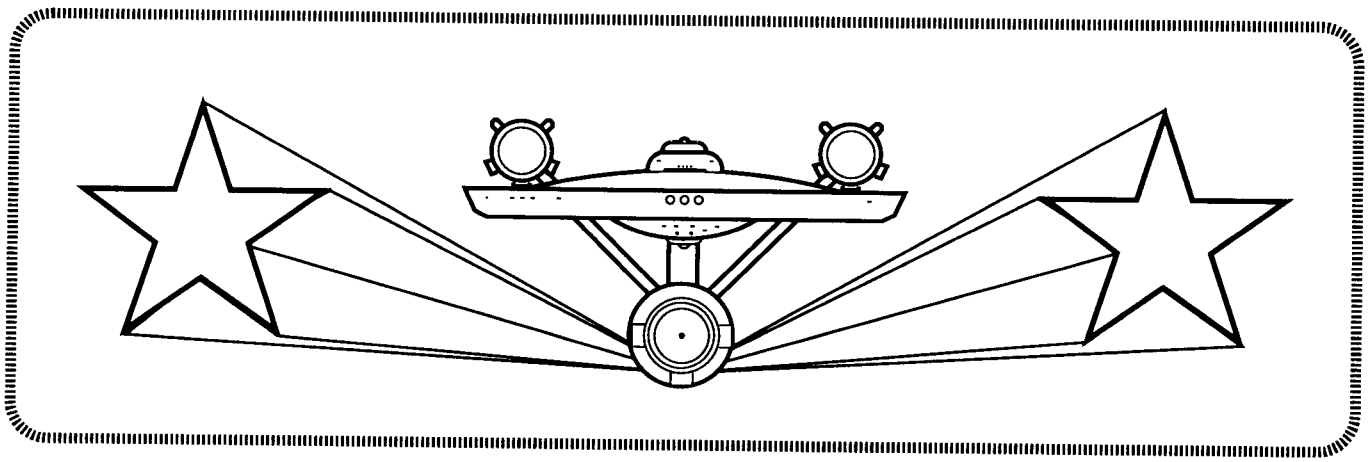
STAR FLEET BATTLES

FAST PATROL SHIPS

CAPTAIN'S MODULE K

TASK FORCE GAMES™

STAR FLEET BATTLES



FAST PATROL SHIPS

CAPTAIN'S MODULE K

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ANNEX #4 -- MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
Fed	F–111Δ	15	Ph-G-FX	2xVI, 4xI	18	1xEW pod	19	177	0☆	F11
			Ph-3-RA	2xIII, 1xADD-6		3-space bay				
			Ph-2-FA	See Rules		See Rules				
Fed	A–20Δ	12	1xP2–FX	4xI	18	2xPhot–FA	16	177	0☆	F9
			1xP3–RX	1xADD-6		1xEW–pod				

ANNEX #6: COMMANDER'S OPTIONS

PFs are under certain special and additional restrictions. Each PF uses its own points; they are not pooled for the entire flotilla. The PFL's T-bomb is purchased with option points.

PFs cannot use UIMs, dummy weapons, concealment panels, extra probes, extra boarding parties (including HW and Commando), ground combat vehicles, extra drones or type–D plasmas, supplies for fighters, extra warp booster packs, extra crew units, or deck crews, except as provided in published rules or scenarios.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	NVH	6H	2	1+6M	200	12
	GFC	24	6	1	R1.28K1	24
H = Heavy fighter, M = Mech links, each holding one fighter						
Kzinti	SCS	12	3	1	500	12
	SSCS	12	3	1	800	12
SCS and SSCS will have extra deck crews if MRNs are embarked.						
Tholian	PFT	2	1	1+2	—	2
WYN	AxSCS	12	4	2	200	12
ISC	SCS	12	6	2	250¥	12
¥ These are type–D plasma torpedoes, not drones.						
Any	AxSCS	12	4	2	200	12
	GPF	0	2	1	R1.28J	0
	GPC	12	6	1	R1.28K	12
	PFM	0	0	0	R1.16	0

ANNEX #7N: DRONE STORAGE

The True PFT data in Advanced Missions is superseded by (K2.651).

ANNEX #10 TACTICAL INTELLIGENCE

KLINGON D7P: This is detected as a D6P. There is no difference, internally or externally, between a D6P and a D7P.

THOLIAN PFW: This is in the CW category with §.

ORION BRP: This is in the CB category with §.

ANNEX #12: MONSTER DATA TABLE

SCEN	MONSTER	SIZE	TYPE	CONTROL
SM1	Crusher	1	Live	Automatic
SM2	Amoeba	0	Live	Automatic
SM3	Moray Eel	1	Live	Automatic
SM4	Cloud	0	Live	Automatic
SM5	Sunsnake	1	Live	Automatic
SM6	Mind	1	Live	Automatic
SM7	Dragon	2-3	Live	Player
SM8	Igneous	1	Ship	Automatic
SM9	Death Probe	1	Ship	Player
SM10	Arastoz	0-3	Live	Automatic
SM11	Energy	1	Live	Automatic
SM12	Swarm	5	Ship	Player
SM13	Banshee	5	Live	Automatic

END OF ANNEXES, MODULE K

(Z13.7) COPYRIGHT & LICENSING

(Z13.8) A WORD ON PF TACTICS

Most PF tactics are well-known. Keep your formation close enough together to concentrate your firepower and far enough apart so that one explosion doesn't destroy the entire force. Think carefully before dropping the dangerous booster packs. Think of the entire flotilla as a single entity. Losing a PF reduces the flotilla's firepower by 20%, but doesn't destroy it.

PF scouts are the most important and most vulnerable unit in the flotilla. Their electronic warfare support is crucial, but most can barely defend themselves. The scout must be deployed far enough forward to do its job and far enough to the rear to remain safe. Scouts are not something to be exposed to attack or used as a wild-PF except in the most decisive engagements.

Leaders are less important, but should not be risked without good reason.—*Frank Crull*

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(K0.0) FAST PATROL SHIPS

The Lyrans developed the Fast Patrol Ship (PF) concept; first using them in action during Y178. Within a few years, most other races had adopted them. These were considered as attrition units that could be produced by factories at a rate approaching that at which they were lost during intensive combat. Major starships take years to build and can be lost within an hour of entering their first battle; some factories could produce several PFs per week.

PFs were developed from the earlier ships known as "interceptors" (K3.0) which were used in limited numbers.

NOTE: PFs are sometimes referred to as "pseudo-fighters." This designation is incorrect and should not be used. Similarly, the abbreviation P/F is no longer used.

(K0.1) DESCRIPTION

(K0.11) PFs ARE SHIPS: For game purposes, PFs are considered to be ships of size class 5 with certain special rules noted here and elsewhere. Some examples include:

Limited mine detection range (M7.322).
Harder to find when hidden (D20.231).
Less effective than ships in tactical intelligence (D17.3).

(K0.12) GENERAL: PFs can more properly (for game purposes) be termed small ships than large fighters. Shuttlecraft are on the order of 10 meters long and starships between 150 and 400. PFs are about 35 meters long and are perhaps more comparable to a twentieth-century heavy missile boat than anything else. The term "gunboat" is often used for PFs, particularly when referring to Klingon G1s.

(K0.121) Most PFs are virtually identical in most details (any exceptions are clearly noted in the specific rule for that unit). They do not carry shuttlecraft, tractor beams, or even transporters. (Exception: The one PF Leader in each flotilla has these facilities, and there are some other exceptions.) PFs do have a passive transporter receptor station on board (which is not on the SSD). Most PFs were built in the same general shape as the larger ships in the same fleet for identification (and tradition) purposes.

