4

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

GLADIATOR-D
2x:Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

HIT & RUN CLOAK
☐ IF INSTALLED

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

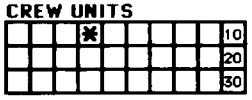
SENSOR 6 6 5 3 1 0
SCANNER 0 0 1 3 5 9
DAM CON 4 4 2 2 2 0
EX DAM

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6
BRIDGE FA L PH-1 1 2 C HULL PH-1 3 4 FA R
TRAN BTTY LS RS
PH-3 5 DRN 1 TRAC AUX TRAC PH-3 6 DRN 2
SHTL L LR R RR
L WARP IMP IMP R WARP
C WARP

1 2 3 4 5 6 7 8 9 10 11 12 EW EW
13 14 15 16 17 18 19 20 21 22 23 24 EW EW

ORION PATROL CARRIER

CREW UNITS



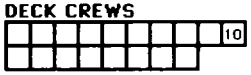
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

DECK CREWS



HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	CVP
POINT VALUE	=	115/95
BREAKDOWN	=	6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.42
CLOAK.BPV	=	+20
OAKDISC	=	+12
STEALTH +2 ECM		

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
A	
HET	1 2-6
☐☐	2 7-12
BD	3 13-19
☐☐	4 20-26
	5 27+

TYPE III DEFENSE PHASER

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

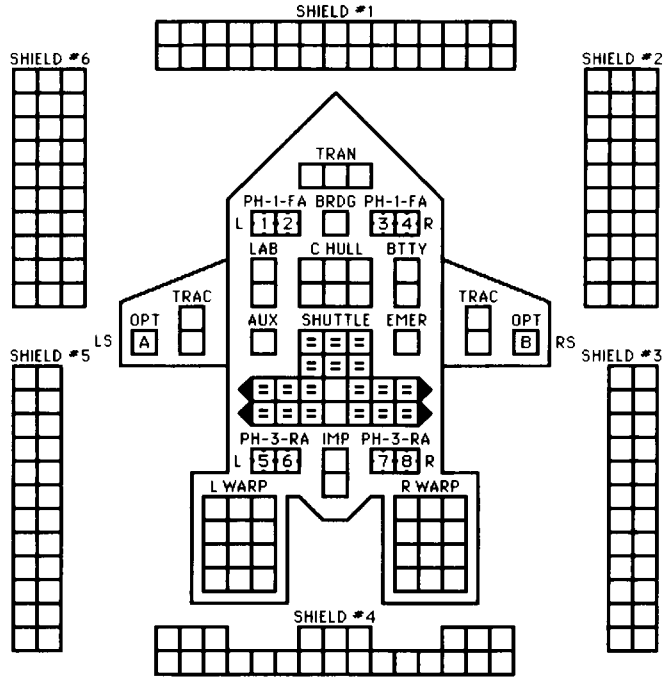
INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-DS) PER TURN UNLESS EQUIPPED WITH OAKDISC.



SENSOR 6 6 5 3 1 0

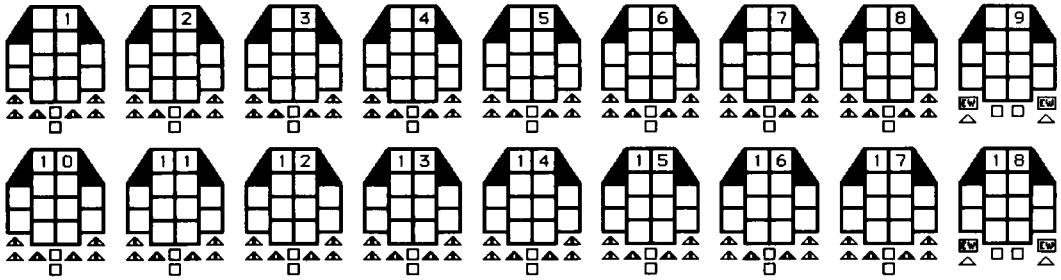
SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM ☐☐☐☐

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20



Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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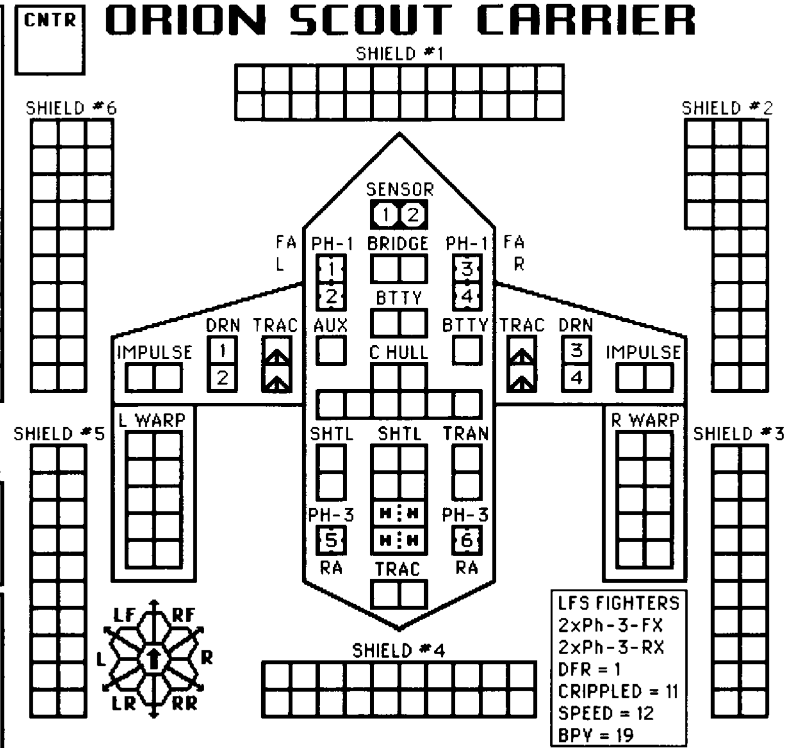
ORION SCOUT CARRIER



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

CREW UNITS
10 / 20 / 30

BOARDING PARTIES
10

DECK CREWS
8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS
D D D D

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	159/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.43
CLOAK BPV	=	+25
OAKDISC	=	+15
STEALTH +2 ECM		
PLASMA RACKS	=	+8

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

HIT & RUN CLOAK ☐ IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

TYPE II PHASER (FTR)

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

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

HET
BD

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

SCOUT FUNCTIONS SUMMARY

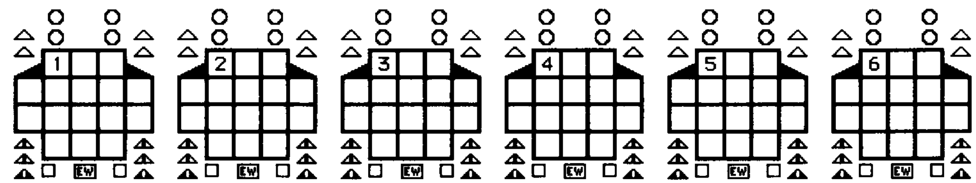
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DRONE RACKS

1					C
2					C
3					C
4					C

ALWAYS HAD C-RACKS WITH TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.



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

ORION SLAVER LIGHT CARRIER

CREW UNITS [10]

BOARDING PARTIES [2]

DECK CREWS [10]

HIT & RUN CLOAK
☐ IF INSTALLED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.
BAYS HAVE WIDE DOORS (R2.13).

T-BOMBS [ ] [D] [D]

SHIP DATA TABLE

TYPE	=	SVL
POINT VALUE	=	100/70
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	6/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.44
CLOAK BPV	=	+10
OAKDISC	=	+5

STEALTH +2 ECM

CNTR

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

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
FA OPT A
BRIDGE
FA OPT B
TRAN
AUX
BTTY
C HULL
TRAC
TRAC
PH-1
SHTL
SHTL
CARGO
L WARP
IMP
R WARP

PH-1 FIRING ARC IS 360°.

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR
FA = LF + RF

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

NIMBLE SHIP

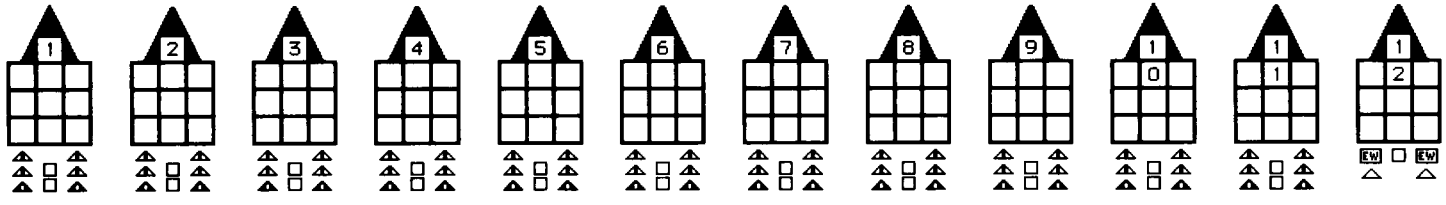
TYPE III DEFENSE PHASER

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

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B

F-18C FIGHTERS
2XPH-3-FA
DRF = 3
CRIPPLED = 7
SPEED = 15
BPV = 12



WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

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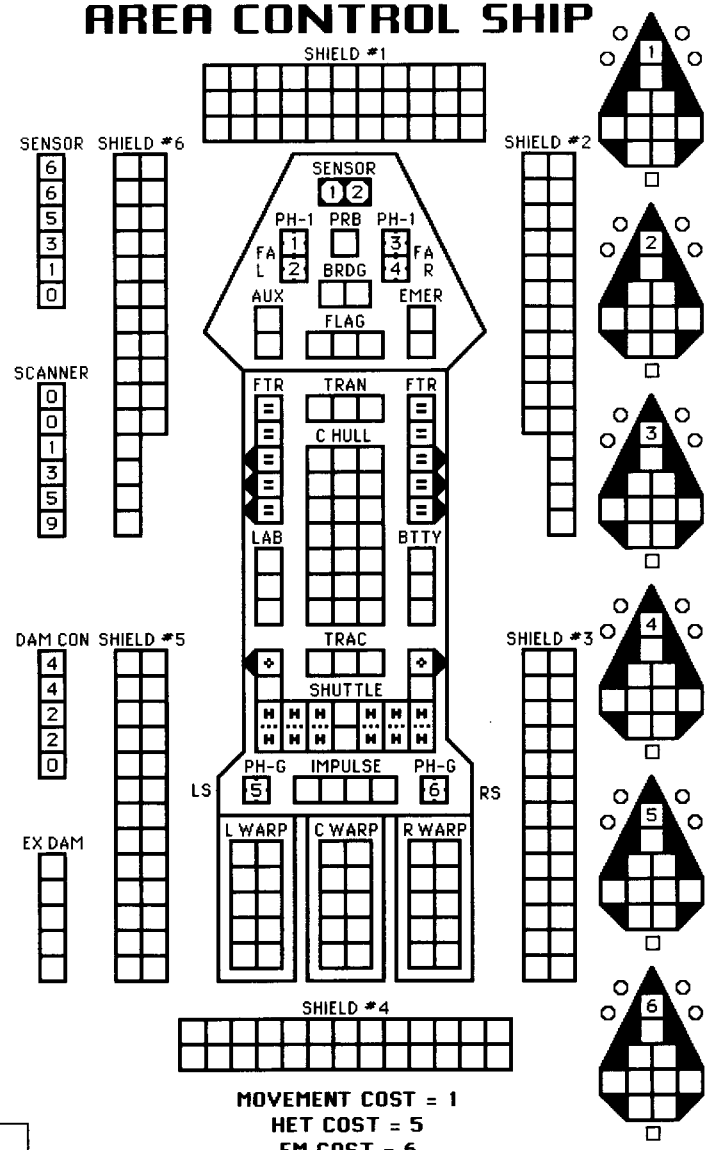
LORD EXECUTIONER
AREA CONTROL SHIP



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

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

D D D D

SEE (R9.R2).

PROBES

5

SHIP DATA TABLE

TYPE	=	LE
POINT VALUE	=	150/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.87

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

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR

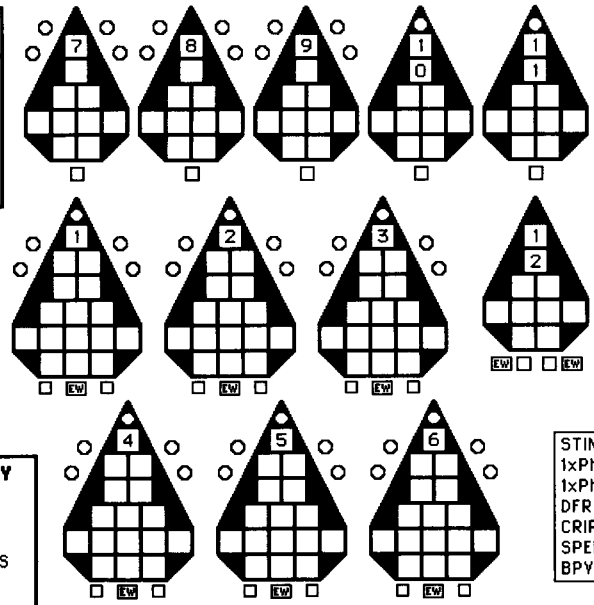
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

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

FTR FUSION TABLE

DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0



SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED BY "TORPEDO" DAMAGE POINTS.

FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

STINGER-T
1xPh-G-FA
1xPh-G-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 19

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

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HYDRAN RAGNAR CRUISER

CREW UNITS

			X						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

SEE (R9.R2).