(K0.122) In the event of disaster, the crews eject in self-contained survival pods which broadcast a homing signal. Unless you are using (K1.9) for a specific scenario, these survival pods are not a factor in the game. It can be assumed that if rescue is possible your loyal staff will arrange for it to happen.

(K0.123) The key to the operation of a PF is its engines, which produce far more energy for their size than any others. This is made possible not just by advanced technology, but by omitting from their design certain maintenance systems included in all other warp engines. The result is that PF engines build up "ionic charges" that will eventually destroy the engine. These charges must be flushed out by the base or PF tender; full-size starships flush their own engines continuously. These charges are normally not a problem since PF missions are planned to last no longer than the engines, but in some cases a PF may find itself in combat while near the end of its engine cycle. This is covered in (K6.0).

(K0.2) LIMITATIONS

(K0.21) RANGE: PFs are very short-ranged due to their engines (K0.123). While they are as fast as starships, they cannot approach their range. (On the strategic map presented in Federation & Empire, a PF's range is limited to a single hex while starships can travel several times that far.) Most PFs are towed by starships or operated from bases. An average mission lasts less than 48 hours.

(K0.22) HABITABILITY: Internal space is cramped, and the crews do not live on board except during missions. PF crews are normally on the order of 20 to 40 beings, most of which remain strapped into their acceleration couches during most of a mission. PFs do not have artificial gravity, and the crew must remain in pressure suits during combat since the main life support system is shut down to save power.

(K0.3) UNIT ORGANIZATION

(K0.30) BASIC: All races (those that use PFs) organize their Fast Patrol Ships into "flotillas" of six PFs. Each flotilla nominally includes a PF leader, a PF scout, and four standard/combat PFs.

(K0.301) This is not an absolute, however, and flotillas in some sectors may be over or under strength (K0.33), depending on the relative rate of losses and replacements. Also, a few PFs operate independently in some cases.

(K0.302) PFs are assigned to flotillas before the scenario begins and cannot be reassigned to other flotillas during a scenario.

(K0.31) SCOUTS & LEADERS: It is the general doctrine to include one PF leader and one PF scout in any flotilla which is based on a true PFT. [Exception: flotillas based on casual PFTs (K2.114). See (K2.1) for the definitions of PFTs.] Flotillas which are short a leader or a scout may have those replaced by standard PFs and have a priority in receiving replacement units of the appropriate version. Units involved in combat generally have a higher priority for replacements. Players should follow these guidelines when playing a particular scenario or campaign.

Players may choose to replace a scout and/or leader with standard PF versions in order to simplify a given scenario; however, doing so would be an "historically" unusual practice and sacrifices key capabilities. Nevertheless, circumstances may arise in a campaign or a scenario when these versions are not available. The PF flotilla SSDs in Module K include one leader and one scout. With appropriate photocopies, it should not be difficult (for those who wish to do so) to replace either or both these with standard PFs.

(K0.32) MIXED-FLOTILLAS: There are strict limits on what variants can and cannot be mixed into a flotilla.

(K0.321) Romulan StarHawk and Centurion PFs cannot be included in the same flotilla. Other prohibited combinations may be listed in the ship descriptions.

(K0.322) The Hydrans operated "pure" flotillas of Harriers, Hellions, and Howlers, with a few Valkyries replacing PFs in some flotillas of each type. Mixed Harrier-Hellion flotillas were extremely rare and appear only in a few published scenarios; mixed flotillas can only appear in patrol scenarios (S8.0) with permission of the opponent. Howlers were available in extremely limited numbers, and their appearances were so rare as to make any hard-and-fast rule impossible. The Kzintis sometimes included one (maximum) Multi-Role Needle in a flotilla of standard Needles, but this was unusual.

(K0.323) Some races replace one or two of the four standard PFs in a flotilla with one of the variants. For example, Klingon G1 (or G1B) flotillas often included one G1D (and vice versa), and Tholian flotillas include two web-equipped PFs among the standard Arachnids as a standard deployment.

(K0.324) Cargo, commando, and mine warfare PFs cannot be mixed in a flotilla with other PFs unless specified by a published scenario, rule, or ship description, or when agreed to in advance by all players. Modular PFs which are part of those flotillas but operating in those roles are an obvious exception. This could also be done in a campaign where the players arrange PFs into flotillas.

(K0.325) There cannot be more than one leader and one scout within any group of six PFs participating in a scenario. [An obvious exception would be a campaign game, such as (U9.0) or something similar to it, where players would pay the price of such deployments.] However, it must be noted that not all flotillas operated at full strength all of the time. It would be almost impossible for a flotilla to consist of six PF Leaders. (The only case would be in a campaign where the other 30 members of six flotillas had been destroyed.)

(K0.33) STRENGTH: In actual operations (due to variable loss, repair, and replacement rates), the flotilla might have as few as three or as many as eight PFs. [See the Campaign Game (U9.0).] If more than six PFs appear as part of "a flotilla," the PFs above six are not part of the flotilla for purposes of (K2.52) and (K1.752). No more than one PFL and one PFS can be included if any other PFs are excluded.

(K0.331) For most scenario purposes, six will be assumed because most flotillas belong to a division of several flotillas, and the commander will routinely break up some flotillas to keep others at full strength.

(K0.332) For all practical purposes, a campaign game is the only place that an incomplete, overstrength, or non-standard (i.e. other than leader, scout, 4xPF) flotilla would appear.

(K1.0) GENERAL OPERATIONS

Due to their relatively identical nature, all PFs use these same identical rules. Unless otherwise specified in the rules, and within the restrictions and modifications noted in this section, PFs are treated as ships.

(K1.1) ENERGY ALLOCATION

(K1.11) ENERGY: PFs operate as ships and fill out an Energy Allocation Form every turn. However, due to their special nature, many items on this form are simplified or eliminated. Orion PFs and interceptors may double their engines using (G15.22).

(K1.12) ZERO COST SYSTEMS: PFs do not expend power for life support or fire control, except as noted below or in a unit description.
(K1.121) Ground assault PFs pay 1/5 point for life support when carrying troops because of the large number of personnel on board. Any PF carrying additional personnel for some reason would also pay this cost. Other cases might be provided as special scenario rules, e.g., a cargo PF might need life support for certain types of cargo.
(K1.122) The Klingon G-1N (R3.PF6) pays 1/5 point for life support due to the need to keep the senior officers comfortable.

(K1.2) MOVEMENT

(K1.21) COST AND TURN MODE: PFs all have turn mode AA and a movement cost of 1/5 of an energy point per hex.

(K1.22) ACCELERATION: PFs can accelerate to triple their current speed or by 15, whichever is greater.

(K1.23) HIGH ENERGY TURNS: PFs can make one HET per scenario without any chance of breakdown, and break down on a die roll of 6 thereafter. They do not get the (C11.22) benefit for HETs. Orion PFs get a single bonus (C6.521).

(K1.24) NIMBLE: PFs are considered "nimble ships" (C11.0) but do not get the HET benefit; see (K1.23). They pay the lower "nimble" cost for erratic maneuvers provided in (C10.16).

(K1.25) TOW BARS: All PFs have one external docking hardpoint (known as the "tow bar") which can be used to tow another PF (presumably a damaged PF being taken back to base). Any friendly PF (an allied PF, a captured PF, interceptor, or a PF of a different type from the same race) can be towed, as can a survival pod. PFs use their tow bars to dock to ships (C13.9).
(K1.251) PF leaders and some other PFs (which have tractor beams) can use the mech-link procedure (K2.2). Other PFs which lack tractors must dock using (C13.9) with the PF to be towed; however, that rule may be used without requiring the use of tractor beam to perform docking. Furthermore, once docked using a tow bar, no tractor energy is required to hold the two units together. The two PFs must be facing in the same direction.
(K1.252) The towed PF can operate and reinforce its shields (and sufficient power-producing systems to power them), but it cannot operate any other systems except (if needed) life support or a cloak. It cannot arm weapons or allocate power for any form of movement (even in anticipation of release). A PF which is being towed on a tow bar can perform (D9.2) and (D14.0) repairs [using (D14.32)].
(K1.253) The towed PF is fired at as a separate target; survival pods cannot be fired at. The EW status of the towing PF applies to the towed PF. Either PF can cloak both, but see (C13.949). In the case of seeking weapons, (C13.943) applies, but such a weapon will not accept a survival pod as a target. The towed PF does not block any weapons of the towing PF.
(K1.254) The towing PF must pay the total movement cost of the combination (i.e., 2/5s for PFs). It can disengage by acceleration. See (C13.948) for high warp maneuvers. See (C11.31) for loss of nimble status. The speed limits of (C13.921) do not apply.
(K1.255) The tow bar cannot be used to tow shuttles, fighters, pods, ships, pallets, mines, booms, saucers, docking modules, or anything except another PF or interceptor or survival pod.
(K1.256) A PF on a mech-link (or towed by a tow bar) cannot tow another PF or survival pod on its tow bar.
(K1.257) Either PF can release the tow bar on any impulse in 6B8 at the PF launch point; a survival pod cannot release itself from towing.
(K1.258) PFs docked to each other by tow bars cannot transfer personnel, cargo, power, or anything else.

(K1.3) CREW UNITS

(K1.31) CALCULATION: PFs do not make crew unit calculations; they do not lose crewmen due to damage (weapons, breakdowns, terrain, etc.). In this respect, they operate as shuttlecraft. Some monsters can affect PF crew units.
(K1.311) The crew assigned to a PF is the minimum crew, and if that crew is reduced, the PF is treated as undermanned under (G9.413).
(K1.312) The crew must evacuate before it can self-destruct the ship. This supersedes (D5.51).

(K1.32) STATUS: PF crews can use an optional crew experience system similar to the (J6.0) system used by fighter pilots; see (K8.0).

(K1.33) MARINES: PFs have one boarding party on board, but this BP is used only for defense of the ship against enemy boarding parties (i.e., they cannot leave the PF unless the whole crew does). Due to the small size of the ship, no more than one enemy boarding party could be on board at any given time. Attempts to seize the ship by boarding party actions operate normally (within the above limit), but hit-and-run raids cannot be made. No more than one crew unit can be converted to militia, and this will leave the ship undermanned (K1.31). Some PFs have more marines; see (K4.2) and (R1.PF3).

(K1.34) MUTINY: Klingon PFs cannot mutiny (G6.14).

(K1.4) SHIELDS

(K1.41) ENERGY COST: PFs expend only one point of energy to keep their shields at full strength (all printed boxes). PFs can pay 1/2 point for minimum shields, but there is little point in doing so.

(K1.42) REINFORCEMENT: PFs may not use specific shield reinforcement, but general shield reinforcement uses a ratio of one unit of energy to one damage point of protection. That is, each energy point put into general reinforcement will stop one damage point. Reserve power (H7.344) can be used in increments of one point of power stopping one point of damage, regardless of whether or not the specific shield hit has been damaged.

(K1.5) WEAPONS

(K1.51) SHIPS: Generally, the weapons on PFs operate exactly as those on larger ships, except that all direct-fire weapons are limited to a maximum (effective) range of 15 hexes, except those noted in the ship descriptions or on the SSDs as having a shorter range. A few further exceptions are noted in the specifications for each type of PF.

(K1.52) DRONES: Many PFs use drones.
(K1.521) Unless specified otherwise in their description, PFs can launch drones from each rack each turn at the launch rate for that rack. Exception: Orion PFs are governed by (FD4.4).
(K1.522) PFs can control a number of seeking weapons equal to their sensor rating. PFs can transfer control of seeking weapons and accept transfers of control.
(K1.523) PFs cannot reload their drone or anti-drone racks; this is done only by the PFT.

(K1.53) MINES: PFs do not carry mines or transporter bombs (except for certain special variants). PF leaders (K4.3) can carry one transporter bomb and one dummy T-bomb.

(K1.54) PLASMA TORPEDOES: No PF armed with plasma-Fs can fire more than two per turn (not including PPTs) or within any period of eight consecutive impulses. These can be fired on the same impulse. See (K1.522) for control and (K2.432) for weapon status.
(K1.541) No PF has more than two PPTs. The specific launch tube of all plasma-Fs is not revealed to preserve the secrecy of the PPT. No PF can launch more than two plasma-Fs (including PPTs) on a single impulse.

(K1.542) Plasma-Fs on PFs can be reloaded as those on ships can. PFs armed with type-D plasma racks (FP10.0) carry no reloads for them and are reloaded by their PFT.
(K1.543) PFs cannot bolt more than one plasma torpedo per turn (FP8.26). See (FP10.244) for an exception for plasma-Ds.

(K1.55) WEB: Tholian PFs can serve as web spinners (G10.24) or serve as anchor points (G10.1311). Only Tholian PFs with web generators can actually generate web.

(K1.56) CLOAK: Romulan and some Orion PFs can cloak. PFs cannot use long-term cloaking (D20.3); also see (D20.32).

(K1.6) WARP BOOSTER PACKS

PFs use a special form of booster pack attached to their main warp engines. This, in effect, doubles the warp engine power. Extra boxes on the SSD represent these add-on packs; they function simply as additional warp engine boxes except as noted below. Warp booster packs were available for PFs from the time PFs were built; some interceptors did not have them.

(K1.61) SPECIFICATION: PFs are assumed to be carrying booster packs into a scenario unless specified as not doing so. If creating your own scenarios, this is at the option of the owning player. The cost of warp packs is included in the BPV of the PF. If not carrying packs at the start of the scenario, reduce BPV by 5 (3 for INTs).

(K1.62) DROPPING PACKS: PFs may drop their WBPs at the start of any turn, before the energy calculations for that turn are made.
(K1.621) If dropped, the packs cannot be picked up again; they are marked as destroyed.
(K1.622) All WBPs on a given PF must be dropped at the same time.
(K1.623) A PF docked to an external mech-link (or externally docked to anything else) can drop its packs. A PF docked internally cannot.
(K1.624) Dropping packs does not affect nimble status (C11.31).

(K1.63) INCREASED EFFECT OF DAMAGE: The presence of the highly volatile warp packs on a PF increases the possibility of major damage resulting from a relatively minor hit. As defined in these rules, each hit on a PF engine equipped with a warp pack may result in additional damage. Damage points can be scored on the warp booster pack or on the engine itself. The procedure is as follows:

1. Allocate all damage to the PF normally.
2. For each damage point on a warp engine carrying a booster pack (from that damage resolution step), roll a die and score a number of damage points on that warp engine equal to the result of the die roll. (This includes the damage point originally scored. It does not include any previous damage, even from the same volley. If the die roll is "1," there is no additional damage.) If the die roll calls for a number of damage points in excess of the number of undestroyed boxes in that engine, any excess damage points (from that die roll and from other damage points on that warp engine only) are lost (the engine being totally destroyed). Only the specific engine that was hit is damaged by these additional damage points.

EXAMPLE: A Kzinti PF takes two points of internal damage. One is on the center engine, which has a WBP. A die is rolled, and the result is a 2. The owning player scores these hits on the two boxes in the center booster pack. Later that turn a second volley scores three hits on the engines, two left and one center. The center engine is still considered to have a booster pack (even though it has been destroyed) since the PF has not dropped its packs. The die roll result is a 4, but only the two remaining boxes are destroyed because that is all that remain. The first hit on the left engine scores a 5 which completely destroys the engine (two boxes) and the pack (one box, the other having been destroyed by the original damage point), the other extra points being ignored. No die is rolled for the second left engine damage point because the engine has been destroyed.