PROBES

					5

SHIP DATA TABLE

TYPE	=	RGR
POINT VALUE	=	117
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.88

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

FUSION BEAM TABLE

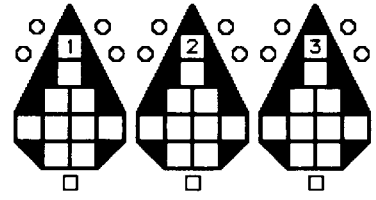
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

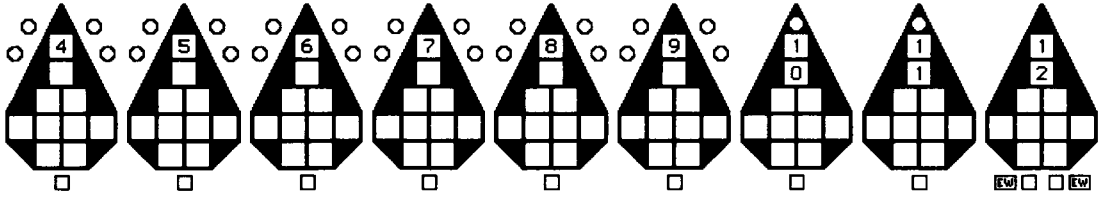
FUSION OVERLOAD

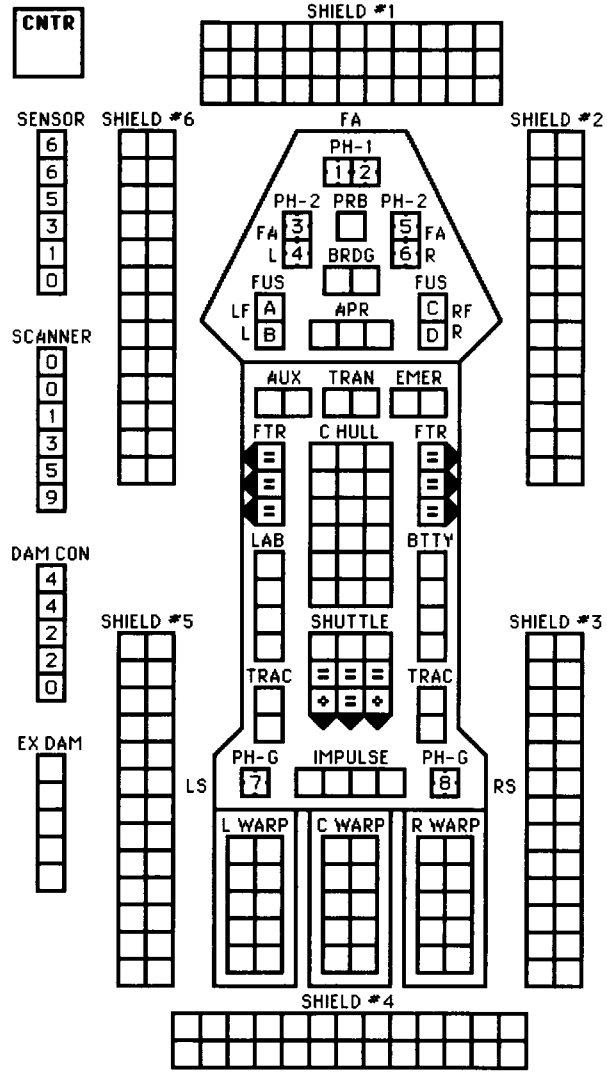
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10







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

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

HYDRAN SENTINEL MEDIUM SCOUT CARRIER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES

							10

DECK CREWS

							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	SEN
POINT VALUE	=	130/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.89

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE II PHASER TABLE

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

FTR FUSION TABLE

DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

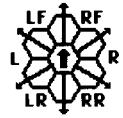
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

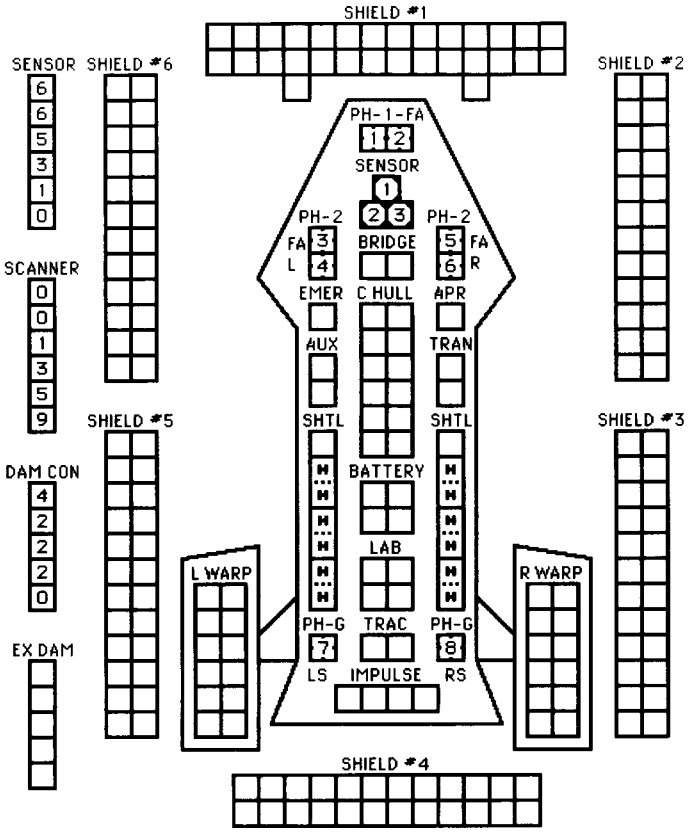
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FIGHTER HELLBORE TABLE

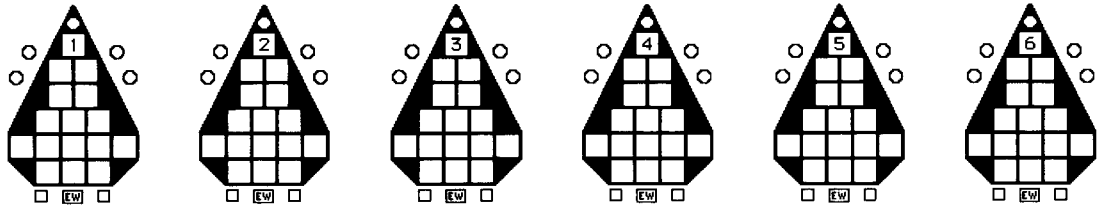
RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

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





STINGER-T
1xPh-G-FA
1xPh-G-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 19



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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HYDRAN PEGASUS-V LIGHT CARRIER

CREW UNITS: 10 / 20

BOARDING PARTIES: 6

DECK CREWS: 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FIVE BAYS — NO TRANSFERS.

TRANSPORTER BOMBS: D D D D

PROBES: 5

SHIP DATA TABLE

TYPE	=	PGV
POINT VALUE	=	70/55
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.90

CNTR

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HET ☐ BD ☐☐

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

FTR FUSION TABLE

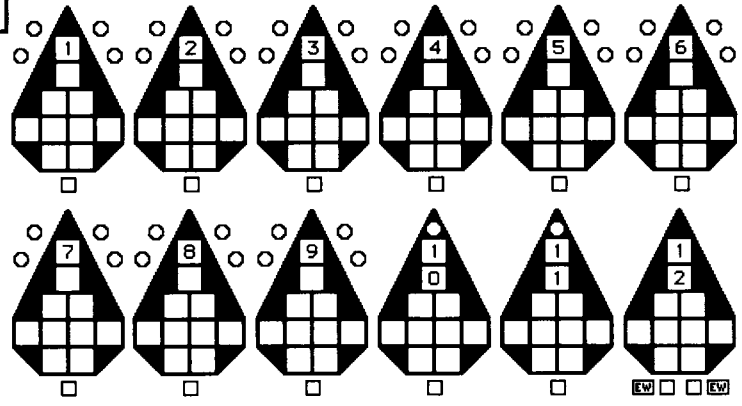
DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

FIGHTER HELLBORE TABLE

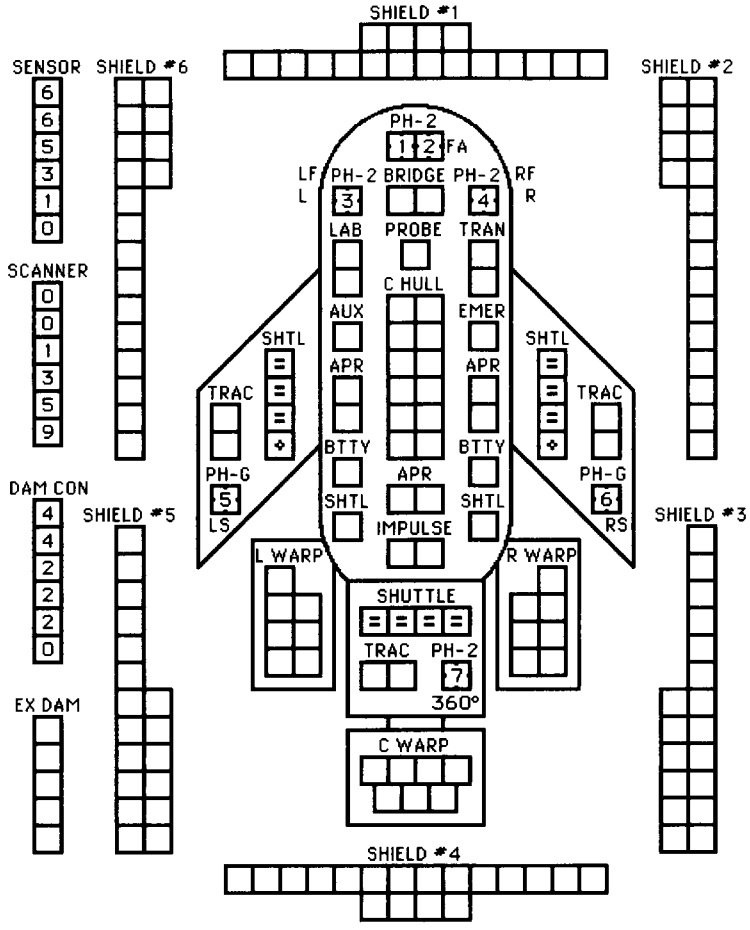
RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10



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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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HYDRAN GRENADIER-V TRAINING CARRIER

CREW UNITS

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

10

DECK CREWS

10

T-BOMBS

D D

PROBES

3

SHIP DATA TABLE		
TYPE	=	GRV
POINT VALUE	=	70/55
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.91

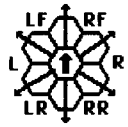
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

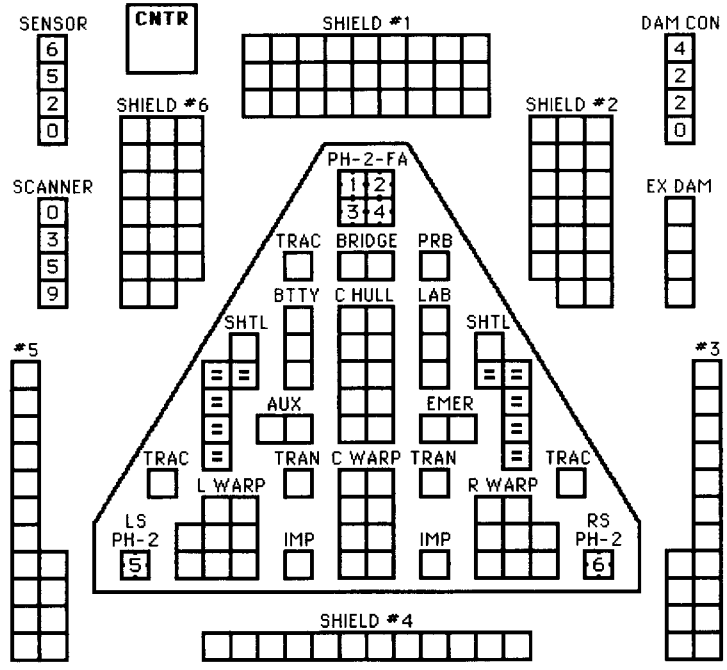
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



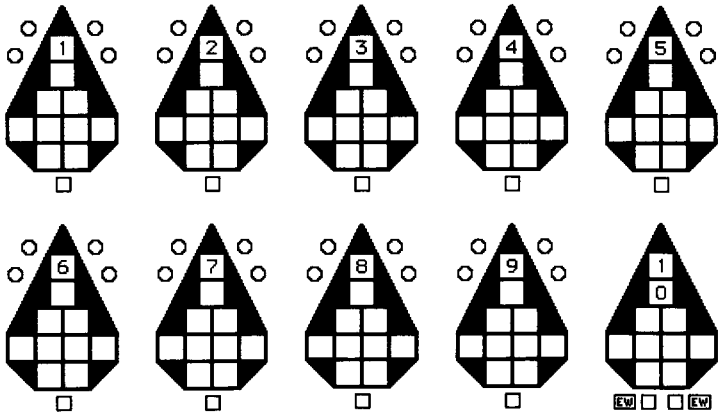
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

FTR FUSION TABLE

DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0



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



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

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CREW UNITS [10]

BOARDING PARTIES [4]

DECK CREWS [10]

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS [D][D]

PROBES [5]

SHIP DATA TABLE		
TYPE	=	GNV
POINT VALUE	=	50/30
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.92
PLUS REFIT	=	+2

CNTR

HYDRAN GENDARME-V LIGHT POLICE CARRIER

SHIELD #1

SENSOR [6][5][3][0]

SHIELD #6

SHIELD #2

BRDG

BTTY

LAB

SHTL

SHTL

SCANNER [0][1][4][9]

TRAC AUX PH-2 PRB TRAC

360

C HULL PH-G C HULL

RX

IMP TRAN IMP

C WARP

DAM CON [2][2][2][0]

SHIELD #5

SHIELD #3

EX DAM

SHIELD #4

TYPE II PHASER TABLE

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

LF RF L R LR RR

FA = LF + RF

RX = L + LR + RR + R

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

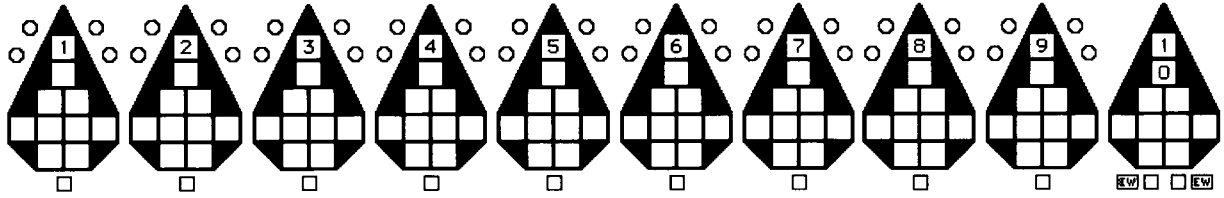
TYPE III DEFENSE PHASER

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

SHADED BOXES ARE THE PLUS REFIT.

FTR FUSION TABLE

DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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ANDROMEDAN MOBILE WEAPON PLATFORMS

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

AA MODE	TURN	SPEED
	1	2-8
	2	9-16
	3	17-24
	4	25+
NIMBLE SHIPS		

MWP DATA TABLE		
TYPE	=	MWP
POINT VALUE	=	15/20
BREAKDOWN	=	6
PA COST	=	3/5+2/5
LIFE SUPPORT	=	0
SIZE CLASS	=	6
REFERENCE	=	R10.48

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

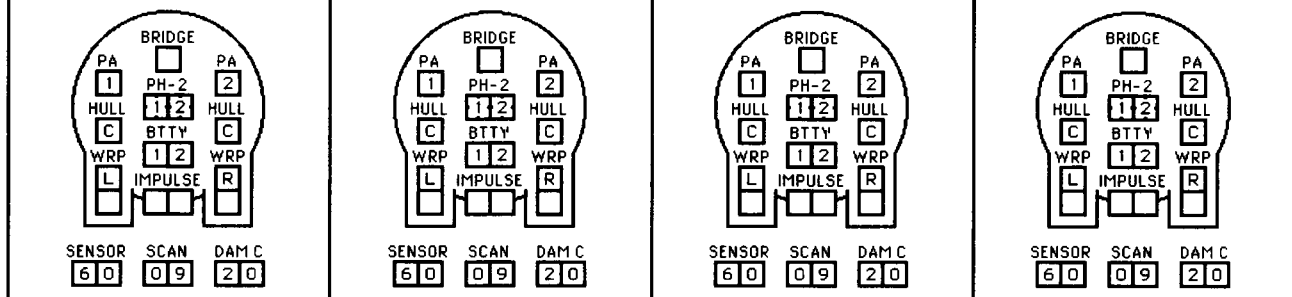
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

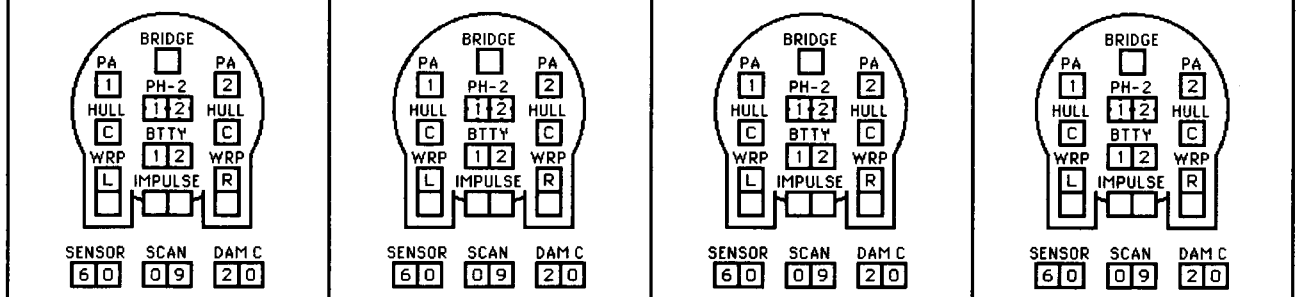
③ = EM COST
5 = HET COST

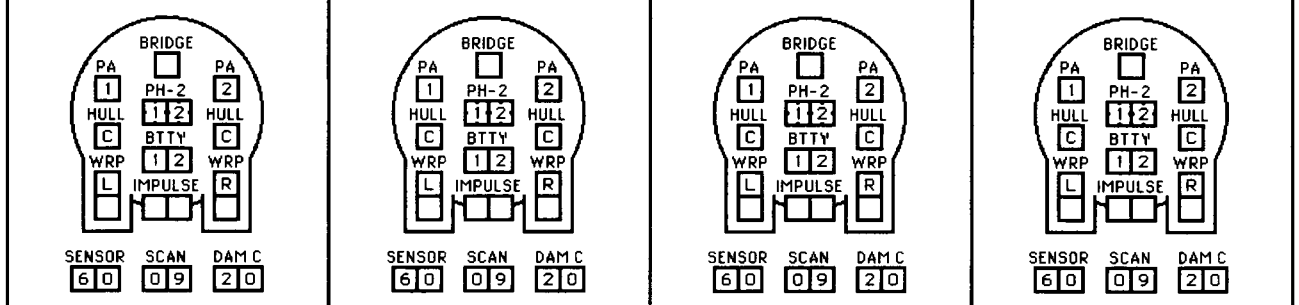
NOTES: PA PANELS PROTECT 360°s.

PHASER-2s HAVE 360° FIRING ARCS.

THESE UNITS HAVE NO "EXCESS DAMAGE".







SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

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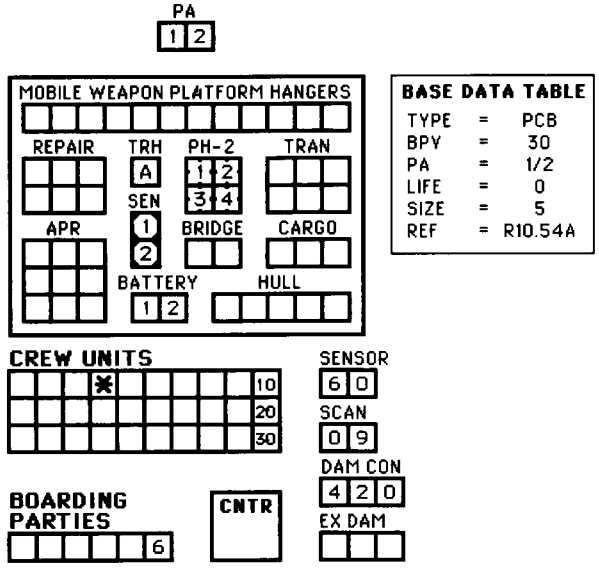
ANDROMEDAN GROUND BASES, MODULE, AND MWP VARIANTS

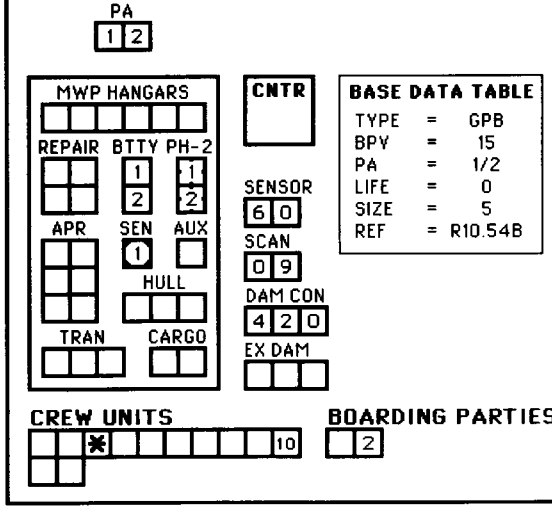
ANDROMEDAN PLANETARY CONTROL BASE



BASE DATA TABLE

TYPE	=	PCB
BPV	=	30
PA	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.54A

ANDROMEDAN MOBILE WEAPON PLATFORM BASE



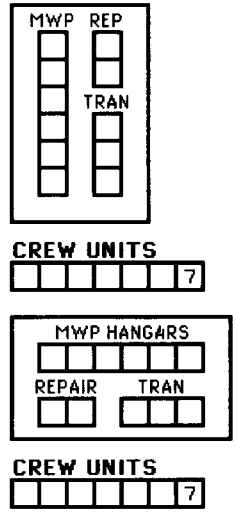
BASE DATA TABLE

TYPE	=	GPB
BPV	=	15
PA	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.54B

ANDROMEDAN MOBILE WEAPONS PLATFORM HANGAR MODULES

BASE DATA TABLE

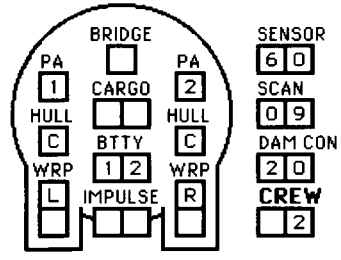
TYPE	=	PHB
BPV	=	20
PA	=	-
LIFE	=	-
SIZE	=	5
REF	=	R10.55



MWP DATA TABLE

TYPE	=	MCP
POINT VALUE	=	15/5
BREAKDOWN	=	6
PA COST	=	3/5+2/5
LIFE SUPPORT	=	0
SIZE CLASS	=	6
REFERENCE	=	R10.49

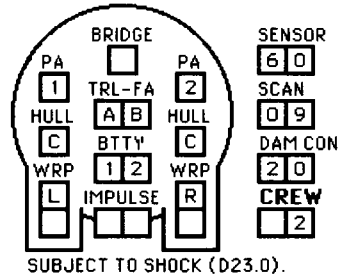
MOBILE CARGO PLATFORM



MWP DATA TABLE

TYPE	=	MTP
POINT VALUE	=	15/25
BREAKDOWN	=	6
PA COST	=	3/5+2/5
LIFE SUPPORT	=	0
SIZE CLASS	=	6
REFERENCE	=	R10.50

MOBILE RECOVERY PLATFORM



SUBJECT TO SHOCK (D23.0).

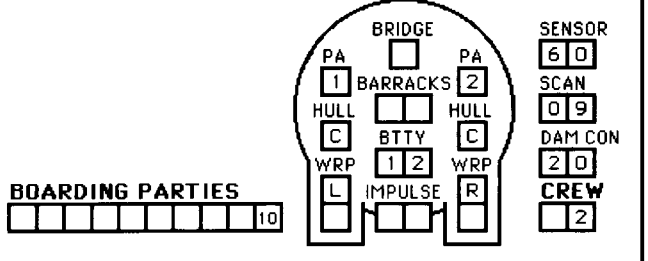
MWP DATA TABLE

TYPE	=	MGP
POINT VALUE	=	15/10
BREAKDOWN	=	6
PA COST	=	3/5+2/5
LIFE SUPPORT	=	0
SIZE CLASS	=	6
REFERENCE	=	R10.51

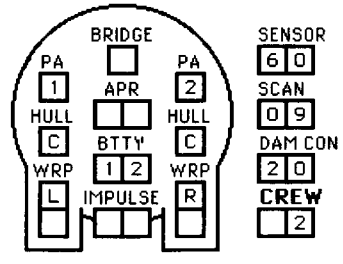
MWP DATA TABLE

TYPE	=	MEP
POINT VALUE	=	20/5
BREAKDOWN	=	6
PA COST	=	3/5+2/5
LIFE SUPPORT	=	0
SIZE CLASS	=	6
REFERENCE	=	R10.52

MOBILE GROUND ASSAULT PLATFORM



MOBILE EW SUPPORT PLATFORM



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LYRAN MANCHURIAN TIGER INTERDICTION CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

DECK CREWS

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	144/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.68
MECH LINKS	=	+4

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

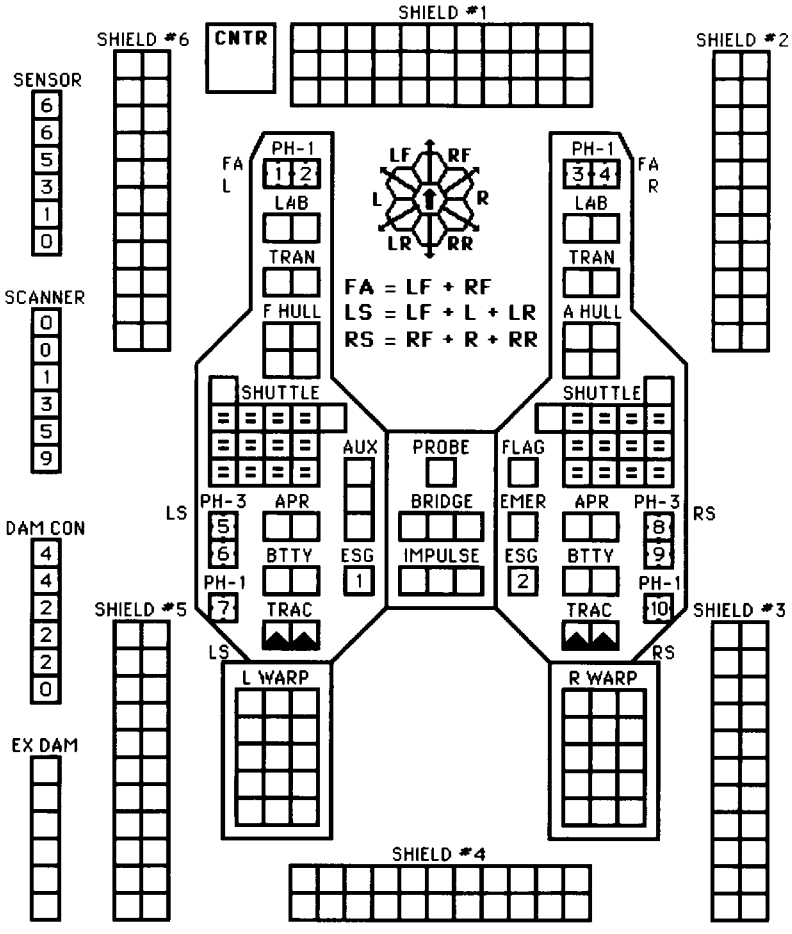
Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