(K1.64) DESTROYED WARP PACKS: Destroyed warp packs may be dropped, but note that all warp packs must be dropped at once (K1.62), and only at the start of the next turn.
(K1.641) If not dropped, they could be carried back to the PFT and repaired. If destroyed packs (on undestroyed engines) are not dropped, rule (K1.63) remains in effect.
(K1.642) PFs do not use Energy Balance due to Damage (D22.0); they use their original energy allocation for the remainder of the turn.

(K1.65) USE: A PF cannot "turn the packs off" as a fighter can. If the packs are on the PF, they produce power and can result in extra damage. Orions: see (G15.22).

(K1.7) ELECTRONIC WARFARE

(K1.71) ECCM: All PFs have two points of ECCM built-in which they can use without any energy cost (D6.393). These points can be dropped in order to use more ECM within the limits of (D6.31). These points ARE under the limits of (D6.31), and this rule forms an exception to (D6.3142).

(K1.72) SWING POINTS: All PFs have two "swing" points of electronic warfare that can be used for either ECM or ECCM (or one for each) without any energy cost (D6.3142).
(K1.721) These must be designated as ECM or ECCM during the Sensor Lock-On Phase of each turn.
(K1.722) The swing points can be dropped during the Fire Decision Step of the Fire Allocation Stage (6D1) of any impulse. They cannot be changed during a turn.

(K1.73) POWERED EW: PFs can use their own power for additional ECM or ECCM or receive external or borrowed electronic warfare as any ship can. The EW points generated under (K1.71) and (K1.72) are included within the six-point self-generated limit (D6.3141).

(K1.74) OTHER EW: PFs, being nimble ships, may receive additional ECM points (for purposes of enemy direct-fire weapons) from (E1.7). Orion PFs have additional EW points from the Orion stealth bonus, subject to (G15.8).

(K1.75) PF SCOUTS: Scout PFs (R1.PF2) can perform all scout functions except that their use of (G24.32) to adjust weapon status is limited to the PFs of the flotilla that the scout is part of and the tender, and can only be used if the PFS is undocked and active before the scenario begins. Docked PF scouts cannot use their channels (G24.1842). In the absence of statements to the contrary, the conditions of (G24.0) apply. For minesweeping, see (M7.322).
(K1.751) PF scouts use the procedure in (K2.52) to lend EW to the PFs of their flotilla (K0.302). A PFS can lend EW to a single fighter (from the PFT or flotilla only), but cannot lend EW to a fighter squadron (even from Fi-Cons within the flotilla).
(K1.752) PF scouts can lend EW to their PFT (i.e., their original "true" PFT) if it is within 15 hexes, but cannot lend to both the PFT and their flotilla during the same turn, even with separate channels. PF scouts cannot lend EW to units other than the PFs of their flotilla and to their PFT. PF scouts can use offensive EW (G24.219), but only against other PFs, and OEW (from a single channel) only affects a single PF.
(K1.753) The PF scout receives the benefit of the EW it is lending to other PFs in its flotilla.
(K1.754) If the PFT operates more than one flotilla (e.g., a starbase), each flotilla is treated separately and could be supported by their own PFS, but not by the PFS of another flotilla.
(K1.755) Casual PFTs almost never have PF scouts; see (K2.114).
(K1.756) PF scouts can "go wild" as Federation SWAC shuttles can; see (J9.2). Wild scout PFs cannot exceed a speed of 12, disengage by acceleration, or cloak. Wild PFs cannot leave a fixed map and can only attract seeking weapons targeted on another PF of their specific flotilla or on their specific (original, true) PFT. Wild PFs can cease being wild at the start of any subsequent turn, but are then treated as a previously-wild SWAC. There is no energy cost for "wildness."
(K1.757) PF Scouts cannot operate their special sensors within 1/8 turn (4 impulses) of being launched from their PFT.

(K1.8) FI-CON (PFF) OPERATIONS

Some PFs are equipped to operate as Fi-Cons, or Fighter-Conveyors (designated PFF). The general idea is that the PF holds the fighters in special links (similar to mech-links) and delivers them to the combat area. The concept was intended to increase the range of fighters and was not particularly successful. Only the Kzintis and Hydrans used Fi-Cons to any extent. The Kzintis organized a division of two flotillas (one of Fi-Cons and the other of standard Needles). The Hydrans sometimes mixed 1-3 Vaklyrie Fi-Cons in their PF flotillas. The Lyrans used Fi-Cons in limited numbers from some of their carriers, and all PF-using races experimented with the concept.

(K1.81) OPERATIONS: Fighters held by the links on Fi-Cons launch and land using the standard procedures in (J1.50-52). Each shuttle box on a Fi-Con operates as a separate "bay" for purposes of the launch/landing rates; there are no deck crews or bay transfers. Fi-Cons cannot operate heavy fighters.

(K1.82) INABILITY TO SUPPORT FIGHTERS: Fi-Cons cannot re-arm or repair the fighters they carry. Generally speaking, Fi-Cons are operated from bases (and in lesser numbers from carriers) to extend the range of fighter strikes. Fi-Cons do not have their own fighters, but borrow fighters from the carrier, SCS, or base from which they, themselves, operate. Fi-Cons on a PFT would have to borrow fighters from a carrier in the same squadron/fleet. Fi-Cons are configured for a specific type of fighter, and some types cannot be carried.
(K1.821) Note that because of (K1.82) the fighters must be "prepared" on the carrier or base before they can be placed on the Fi-Con PFs. (The pilots could hardly survive days or weeks of sitting in their cockpits while attached to a Fi-Con that was attached to a carrier.) If Fi-Cons enter a scenario (not docked), any fighters on them will be fully armed unless the scenario specifies otherwise.
(K1.822) If a scenario provides for a carrier (or SCS, or base) with Fi-Cons to enter a scenario, the presence of fighters on the Fi-Cons are limited to those that can be armed and launched under the WS rules. Fighters on Fi-Cons cannot be released before a scenario begins, regardless of weapon status, unless specified by the scenario.

(K1.9) SURVIVAL PODS *(Optional)*

Whenever a PF is destroyed, there is a 50% chance that the crew (or part of it) will escape in their survival pod. These survival pods cannot move and have no weapons, but contain sufficient life support facilities to last for a few days and a sub-space homing signal. PFs do not use (D21.0) Catastrophic Damage; they use the procedure in (K1.91) instead. The shuttle on a PF leader, and/or fighters on a Fi-Con, can escape under (D21.41).

(K1.91) ESCAPE: During a scenario, whenever a PF is destroyed, roll one die. If the result is 1-3, the crew has escaped in a survival pod. Mark the location of this pod by turning the PF counter upside down in that hex.
If the die roll is 4-6, there are no survivors.
See (K8.42) for Legendary Ace PF crews.

(K1.92) RESCUE BY SHIP: Any ship, friendly or enemy, can rescue the crew in a survival pod by either docking with the pod (C13.9) or by pulling the pod into a shuttle bay (as a shuttlecraft, but there is no "death dragging"). The crew units in the pod then transfer to the ship, and the pod is abandoned. The pod has no value in itself and cannot be re-used. If the pod is an enemy pod, the crew inside it surrenders immediately upon being rescued. They are in no position to attempt to fight the enemy.

(K1.93) RESCUE BY PF: The crew in a survival pod which has been docked to a PF (on its tow bar) does not transfer to the PF (there isn't room) but remains in the pod. The PF can move normally while carrying one pod; it cannot dock with two or more pods simultaneously. In the event that the rescuing PF is destroyed, the attached pod has the same chance (by a separate die roll) of survival. If both the PF crew and the attached pod survive, both will be in that same hex.