SENSOR: 6 6 5 3 1 0

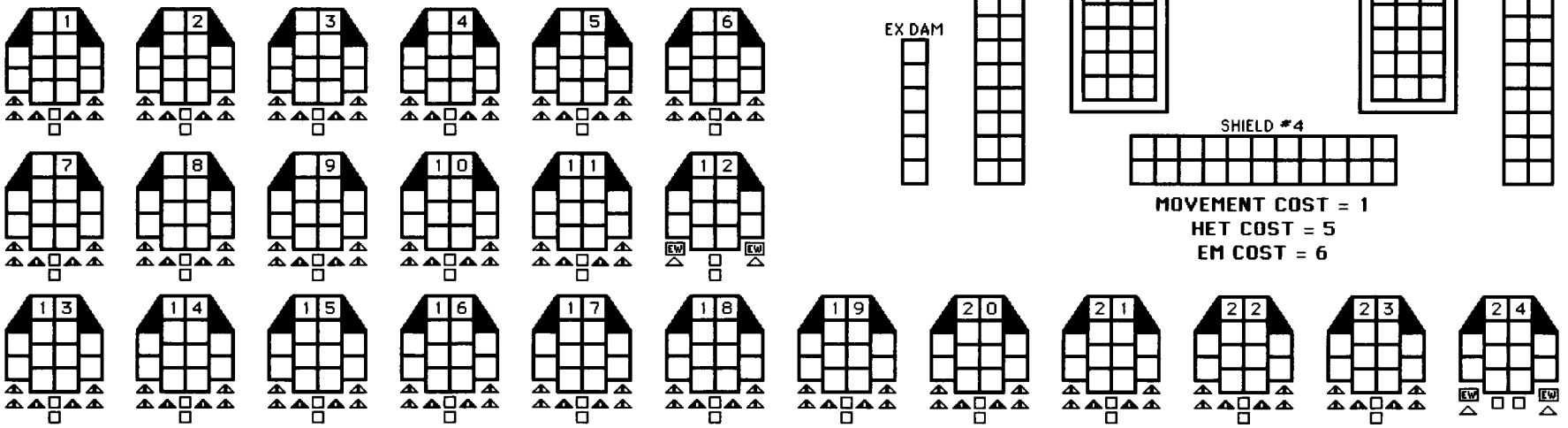
SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



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



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LYRAN YAGUARUNDIX PATROL CARRIER

CNTR

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CVP
POINT VALUE	=	130/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.69
POWER PACK	=	+9
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

TYPE II PHASER TABLE

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

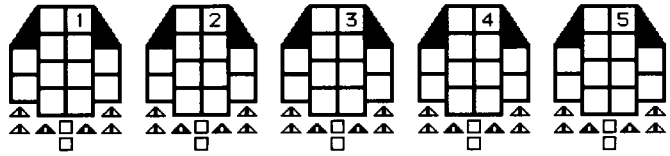
TYPE III DEFENSE PHASER

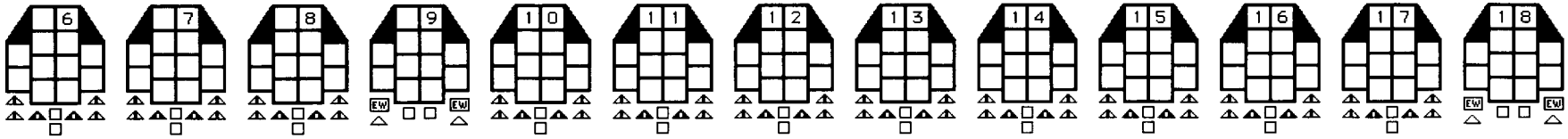
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15





SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

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

FA L PH-2 3+4 SHUTTLE PH-2 5+6 FA R SHUTTLE

FA PH-1 1+2 BRIDGE

PH-3 7 F HULL TRAC TRAN L WARP

ESG 1 LAB ESG 2 AUX PROBE EMER IMP C HULL IMP

POWER PACK APR BTTY APR

A HULL PH-3 8 TRAC BTTY R WARP

LS RS

PH-1-FX 9 C WARP

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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LYRAN MEDIUM CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

DECK CREWS

								10

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO THE SENSOR RATING.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ONE BAY, HAS TWO HATCHES.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVM
POINT VALUE	=	136/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.70
PLUS REFIT	=	+2
PHASER REFIT	=	+4
POWER PACK	=	+9
UIM REFIT	=	+5
MECH LINKS	=	+2

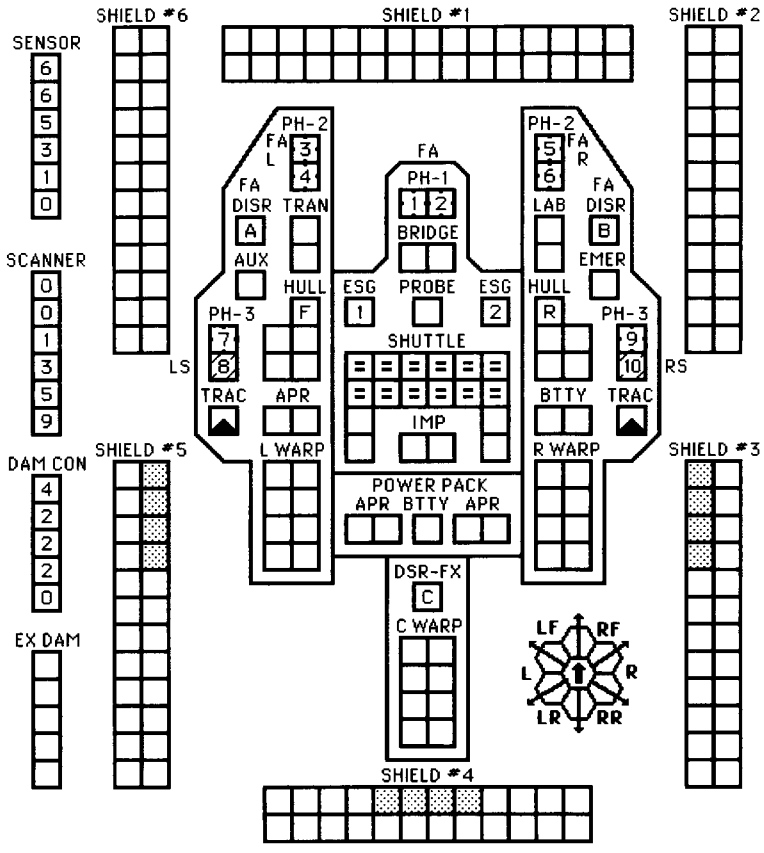
CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM



SHADED BOXES ARE THE PLUS REFIT.

SHADED PH-3s ARE PH-2s ON THE PHASER REFIT.

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

Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

HIT & RUN
UIM ☐
DERFACS ☐

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

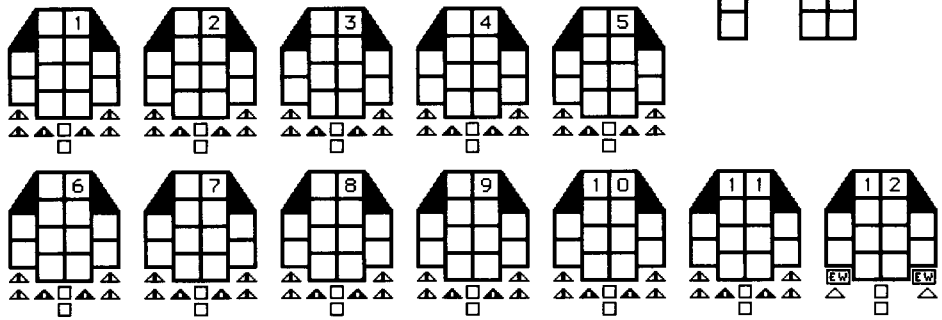
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HET ☐
BD ☐☐

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN WAR SCOUT CARRIER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES

							10

DECK CREWS

							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	130/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.71
POWER PACK	=	+9
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

TYPE II PHASER (FTR)

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

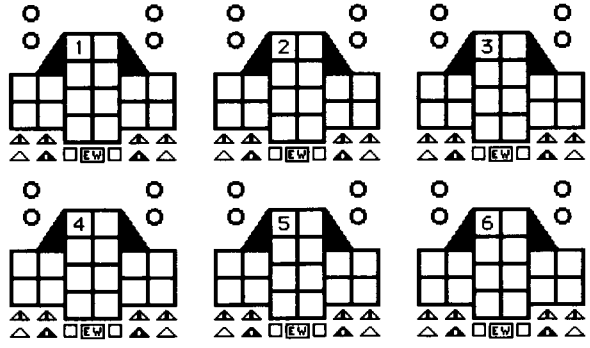
EXPANDING SPHERE TABLE

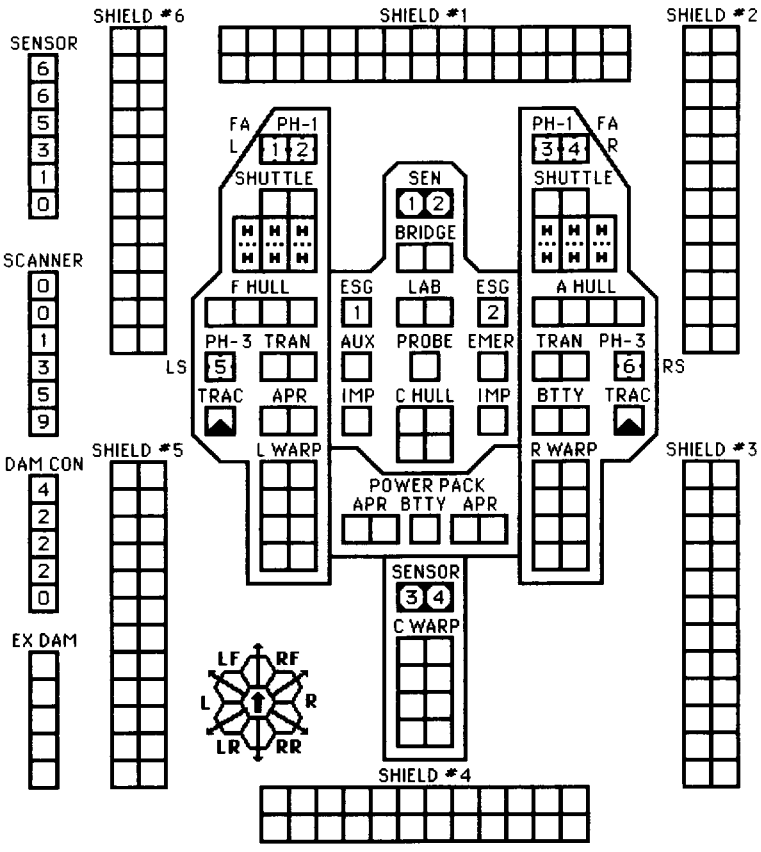
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.





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

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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WYN ORCA-E
ESCORT WAR CRUISER

CREW UNITS

		*							10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.45

INCLUDES FULL AEGIS

CNTR

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DRONE RACKS

1								G
2								G

RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ADDS.

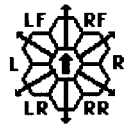
HIT & RUN DERFACS

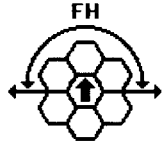
ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

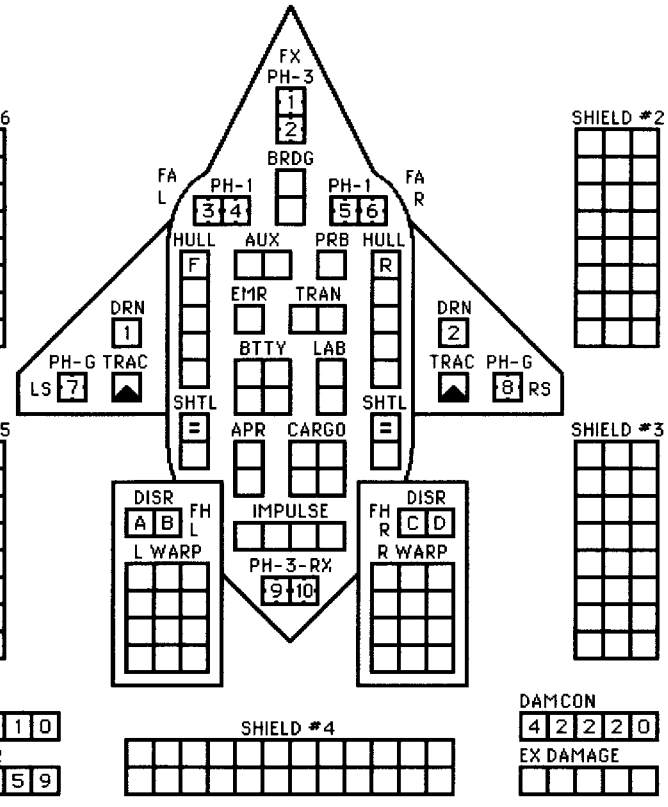
SEE (R2.R5) FOR SPECIAL RULES REGARDING CARRIER SUPPLY STORAGE IN THE SHIP'S CARGO BOXES.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.





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



CARGO BOXES HAVE 25 CARGO POINTS EACH.

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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WYN BARRACUDA-E ESCORT FRIGATE

CNTR

CREW UNITS 10

BOARDING PARTIES 6

DECK CREWS 2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D

SEE (R2.R5) FOR SPECIAL RULES REGARDING CARRIER SUPPLY STORAGE IN THE SHIP'S CARGO BOXES.

SHIP DATA TABLE

TYPE	=	FFE
POINT VALUE	=	88
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.46

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

TYPE III DEFENSE PHASER

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

DRONE RACKS

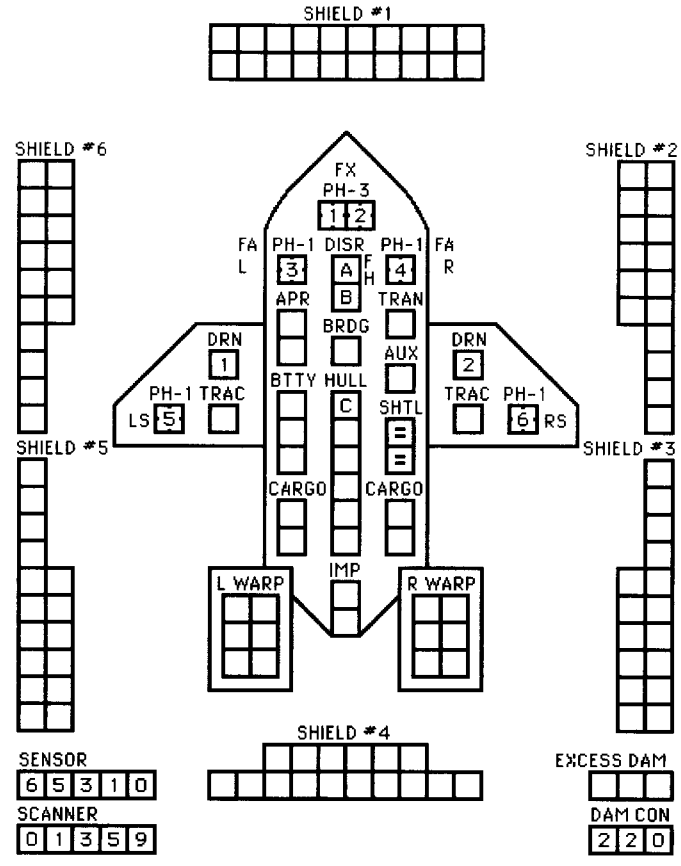
1							G
2							G

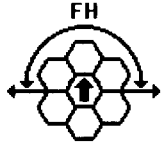
RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ADDS.

THIS SHIP CAN CONTROL # NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-





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

CARGO BOXES HAVE 25 CARGO POINTS EACH.

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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ISC INTERDICTION CARRIER

CNTR

CREW UNITS

		*					10
							20
							30
							40
							50

BOARDING PARTIES

							10

DECK CREWS

							10
							20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

FORWARD BAY IS TUNNEL BAY (J1.58).

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	175/150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.60

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

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

FH

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

PH-1-FH 1 2
BRIDGE
FLAG
F HULL
SHUTTLE
PH-1 FA L 3 4
EMER
TRAN
LAB
TRACTOR
PH-1 5 6 FA R
AUX
TRAN
LAB
BATTERY
PH-3 LS 9 11 10
PLAS-F L A B LR C
L WARP
PH-1-360° PRB 7 8
AFT HULL
SHUTTLE
IMPULSE
R WARP
PH-3 12 13 14 RS
PLAS-F D E F R RR

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

ISC REAR-FIRING PLAS-F ARCS

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

FDF FIGHTERS	FTK FIGHTERS	FEK FIGHTERS
2xPh-3-FA	1xPh-3-FA	1xPh-3-FA
DFR=4	DFR=2	DFR=2
CRIPPLED=8	CRIPPLED=8	CRIPPLED=8
SPEED = 15	SPEED = 15	SPEED = 15
BPV = 13	BPV = 10	BPV = 12

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

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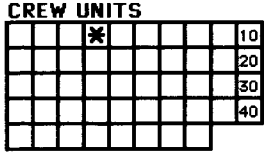
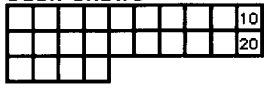
ISC AREA CONTROL SHIP

CREW UNITS



BOARDING PARTIES

DECK CREWS



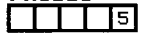
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.
FRONT BAY IS TUNNEL DECK (J1.58).

TRANSPORTER BOMBS

PROBES



SHIP DATA TABLE

TYPE	=	ACS
POINT VALUE	=	195/150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.61

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED BY "TORPEDO" DAMAGE POINTS.

TYPE II PHASER (FTR)

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

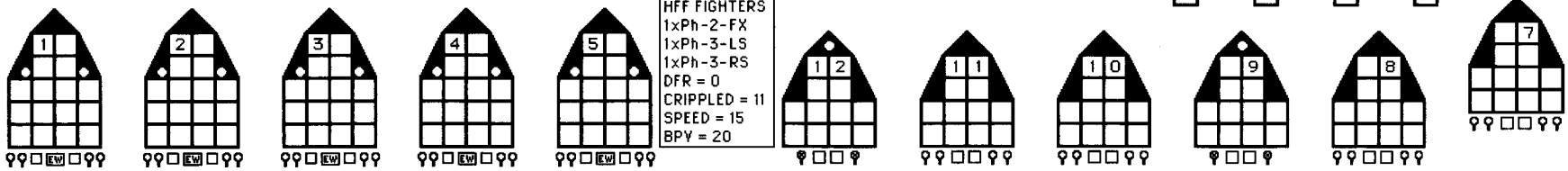
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

FTK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 10

FEK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 12

FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

HFF FIGHTERS
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 20



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ISC PATROL CARRIER

CNTR

CREW UNITS

		*					10
							20
							30
							40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CVP
POINT VALUE	=	140/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.62

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ] 10

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

DECK CREWS [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ] 10

PROBES [ ][ ][ ][ ][5]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

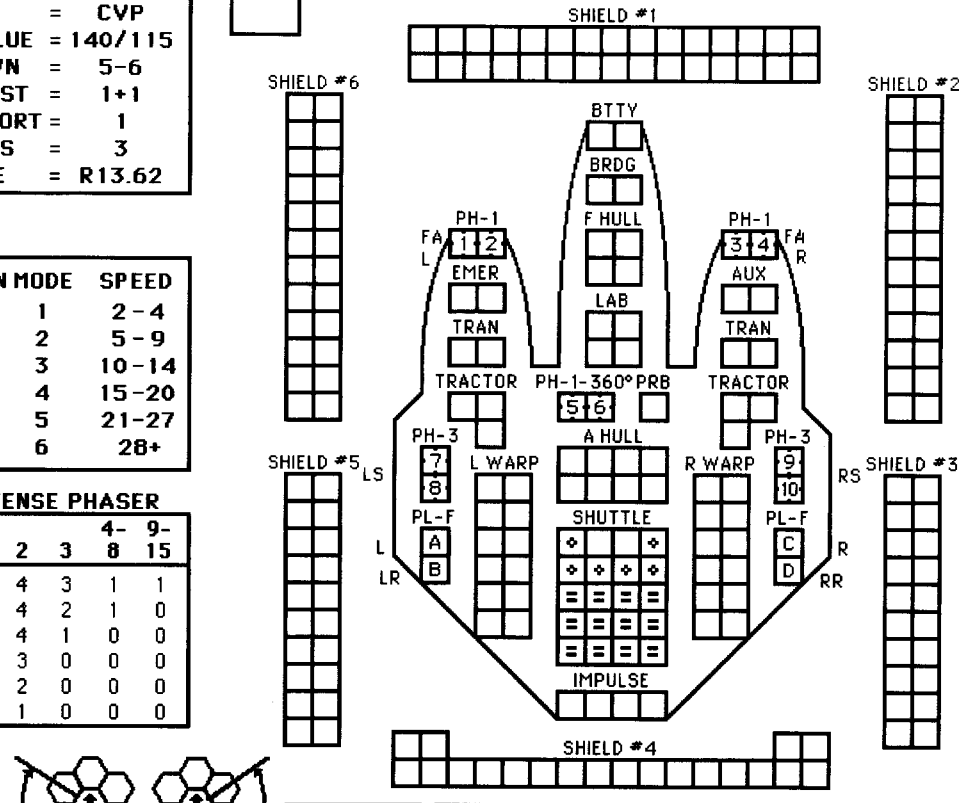
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

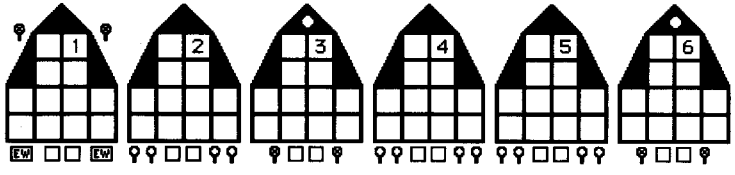
LF RF L R LR RR

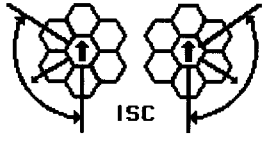
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

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







REAR-FIRING PLAS-F ARCS

FDF FIGHTERS
2x:Ph-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

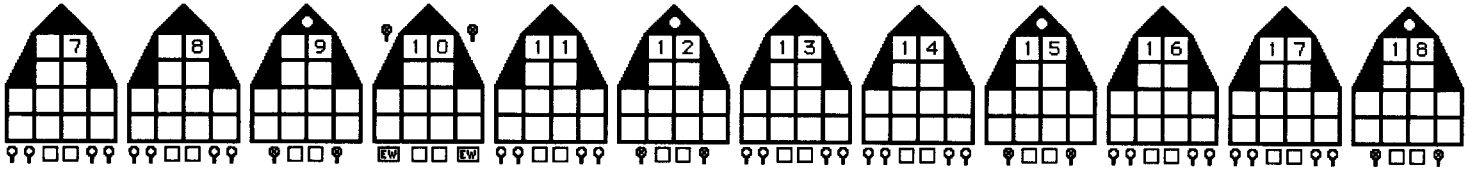
FTK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 10

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM [ ][ ][ ][ ][ ]



FEK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 12

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC LIGHT SCOUT CARRIER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES

								10

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

					5

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	175/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.63

CNTR

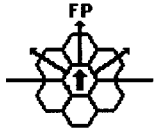
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE III DEFENSE PHASER

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



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

TYPE II PHASER (FTR)

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

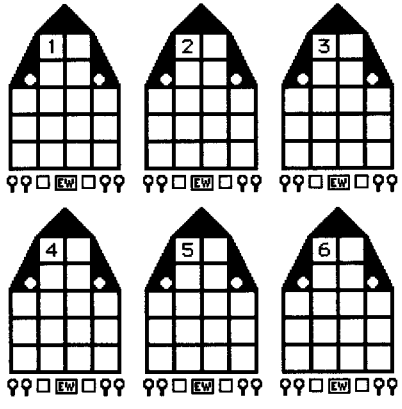
PLASMA TORPEDO WARHEAD TABLE

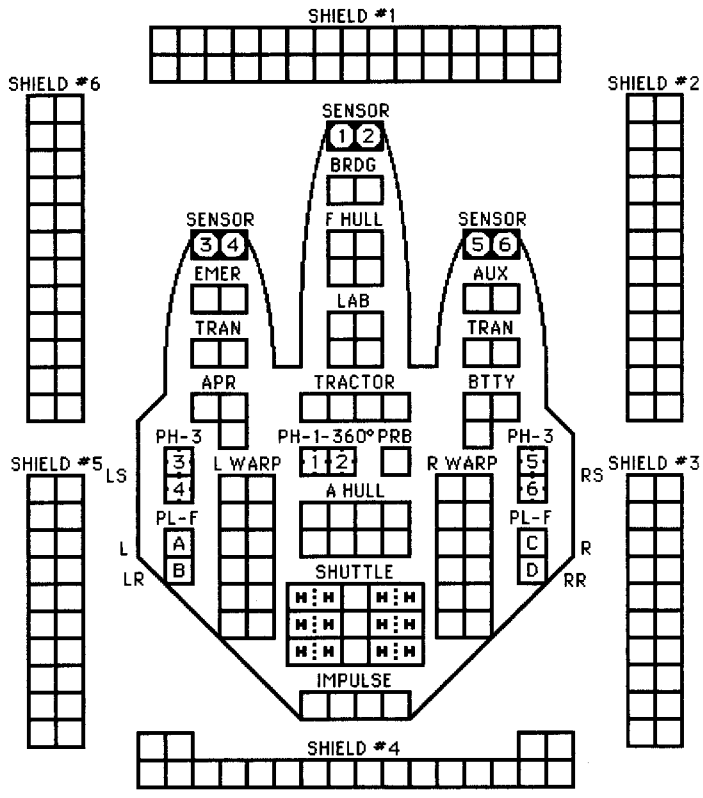
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" AND/OR "TORPEDO" DAMAGE POINTS.