(K1.94) OPERATIONS
(K1.941) PF survival pods (once successfully placed on the map) cannot be fired at or destroyed (except by collision with an ESG).
(K1.942) PF survival pods can be tractor beamed, displaced, pulled by a black hole, or put in stasis.
(K1.943) PF survival pods cannot move under their own power and have no weapons.
(K1.944) The crew can be removed from the pod (with their permission) by a single transporter operation.
(K1.945) The pod survives any explosions (mines, ships) in the area, including that of the ship from which it escaped.
(K1.946) Pods cannot survive in the WYN radiation zone. Pods in a nebula, radiation or heat zone, solar flare, or ion storm would survive for a substantially reduced period (i.e., they must be rescued by the end of the scenario or they are lost). Towed (as opposed to docked) pods could be damaged if towed through asteroids, rings, or dust.
(K1.947) Pods released in the atmosphere of a survivable planet will reach the surface by parachute within a few hours. Of course, pods released in the atmosphere of a gas giant will be destroyed by atmospheric pressure after the scenario is over.
(K1.948) Except as noted, survival pods are treated as large mines (which cannot explode). Thus, an ESG striking one would lose 6 strength points.

(K1.95) RESCUE: Rescuing the pods of enemy PFs adds 5 economic points to the cost of the destroyed PF for purposes of (S2.21). Rescuing your own pods denies this to your opponent. For example, if a destroyed enemy PF (from which the pod did not escape) is worth 20 economic points, this is 25 if the crew is captured but only 15 if the crew is rescued.
Friendly units (to the PF crew) cannot destroy the pod to prevent their capture (except by "accidental" collision with an ESG).

(K2.0) PF TENDER OPERATIONS

PF tenders (PFTs) are designed to operate with, or independently of, the main fleets. They provide living quarters for the PF crews, lab facilities, repair capability, and long-range sensors to detect potential targets. In effect, they operate much as carriers do.
Many ships have a limited capability to carry PFs and are treated as "casual PFTs" for these rules within those limits.

(K2.1) PFT MISSIONS AND TYPES

(K2.11) PFT DEFINITION: A PF tender is a ship designed to transport and support PFs. There are four general types of PFTs; the term "PFT" includes all of these types:
(K2.111) TRUE PFTs have six mech-links, repair systems, and special sensors. Any ship with the designation PFT is a true PFT, but some true PF tenders are designated PFW or NPFT, etc. The Master Ship Chart (Annex #3) designates all true PFTs with a "P" in the notes column, and some are also noted in their ship description.
Many tugs can be converted into true PFTs by using special PFT pods. There are no PFT pods which do not result in converting the tug into a PFT, but some pods have only three mech-links and are usually used in pairs.
True PFTs carry a standard flotilla (including one leader and one scout). The Romulan ChickenHawk is a true PFT, but has only three PFs; it is normally operated in pairs with a standard flotilla, but a ChickenHawk alone would have three standard PFs.
(K2.112) BASES: Most bases had a PFT capability added. The special sensors and repair systems were always present; the only thing needed was a PF Base Augmentation Module with mech-links. With such a module, a base is treated as a "True PFT" except where noted differently. Small ground PF bases exist and are true PFTs; see (R1.28J) and (R1.28K).
(K2.113) SPACE CONTROL SHIPS: These are usually dreadnought hulls modified to carry 12 fighters and 6 PFs. They are true PFTs even though they generally lack special sensors (K2.52); most have specified drone storage (K2.65). The Lyran Lion DN and Hellcat BCH, the LDR CC, and the Romulan ROC (and a few others), while they have no fighters, are treated under this classification. The Federation SCS has no PFs; the conjectural SCSA has conjectural PFs. The Kzinti SSCS is a true PFT. All will have the "P" in the notes column of the Master Ship Chart. (Fed SCS has no PFs and no P.)
(K2.114) CASUAL PFTs: These are ships modified to carry from 1-6 (usually 2) PFs for increased firepower. These ships have fewer reload weapons (K2.65). Most do not have repair or scout systems, but the ability to install mech-links on virtually any ship (R1.R1) could create casual PFTs that had those systems (by installing the mech-links on a ship that already had scout and/or repair systems). For example, the Lyran Wildcat BC is a casual PFT, but can repair PFs.
The PFs on casual PFTs are all of the standard combat types (no leaders, scouts, or versions unless specified in a published scenario). [It is theoretically possible that in a multi-scenario campaign a casual PFT might have some of the PFs from a destroyed PFT.]

(K2.12) PURPOSE: The primary purpose of a PFT is to transport PFs to an area of tactical operations. To assist in this, some or all of the tractor beams of a PFT have been equipped with special adapters (K2.2). Some PFTs can carry some of their PFs in internal spaces much like shuttle bays, although considerably larger.
PFs on mech-links can be detected and must be announced. Those in internal bays need not be revealed until they are launched

or damaged (K2.4). Note that, if using optional rule (D17.0), these conditions are defined by that rule.

(K2.13) FLOTILLAS: Most (but not all, e.g., ChickenHawk) PFTs are designed to tow six PFs since all PF flotillas (the groups they operate in) consist of six units. Note that a PFT could tow one flotilla in its couplings and another by tractor, but it could not do this for very far (it could not disengage) and, in practice, would only do so if PFs were orphaned when another PFT was destroyed.

No PFT (or other ship) can carry more than six PFs (or have more than six mech-links, including fighter mech-links) at a time (even with player modifications); the Kzinti SSCS and starbases are the sole exceptions. There is a partial exception in that some ships (e.g., Klingon B10S and Kzinti SCS) have six external mech-links *plus* one or two internal repair docking positions. Under certain conditions a special-mission PF might be carried in these internal positions in addition to the normal flotilla.

(K2.2) MECHANICAL LINKAGES

The special equipment attached to the tractor beams of PFTs is known as a "mechanical linkage" or "mech-link." Note that mech-links are installed on PFTs, some other ships, and on some bases and base modules. These are all treated identically for all purposes.

(K2.21) DOCKING: The PF is docked solidly to the ship (K2.31) and held there by mechanical couplings, not by the tractor itself. Each tractor equipped with a mechanical linkage can hold only one PF. Once attached to the linkage, it costs no energy to hold a PF there.

(K2.22) TRACTOR ABLE TO FUNCTION: While the mechanical links are combined with the tractor beams, the tractors can still operate with a PF in the linkage.
(K2.221) If the tractor beam is destroyed (by any means including a hit-and-run raid), any PF held on its linkage is unaffected and could be held indefinitely, repaired (if that mech-link is repair capable) and/or rearmed, and released at will, but no PF (except a PF with a working tractor beam) can dock to a destroyed tractor/mech-link.
(K2.222) A ship cannot use a given tractor beam to dock a PF to a different tractor/mech-link.

(K2.23) MOVE COST: PFs towed by tractor beam increase the movement cost of the PFT (G7.32). PFs held in mech-links or in internal bays do not increase the movement cost of the PFT.

(K2.24) SYMBOL: Mechanical linkages are shown on SSD sheets by a triangle within the tractor beam box. There are different types of symbols for different types of mech-links.


Mech-Link (K2.2)


Internal Mech-Link (K2.62)


Repair-Capable Mech-Link


Heavy Fighter Mech-Link


Shuttle Mech-Link

The Repair-Capable Mech-Links use (K2.63) collapsible bays.

Heavy fighter and shuttle mech-links are covered in (J1.56). PFs cannot dock to shuttle or heavy fighter mech-links. Note that "shuttle mech-links" including "heavy fighter mech-links" are tractor beams with extra equipment.

(K2.25) SHUTTLES: Shuttles (any size, including fighters) can be held in a PF mech-link, but cannot be rearmed or repaired there. (Note that some ships, specifically the Federation SCS, have mech-links designed to re-arm double-sized attack shuttles.) Shuttles held in mech-links are not destroyed by disengagement. In such cases, the crew of the shuttle can transfer to and from the PFT, but cargo transfer is limited to "small objects" (e.g., dilithium crystals).

(K2.26) LANDING PADS: Some ground bases, such as (R1.28J), are fitted with PF landing pads. These function as mech-links except that they do not operate as tractor beams and require no energy. Each pad is destroyed by one "tractor" hit. and repaired at that cost. If a pad is destroyed, any PF on it is treated as per (K2.221).

(K2.3) OPERATIONS

(K2.31) LANDING: PFs are landed into mech-links by the same rules as recovering shuttles (J1.61), with the additional restriction that, at the moment of docking, the PF must be facing the same direction as the ship (ignored in the case of a base). The PF decelerates to speed zero at the time of docking (regardless of any other limits on deceleration), and all further movement energy for the remainder of the turn is lost at that point. Rule (J1.63) cannot be used by PFs (crashing into enemy bay). PFs can be docked by (J1.62) but cannot use (J1.621).

(K2.32) RELEASE: PFs can release from the towing ship during any impulse and begin operating immediately.
(K2.321) PFs must have completed an Energy Allocation Form at the start of the release turn. For this purpose, the PF has a speed of zero at the time of undocking and must accelerate from that point using a mid-turn speed change (C12.0). A PF must allocate energy for a full-turn's movement, even if only a portion of the turn remains at the point of release.

EXAMPLE: A PF released on impulse #17 and programmed to move at a speed of 15 would require 3 energy points (15 movement points) even though it could only expend 8 movement points during the turn. The excess movement points are lost.
(K2.322) PFs cannot fire, launch, or control any weapons (or use tractors or transporters) within 1/8 turn (4 impulses) of launch. (They become fully operational faster than fighters can due to their nature.)
(K2.323) PFs have the same facing as their PFT when released. PFs launching from a base can have any facing at the owner's option.
(K2.324) PFs can begin EM (C10.0) on the impulse after release.

(K2.33) SHIFTING: PFs can be shifted between mech-links by having them release and re-attach by the normal procedures. Shifting between mech-links of the same PFT (or Base Augmentation Module) can be done by releasing on one impulse and redocking on the next (or any subsequent one). Shifting between PFTs, even in the same hex, requires an 8-impulse delay. There are no internal docking positions able to hold more than one PF.

(K2.34) RELOADING WEAPONS: PFs reload weapons while docked to a PFT as follows:
(K2.341) The drone racks on docked PFs can be reloaded from the PFT exactly as would a drone rack on the PFT itself. As this takes the rack out of service for an entire turn (during which only part of the rack would be reloaded), a PF that undocks earlier will not have received reload drones. This is the only way that PFs can reload their drone racks. See (K2.65) for additional information on reloading. ADDs use the same procedure.

Note that type-D plasma torpedoes are stored and handled as drones; the PF pays to arm them (K2.433).
(K2.342) No PFT has any provision to reload type-F plasma torpedoes or any other energy-based weapon. PFTs do not have "fighter reload boxes" (J4.8) for the PFs (although they might have them for any fighters carried). Each PF reloads these weapons itself.
(K2.343) PFTs can reload mines, troops, or cargo on appropriate PFs by the appropriate rules; (G25.0), (C13.9).
(K2.344) PFTs do not have deck crews for their PFs. (They might have deck crews for fighters being carried.)
(K2.345) PFTs cannot repair or re-arm fighters carried by Fi-Con PFs which the PFT is carrying unless they have ready racks and deck crews or use (J4.8962). Most Fi-Cons were deployed on bases or carriers. Space Control Ships could carry Fi-Con PFs in place of some of their standard PFs and could load some of their organic fighters on those Fi-Cons, but could not carry their normal fighter squadron and extra fighters linked to the Fi-Con PFs. See (K1.82).

(K2.35) LIMITS: Any number of PFs (up to the number of mech-links) could be docked or undocked during the same turn, although not more than one PF may dock to a specific mech-link at the same time. A specific mech-link may not dock a PF (or shuttle) within 1/8 turn of having undocked a PF or shuttle (even the same one).

(K2.36) CREW: The crew units on a PFT (those listed on the Master Ship Chart or on an SSD) do not include the crews of the PFs (G9.18).
(K2.361) If the PFs are docked, considerably more people (or whatever) may be on the PFT and separate records must be kept of them. See (D21.422) for use of PFs in escaping.

(K2.362) PF crews can serve as crew units on ships, and ship crew units can serve as PF crews.
(K2.363) In any scenario without specific rules to the contrary, it is assumed that each PF crew has had time to transfer to their PF before undocking.

(K2.37) WEAPON STATUS: PFs docked to a base, ship, or PFT will have the same weapons status as that base, ship, or PFT. See (K2.43) and (K1.75).

(K2.38) MODULAR PFs: There are two modular PFs in Module K, the Kzinti Multi-Role Needle and the Romulan StarHawk. These PFs can be configured for special missions by changing small modules (or pallets) that contain a variety of systems. Availability of modules is listed in the unit description.
(K2.381) The PFT can change module types on its PFs. It takes two deck crew actions (J4.817) to change one module. Each modular PF comes with one deck crew, which is combined with the ship's normal deck crews. Weapons on dismounted modules cannot be armed. Modules not on a PF can be repaired by deck crews.
(K2.382) Both modules must be the same. Mixtures of modules from various options are not allowed due to dynamic balance. A modular PF cannot operate without modules.
(K2.383) Both the MRN and STH have "ground assault modules" able to carry troops. These modules, however, do not come with free troops. The number on the Master PF Chart reflects capacity. The troops must be purchased or provided otherwise.
(K2.384) A player must pay for the initial modules by buying the PFs at their listed costs. The tender then has four additional (free) pairs (two combat and two special). Leader and scout modules are present only if purchased on a PF. Additional modules (beyond the 10 per flotilla listed here) cannot be purchased.

(K2.4) COMBAT CONDITIONS

(K2.41) DAMAGE TO PFTs: Damage points scored on a ship with PFs docked aboard may be applied to the ship or to any one of the PFs at the owning player's option. Each damage point is applied as it is rolled and before the next one is allocated. The decision to apply it to a PF is made after the type of hit is determined by the DAC.
(K2.411) The owning player cannot allocate to a PF a damage point designated for a type of system that the PF does not have (whether the PF has already lost all systems of that type or never had such a system). If the PFT has such a system and the PF does not, the damage point is applied to the PFT. If neither the PFT nor any of its docked PFs have such a system, go to the next column on the DAC and repeat this procedure.
EXAMPLE: An aux con hit could not be allocated to a PF (which doesn't have that system) if the PFT has an undestroyed aux con. If the PFT has no undestroyed aux con, the next column on the DAC is consulted, yielding an Emergency Bridge hit (which PFs do not have). If the PFT has no Emergency Bridge remaining, the next column on the DAC is Scanner and the hit could be applied to either the PFT or any of the PFs docked to it which had an undestroyed Scanner.
(K2.412) Phaser hits scored on the PFT cannot be allocated to a PF held in a mech-link.
(K2.413) It is specifically prohibited for a PFT to carry cargo PFs for the sole purpose of using them to absorb damage. Cargo PFs can only be carried if the specific mission is to deliver cargo (or troops).
(K2.414) Warp engine damage points applied to a docked PF will cause the (K1.63) effect if warp booster packs are on that PF.