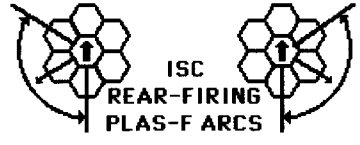
SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON				
4	2	2	2	0

EX DAM				

HFF FIGHTERS
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 20



SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC LIGHT FLEET STRIKE CARRIER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D	

PROBES

					5

SHIP DATA TABLE

TYPE	=	CSF
POINT VALUE	=	151
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.64

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

PPD-FA (A B)

BRDG

PH-1 (FA L) (1 2)

F HULL

PH-1 (3 4) (FA R)

EMER

AUX

TRACTOR

TRAN

TRAN

APR

LAB

BTTY

PH-1-360° PRB (5 6)

PH-3 (7 8)

L WARP

A HULL

R WARP

PH-3 (9 10)

SHIELD #5

LS

SHIELD #3

PL-F (C D) (L LR)

SHUTTLE

PL-F (E F) (R RR)

RS

IMPULSE

SHIELD #4

SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	2	2	2	0

EX DAM

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

TYPE I OFFENSIVE PHASER TABLE

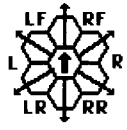
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

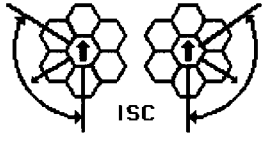
PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		



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

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

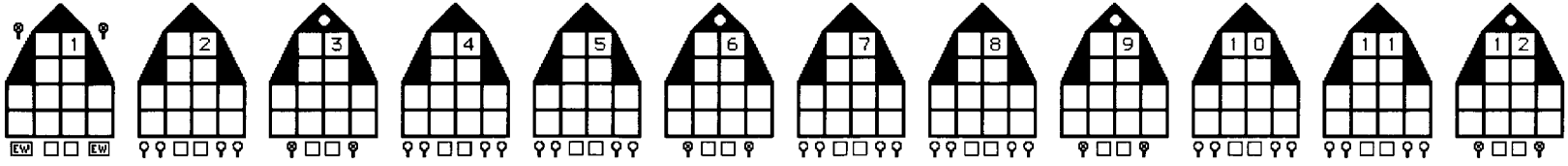


REAR-FIRING PLAS-F ARCS

FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

FTK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 10

FEK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 12



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC LIGHT FLEET CARRIER

CREW UNITS

		*							10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TRANSPORTER BOMBS

				D	D	D	D		

PROBES

					5				

SHIP DATA TABLE

TYPE	=	CVF
POINT VALUE	=	141
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.65

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

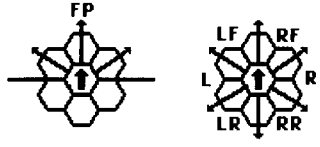
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

PSEUDO-PLASMA TORPEDOES

[A] s [B] s



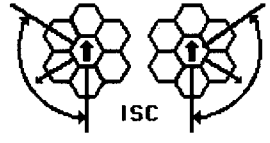
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

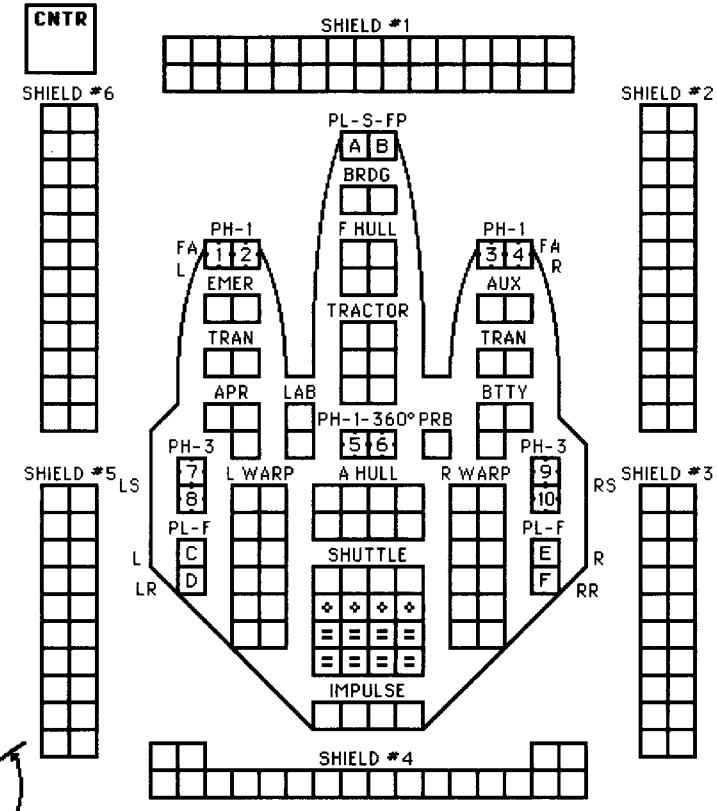
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	FTR ONLY		
BOLT	1-4	1-3	1-2						1		



REAR-FIRING PLAS-F ARCS



FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

FTK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 10

SENSOR

6	6	5	3	1	0

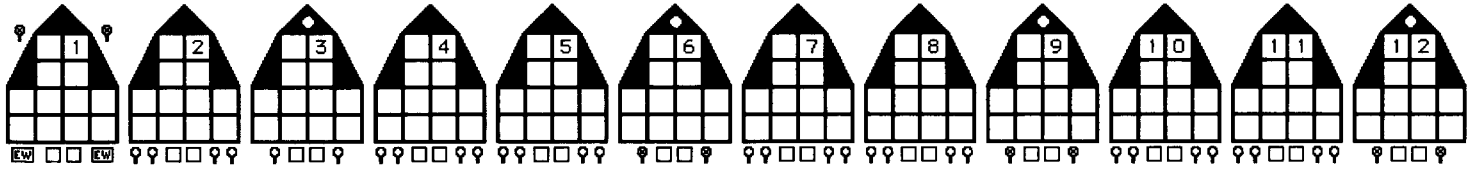
SCANNER

0	0	1	3	5	9

DAM CON

4	2	2	2	0

EX DAM



FEK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 12

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC FRIGATE CARRIER

CREW UNITS

			*					10

BOARDING PARTIES

					6

DECK CREWS

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	FFV
POINT VALUE	=	80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.66

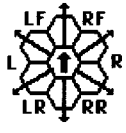
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

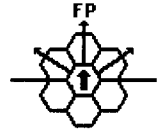
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

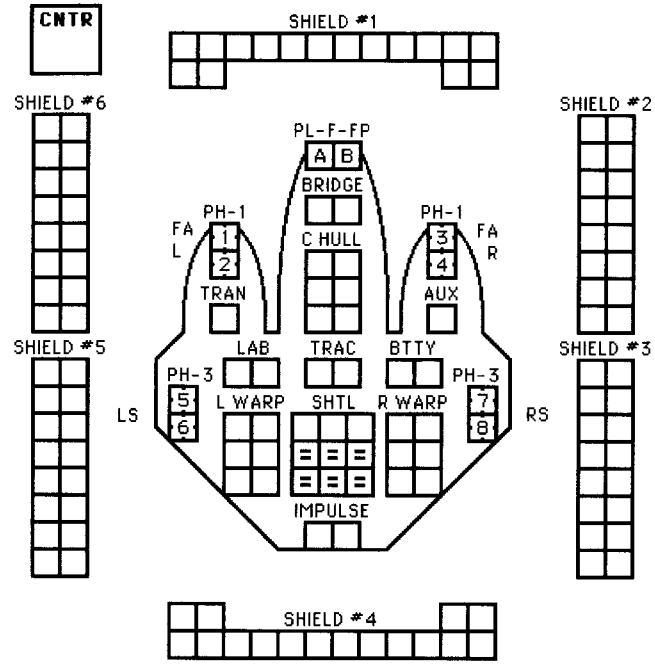
TYPE III DEFENSE PHASER

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



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

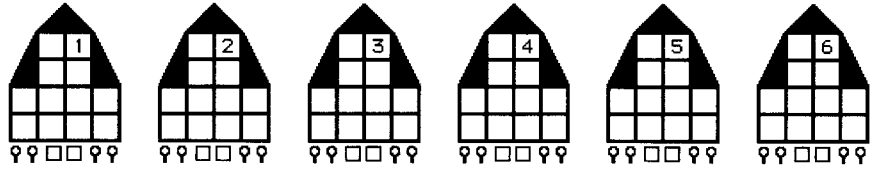




SENSOR				SCANNER				DAM CON			EX DAM		
6	5	3	0	0	1	5	9	2	2	0			

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		



FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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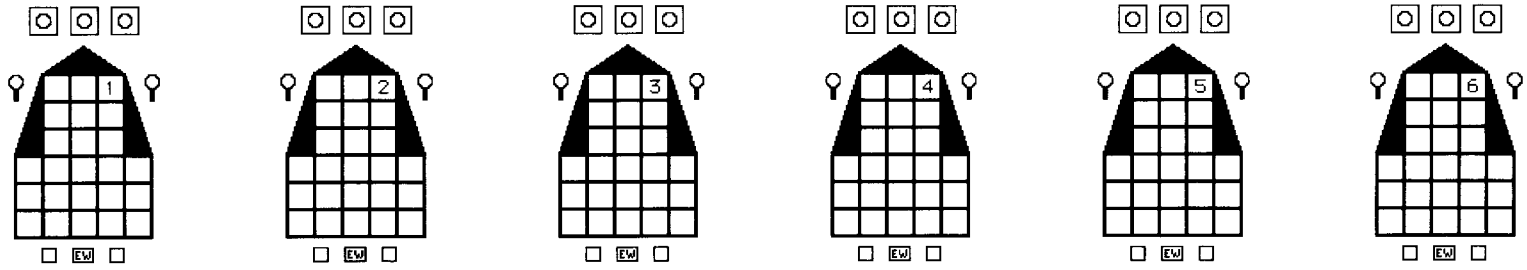
INTERSTELLAR CONCORDIUM BOMBER SQUADRONS

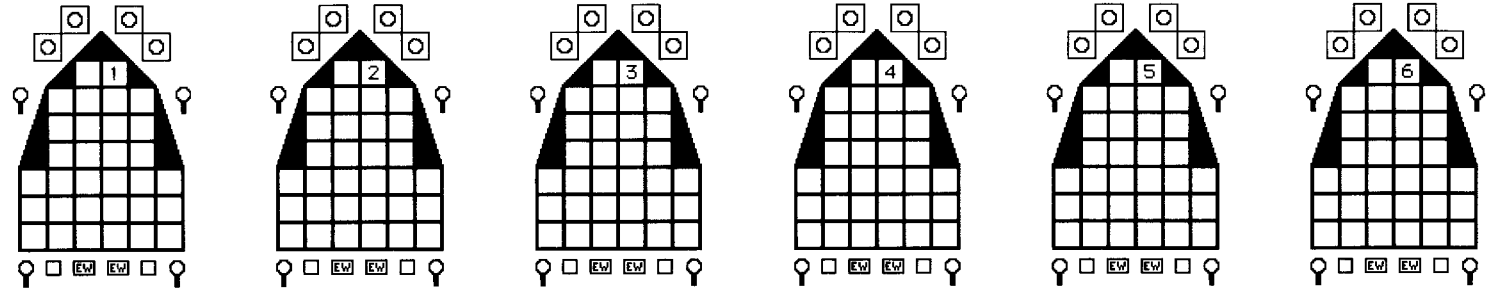
ISC BOMBER

BOMBERS
2xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 30



ISC HEAVY BOMBERS

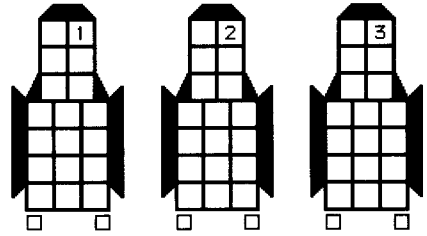
HEAVY BOMBER
2xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = -2
DEGRADED = 16
CRIPPLED = 21
SPEED = 15
BPV = 40



GENERAL: YACHTS AND HEAVY FREIGHT SHUTTLES

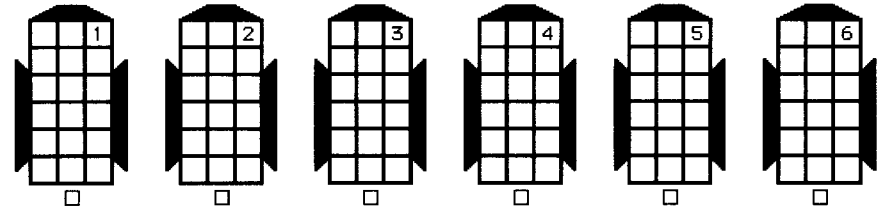
YACHTS

VIP
1xPh-3-360°
DFR = -1
DEGRADED = 9
CRIPPLED = 12
SPEED = 8
BPV = 10



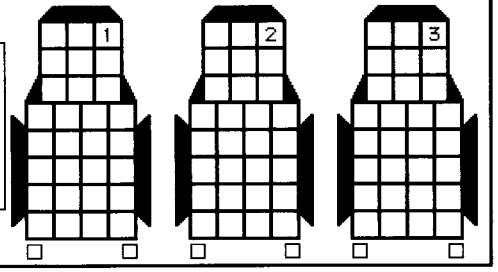
HEAVY FREIGHT SHUTTLES

HFS
NO WEAPONS
DFR = -1
DEGRADED = 9
CRIPPLED = 12
SPEED = 6
BPV = 10



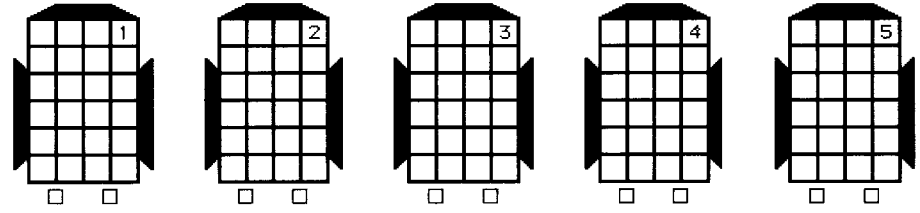
LARGE YACHTS

LYP
1xPh-3-360°
DFR = -1
DEGRADED = 15
CRIPPLED = 20
SPEED = 12
BPV = 13



VERY HEAVY FREIGHT SHUTTLES

VFS
NO WEAPONS
DFR = -1
DEGRADED = 12
CRIPPLED = 18
SPEED = 8
BPV = 13



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CREW UNITS

									10
			✱						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

			4

T-BOMBS

		D	D

DECK CREWS

					6

PROBES

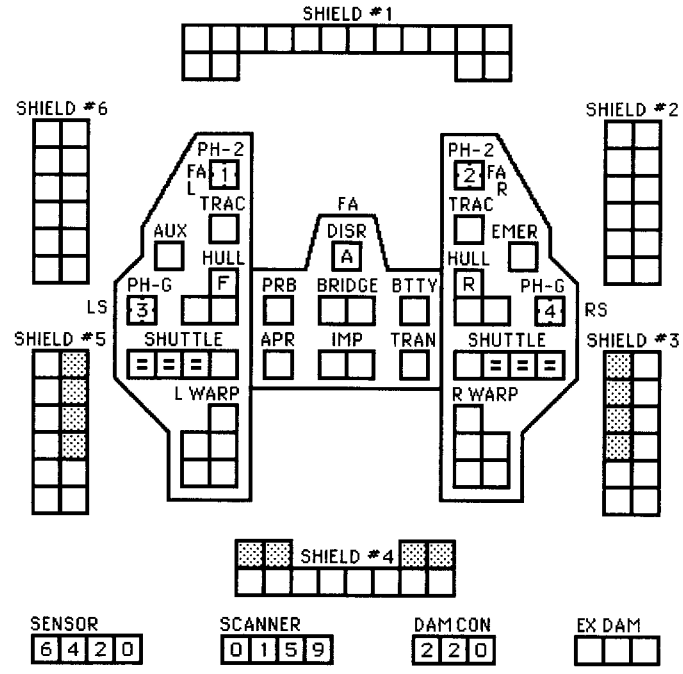
				5

SHIP DATA TABLE

TYPE	=	PV
POINT VALUE	=	63
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.38
PLUS REFIT		= +2

CNTR

LYRAN DEMOCRATIC REPUBLIC POLICE CARRIER



SHADED BOXES ARE THE PLUS REFIT.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TYPE II PHASER TABLE

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

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

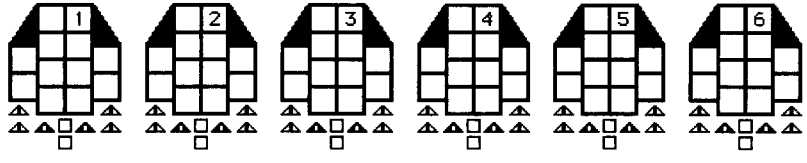
TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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LYRAN DEMOCRATIC REPUBLIC POLICE ESCORT

CNTR

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES: [ ][ ][ ][4]

T-BOMBS: [ ][ ] [D][D]

DECK CREWS: [ ][2]

PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	PE
POINT VALUE	=	64
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.39
PLUS REFIT	=	+2
LIMITED AEGIS		

SHIP DATA TABLE

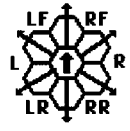
TYPE	=	PEA
POINT VALUE	=	70
REFERENCE	=	R14.39A
INCLUDES PLUS REFIT		
FULL AEGIS		

TYPE II PHASER TABLE

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

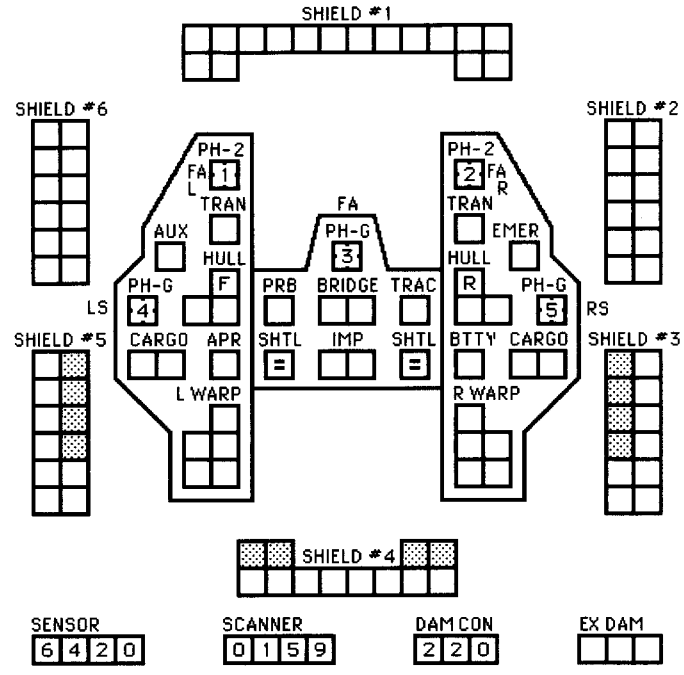
TYPE III DEFENSE PHASER

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



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

TURN MODE	SPEED
A	1
HET	2
	3
BD	4
	5
NIMBLE SHIP	



SHADED BOXES ARE THE PLUS REFIT.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

THIS SHIP USES (R2.R5) AS PROVIDED IN ITS SHIP DESCRIPTION TO CARRY ADDITIONAL SPARE FIGHTERS, DRONES, AND OTHER SUPPLIES FOR ITS CARRIER.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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SELTORIAN INTERDICTION CARRIER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DECK CREWS

									10
									20

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THREE BAYS, NO TRANSFERS.

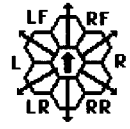
TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

Y184 AND AFTER.

PROBES

[ ][ ][ ][ ][5]



SHIP DATA TABLE

TYPE	=	CVD
POINT VALUE	=	160/120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.27

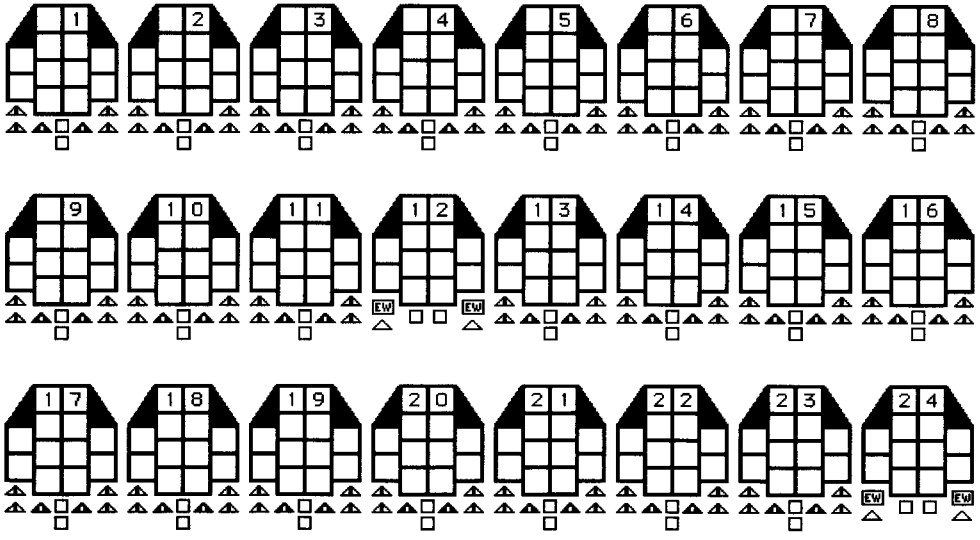
TURN MODE		SPEED
D	1	2-4
	2	5-8
HET	3	9-12
	4	13-17
BD	5	18-24
	6	25+

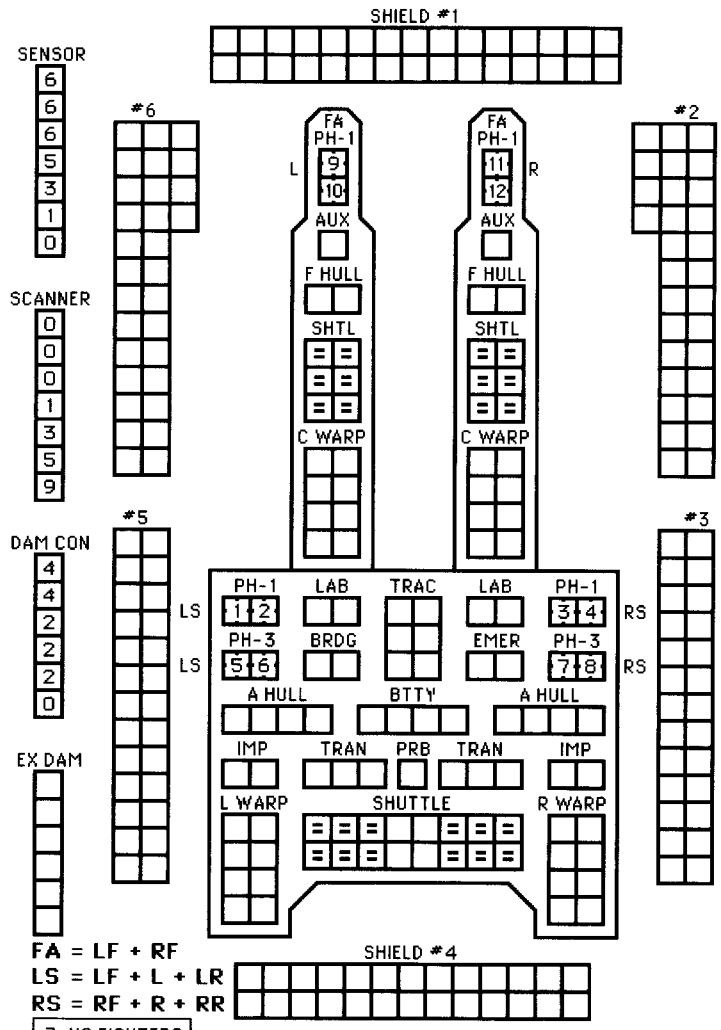
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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





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

Z-YC FIGHTERS
2×Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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

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SELTORIAN AREA CONTROL SHIP

CREW UNITS

		*					10
							20
							30
							40
							50

BOARDING PARTIES

							10
							20

PROBES

			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

DECK CREWS

							10
							20

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

SHIP DATA TABLE

TYPE	=	ACS
POINT VALUE	=	150/120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.28

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE II PHASER (FTR)

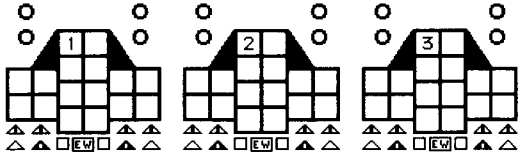
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

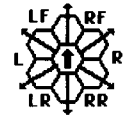
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3





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

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

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

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

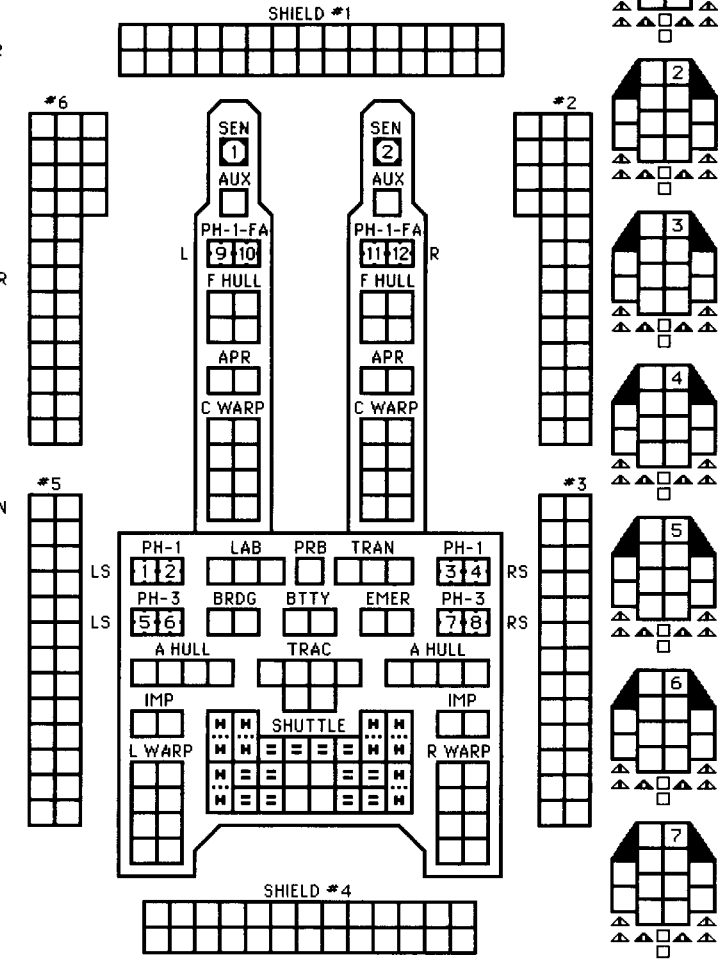
CNTR

SENSOR: 6 6 6 5 3 1 0

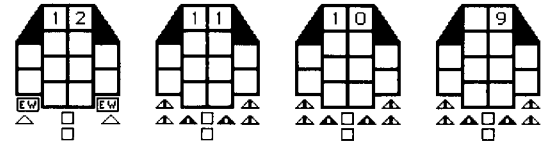
SCANNER: 0 0 0 1 3 5 9

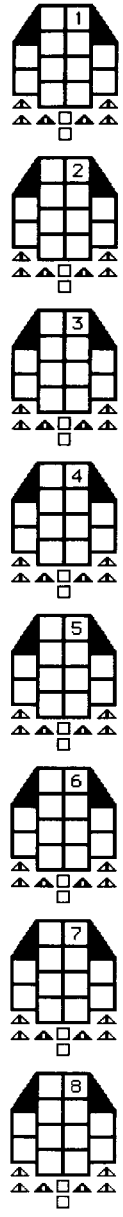
DAM CON: 4 4 2 2 2 0

EX DAM



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.





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SELTORIAN PATROL CARRIER

CREW UNITS

		*							10
									20
									30
									40

BOARDING PARTIES

									10
									20

DECK CREWS

							10

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

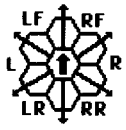
Y184 AND AFTER.