(K2.42) PF SHIELDS: PFs cannot operate their shields while docked to mech-links or an internal mech-link or a landing pad. They can activate them immediately upon undocking and drop them immediately upon docking. There would never be a time that they were not protected by one set of shields or the other, and there would never be a time when they were protected by both. Shield reinforcement energy (K1.42) will provide no benefit unless the PF is undocked.

(K2.43) RESTRICTIONS: While it is docked to a PFT, a PF cannot fire its weapons, use electronic warfare, use its shields (K2.42), use its scout functions (if any), move (including TACs, HETs, or EM), or take any other action, except as described here or as specifically permitted in other rules. While it is docked to a PFT, a PF may be used to absorb damage (K2.41), accept repairs applied by the PFT (K2.61), repair itself under (D9.7), have its weapons reloaded by the PFT (K2.34), transfer items to or from the PFT (G25.0), or launch from the PFT (K2.32). Subject to these restrictions, a PF may generate power and perform a complete energy allocation. This may be done in anticipation of the PF being released on the current turn (K2.321), to repair itself under (D9.2) or (D14.0) [see (D14.32)], or to provide energy to its systems (including weapons) in anticipation of being released on a later turn. A PF cannot start a scenario with its weapons armed, except as described below.
(K2.431) At the beginning of the scenario, phasers on PFs are energized if the PFT is at WS–I or higher. The phaser capacitors will be filled if the PFT is at WS–II or higher. See (K2.434).
(K2.432) Other energy-based weapons (disruptors, hellbores, plasma-F torpedoes, fusion beams, etc.) are armed if the PFT is at WS–II or WS–III. At WS–0, only the PF leader will have its weapons armed. At WS–I, the leader and two PFs have their weapons armed. This rule supersedes the normal weapon status rules for multi-turn arming weapons. Furthermore, type-F plasma torpedoes are subject to this rule; they are not assumed to be always ready [this supersedes (FP1.23)].
(K2.433) Drones, plasma-D torpedoes, and ADDs are not restricted and are assumed to be loaded on their racks; safety devices are included in the drone racks. Plasma-D torpedoes are "activated" if the PFT is at WS–I or higher.
(K2.434) The PF leader always has its weapons armed and its phasers energized at WS–I or higher and will have its phasers energized at WS–0, except when surprised (D18.0).
(K2.435) PFs which are undocked at the start of a scenario have the same weapon status as their tender unless listed otherwise.

(K2.44) NO POWER TRANSFERS: PFs attached to a PFT cannot transfer power to the PFT, and PFTs cannot transfer power to any attached PFs.

(K2.45) COMBINED TARGETS: PFs held in mech-links cannot be fired at as separate targets from their PFT (K2.41).

(K2.46) CLOAKS
(K2.461) If a PFT is cloaked, any docked (but not towed) PFs are also covered by that cloak at no extra cost.
(K2.462) A PF which docks to or lands on a cloaked PFT exposes the cloaked PFT as in (G13.41). A cloaked PF which docks to or lands in a PFT is governed by (G13.46). If the PF and PFT are both cloaked, both (G13.41) and (G13.46) will apply.
(K2.463) The undocking or launching of an uncloaked PF does not void the PFT's cloak (G13.41) but will reveal the position of the PFT [if using hidden movement (G13.61) since the PF must be placed on the board in the PFT's hex]. If the PF is itself cloaked, the position of the PFT is not revealed.
(K2.464) A PF cannot use (C13.9492) to cloak its PFT.

(K2.47) DESTRUCTION: PFs docked to a PFT are destroyed if the PFT is destroyed. Exception: Externally docked PFs might escape by (D21.0) Catastrophic Damage, but see (D21.42). If an externally-docked PF fails to escape, it can attempt to use its survival pod (K1.91) for its own crew.

(K2.5) SCOUT CAPABILITIES

Most PFTs (but almost no SCSs) have special sensors. Any PFT (true or casual) with special sensors can perform all scout functions (G24.0); those without scout sensors obviously cannot perform any scout functions.

(K2.51) FLEET SCOUT: PFTs can operate as a scout for a fleet. Note, however, the limited number of channels on most PFTs.

(K2.52) EW SUPPORT FOR FLOTILLA: A PFT can use one of its channels to provide EW support for its flotilla using (G24.213). This is within all restrictions of (G24.21). See (K1.75) for PF scouts.
(K2.521) This one channel can lend points to any and every PF (based on that PFT) that is within a range of 15 hexes. This capability applies only to true PFTs (K2.11). Individual PFs can, of course, receive lent EW from any scout (except the PFS of a different flotilla).
(K2.522) The points lent are applied to every PF involved; they are not divided between them. If the PFT generates four ECM points for use in lending, every PF within range receives the four points. A PFT cannot, however, use the same EW point(s) for itself or another ship and also lend them to its PFs.

(K2.523) Death-Riders (K7.0) are never part of a flotilla for purposes of receiving lent EW.
(K2.524) If the PFT operates more than one flotilla (e.g., a starbase), each flotilla is treated separately and could be supported by a separate channel, but not by the same channel.

(K2.6) PF TENDER REPAIR CAPABILITIES

(K2.60) GENERAL: All true PFTs (and some casual PFTs, e.g., Lyran Wildcat) have some repair capability for their PFs. Many can only repair a PF if it is in a certain position. Note that some take PFs into internal bays for repair, while others can perform repairs only to PFs that are docked at certain mech-links. This is noted in the individual ship descriptions or on the SSDs. See (K2.24) for the SSD symbols used to denote these various types of mech-links.

(K2.61) REPAIR OPERATIONS: PFTs repair their PFs using the repair rules (G17.0).
(K2.611) A PFT cannot use its repair capability on itself or any other ship (other than PFs docked) during a scenario. It could use its systems to repair any shuttle it carries and on detached warp booster packs or modules. Maximum repairs during a scenario 100 points.
(K2.612) PFTs (including SCSs) can perform 300 points of repairs to their PFs between scenarios (G17.1325).

(K2.62) DOCKING: Docking a PF internally (as on the Kzinti SCS, as opposed to the collapsible repair bays used by some PFTs) is done using the docking procedures: (C13.91) or (J1.62) [but not (J1.621)]. Internal PF docking positions are repair capable.
(K2.621) Energy must be allocated to tractors (one point to a tractor on the PFT or PF) to dock or undock, but this is not needed to keep the PF in the bay. (The "internal PF bay" is treated as a mech-link.)
(K2.622) Each docking space operates independently; there are no "ahead" or "behind" restrictions (as on FRDs). Each holds one PF.
(K2.623) Undocking is much simpler, using the launch procedures in (K2.32).
(K2.624) Damage can be scored on internally-docked PFs using the same procedure as those on mech-links (K2.41).
(K2.625) Enemy PFs and shuttles cannot be pulled into or deliberately crash into an internal docking bay or mech-link.

(K2.63) COLLAPSIBLE REPAIR BAYS: All PFTs which cannot dock their PFs internally use collapsible repair bays which extend around certain mech-links (usually those closest to the main hull, but sometimes all links).
(K2.631) The bays can be erected at the start or dismantled at the end of any turn, but the PF cannot be docked to or undocked from that linkage during the turns that the collapsible bay is erected or dismantled. Exception: (D21.421).
(K2.632) Repairs cannot be made during the turn that the bay is erected or dismantled. If no repairs are to be made, the bays need not be erected.
(K2.633) The erection or dismantling of bays can be detected at Level-D under tactical intelligence (D17.0) and must be revealed. If not using (D17.0), this action is detected automatically.