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVP
POINT VALUE	=	134/100
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.29



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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

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

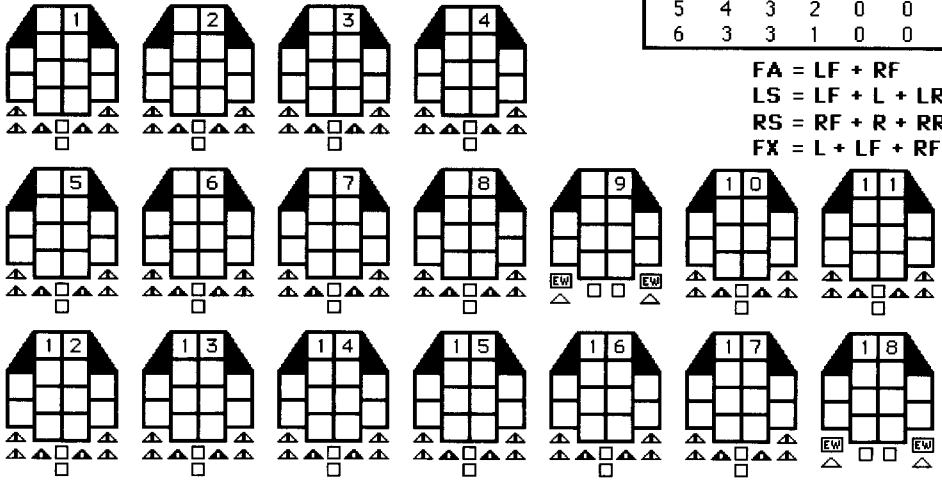
CNTR

SENSOR: 6 6 5 3 1 0

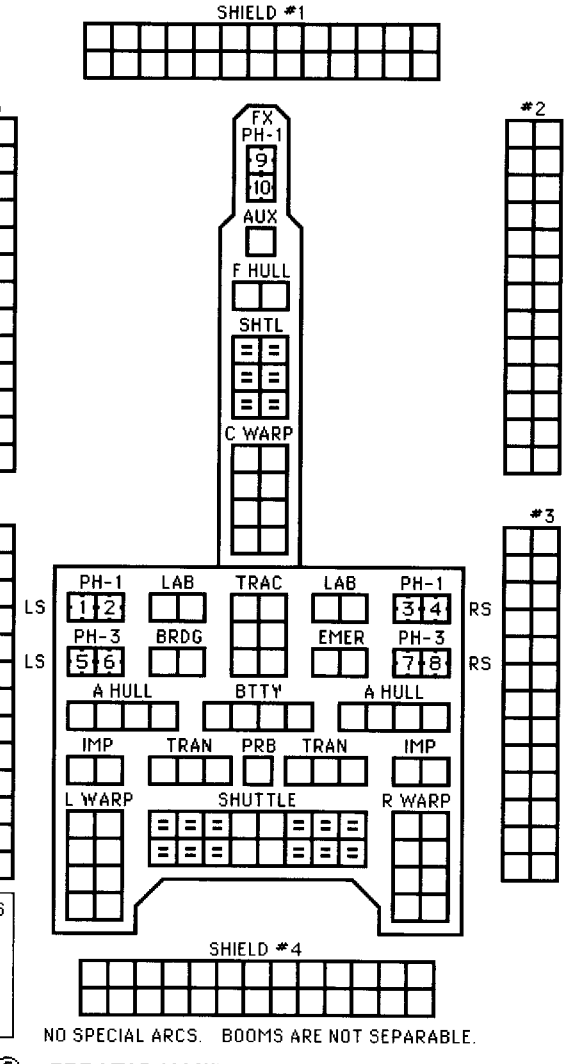
SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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SELTORIAN SCOUT-CARRIER

CREW UNITS

10 / 20 / 30 / 40

BOARDING PARTIES

10 / 20

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

TRANSPORTER BOMBS D D D D

Y184 AND AFTER.

PROBES 5

SHIP DATA TABLE

TYPE	=	CSV
POINT VALUE	=	140/110
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.30

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

TYPE II PHASER (FTR)

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

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

WEB BREAKER TABLE

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

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

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

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

CNTR

SHIELD #1

#2 #3 #5 #6

SEN 3
AUX
PH-1-FX 9 10
F HULL
APR
C WARP

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

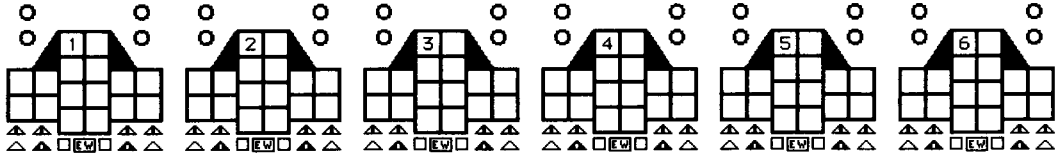
CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

PH-1 1 2 | LAB | WB-FA A B | LAB | PH-1 3 4
PH-3 5 6 | BRDG | SENSOR 1 2 | EMER | PH-3 7 8
A HULL | BTTY | A HULL
IMP | TRAN | PRB | TRAC | IMP
L WARP | SHUTTLE | R WARP

LS LS RS RS

SHIELD #4

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.



FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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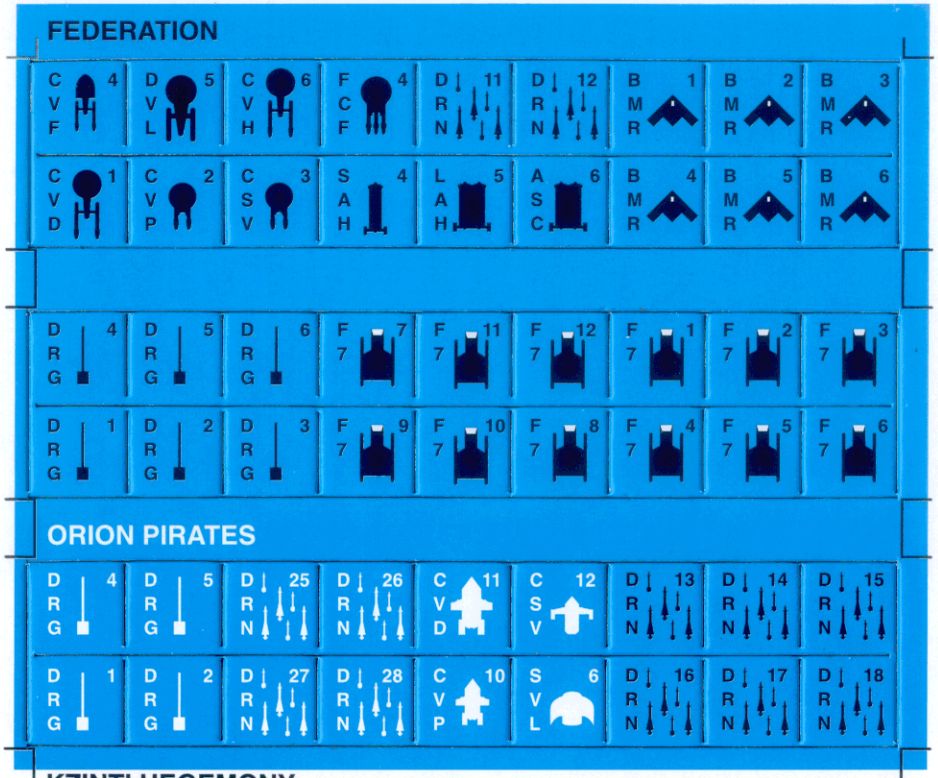
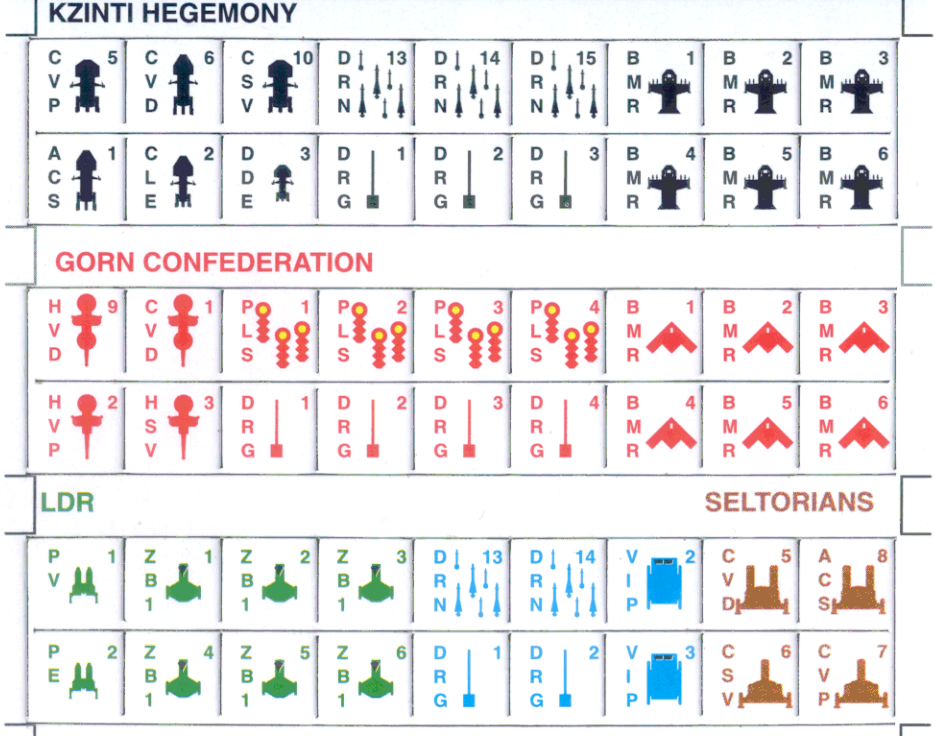
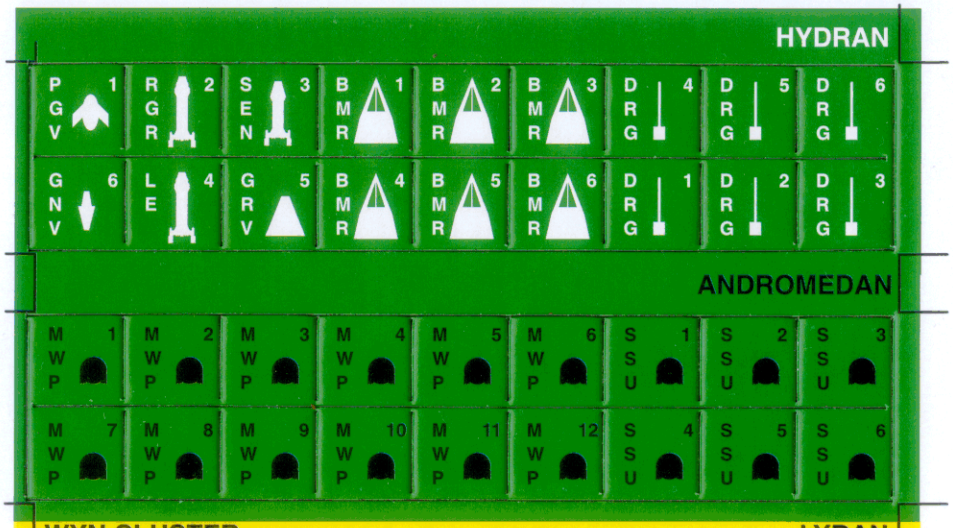
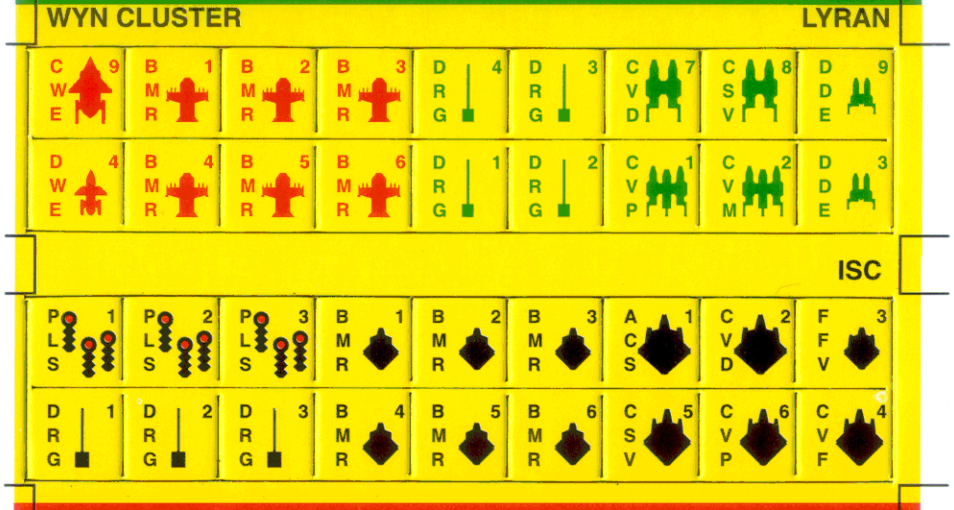
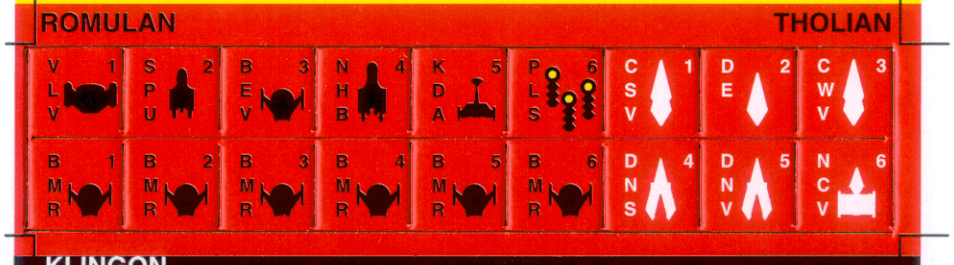
MODULE J2: ADVANCED FIGHTERS











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LAUNCH MEGAFIGHTERS!

Module J2 includes new warships, fighters, weapons, and systems:

★ Oversized Fighter Squadrons are launched by Patrol and Interdiction Carriers.

★ Scout Carriers and Area Control Ships pave the way to the PFTs that followed.

★ New ships include Federation Fast Carrier and F-111 carriers, Klingon FWE and D6Y, Romulan NovaHawk-B and Vulture-V, Kzinti DDE and CLE, Gorn Emergency Carrier, Tholian Dreadnought-Carrier and War Cruiser Carrier, Orion Slaver-Carrier, Hydran Pegasus-Carrier, Lyran Medium Carrier, ISC Light Fleet Carrier, and more.

★ Bombers, huge shuttles bristling with weapons, defend planets from invaders.

★ Megafighters are enlarged standard fighters: faster, meaner, tougher!

★ Remote-controlled fighters keep pilots alive to fight another day and have faster launch rates but lack the range for independent strikes and cannot survive dogfights.

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