(K2.64) REPLACING WARP BOOSTER PACKS: All true PFTs carry two sets of extra WBPs for each of their PFs (casual PFTs have one set), in addition to those packs on the PFs being carried. The cost of these WBPs is included in the BPV of the PFT (i.e., no extra cost).
(K2.641) These can be mounted on or dismounted from PFs by the PFT; the process takes an entire turn.
(K2.642) There is not room for additional WBPs (beyond those provided above) on the PFT (unless it has cargo boxes), but more could be delivered by a support ship between scenarios (unless prohibited by campaign rules) and would cost two points per set. If WBPs were on some other ship in the game, that ship could dock (C13.9) with the PFT and transfer one set of WBPs per turn to the PFT, using up the entire (G25.23) cargo transfer allowance for the turn (actually, exceeding it, but this is allowed at no penalty). The WBPs MUST be placed in storage (K2.64) or installed on the PF during the NEXT turn or they are lost.

(K2.65) DRONE STORAGE: PFTs carrying drone-armed PFs have drones stored for use by their PFs. Any listed capacity includes the first loading of each PF.
(K2.651) True PFTs carry 150 space points of spare drones per flotilla (in addition to those carried by the PFs themselves, the ship's drone racks and reloads for them, the ship's fighters or MRS shuttles and the reloads for them).
(K2.652) Space control ships are listed in Annex #7G. The listed storage is for PFs and fighters combined; any drone can be used by fighters, PFs, the SCS itself, an SP, or it could even be transferred to another ship by (G25.0). SCSs do not have the 150 drones from (K2.651). Note that the Federation SCS does not have PFs.
(K2.653) Casual PFTs carry two sets of reloads for each PF, plus the drones on the PFs. This is based on reloads for the standard PF for the race; the specific PFs embarked may find this storage excessive or inadequate. This is why "drone" variants are seldom carried on casual PFTs.
(K2.654) PFs use the same special drone percentages as the owning race. These are calculated on each individual PF, not on the flotilla as a whole. (Special drones cannot be concentrated on a single PF at start, although they could be transferred between PFs during the scenario.) After the initial drone load is determined and paid, the reload drones stored on the PFT are in the same proportion as this initial load and at no additional cost. The storage and transfer of drones for and to PFs is the same as that on carriers for use by fighters, but deck crews arre not needed to reload PFs (K2.34).
(K2.655) Type-D plasma torpedoes are handled as drones. PFTs operating PFs armed with plasma–Ds have the same storage as PFTs carrying drones.

(K3.0) INTERCEPTORS

(K3.1) INTRODUCTION

The class of small ships known as "Interceptors" was the next-to-last step in the evolutionary trail that led from shuttles to fighters, then to heavy fighters, interceptors, and finally to PFs themselves. Every race that produced PFs began producing interceptors a year or two earlier. Interceptors were effectively the prototypes of the PFs. They were designed to have the weapons of a heavy fighter, but with considerably more range and staying power. Since an interceptor had room for several crewmen to move around, make repairs, and perform maintenance, it could stay in space for several times as long as a fighter (although still for only 24-48 hours).

As a footnote in the history of starship design, interceptors are fascinating. As a combat weapon system, they were a disappointment. While larger than a fighter, they were still too small for effective employment. Most carried weapons on par with a heavy fighter, and their considerably higher cost was not matched by improved tactical performance. (Indeed, heavy fighters had proved generally disappointing in themselves.) The primary historical function of interceptors was to demonstrate that the PF concept was valid, but needed a vehicle about 50% larger. Once this was established, production rapidly shifted to PFs.

Interceptors were never deployed in large numbers. Most races built fewer than 200 before reaching the conclusion that the design was too small. (The WYNs, who used foreign interceptors and PFs, eventually built their own PFs without having ever built interceptors.) They were not in service long enough to be subjected to the evolutionary process that produced variants; there were no leader, cargo, commando, or mine warfare versions.

(K3.11) DESCRIPTION: Interceptors are, within game terms, small PFs. With the exceptions and limitations noted in this section (and in some later rules modules), interceptors are treated in every way as PFs. [Rule section (K3.0) is based directly on section (K1.0) to provide a direct comparison of capabilities.] Due to their relatively identical nature, all interceptors use these same rules. Unless otherwise specified in the rules, and within the restrictions and modifications noted in this section, interceptors are treated as ships.

Interceptors average about 25 meters in length. They have a passive transporter station, one defensive boarding party, and survival pods, all just as PFs do.

(K3.12) LIMITATIONS: Interceptors have (within game terms) almost as much range as PFs. Their smaller size and lesser ability for self-repair provided more of a limitation than their engineering equipment.

Like PFs, interceptors lack artificial gravity and suspend life support during combat.

(K3.13) UNIT ORGANIZATION: Interceptors of all races that use them are organized into "squadrons" of six ships. There are no leader versions, but one interceptor in each squadron could be operated as an electronic warfare variant.

Due to high loss rates, even continuous replacements could not keep all interceptor squadrons at full strength. If the tempo of combat relaxed, the replacements could produce overstrength units. It would not be unusual for a squadron to enter combat with as few as three or as many as eight ships, although most scenarios assume a standard strength of six.

(K3.14) ENERGY ALLOCATION: Interceptors operate as ships and fill out an Energy Allocation Form every turn. However, due to their special nature, many items on this form are simplified or eliminated. Interceptors do not use power for shields, life support, or fire control.

(K3.15) BASING AND DEPLOYMENT: Any tactical deployment of interceptors was of a combat testing nature. Certainly no race deployed more than a few squadrons, and never for very long. Deployments within a campaign game would be made two six-month turns before the introduction of PFs, with no more than six squadrons deployed. Thereafter, it could be assumed that any survivors would be assigned to local defense duties. It could be assumed that PF modules would be available for up to three bases, and that one or two auxiliary PF tenders and one or two warship-PFTs (maximum three ships) were produced for use by the interceptors.

(K3.2) MOVEMENT

(K3.21) COST AND TURN MODE: Interceptors all have turn mode AA and a movement cost of 1/6 of an energy point per hex.

(K3.22) ACCELERATION: Interceptors can accelerate to triple their current speed or by 15.

(K3.23) HIGH ENERGY TURNS: Interceptors can make one HET per scenario without any chance of breakdown, and break down on a die roll of 6 thereafter. They do not get the (C11.22) benefit. Orion INTs have a single bonus (C6.521).

(K3.24) NIMBLE: Interceptors are considered "nimble ships" (C11.0). They pay the lower "nimble" cost for erratic maneuers provided in (C10.16).

(K3.25) TOW BARS: Interceptors do not have tow bars (K1.25), so they cannot tow each other or PFs, but they can be towed by PFs.

(K3.3) CREW UNITS

(K3.31) CALCULATION: Interceptors, like PFs (K1.31), do not take crew casualties, except for some monsters. See (K1.31).

(K3.32) STATUS: Interceptors can (at the option of the players) use the same crew quality system as PFs. See (K8.0).

(K3.33) MARINES: Interceptors have one boarding party on board, but this BP is used only for defense of the ship against enemy boarding parties. Due to the small size of the ship, no more than one enemy boarding party could be on board at any given time. Attempts to seize the ship by boarding party actions operate normally, but hit-and-run raids cannot be made.

(K3.34) MUTINY: Klingon interceptors cannot mutiny (G6.14).

(K3.4) SHIELDS

(K3.41) ENERGY COST: Interceptors do not expend any energy to keep their shields at full strength (all printed boxes).

(K3.42) REINFORCEMENT: Interceptors may not use specific shield reinforcement, but general shield reinforcement uses a ratio of one unit of energy to one damage point of protection. That is, each energy point put into general reinforcement will stop one damage point. Reserve power (H7.344) can be used in increments of one point of power stopping one point of damage, regardless of whether or not the specific shield hit has been damaged.

(K3.43) TWO SHIELDS: Interceptors have two shields, rather than the normal six shields. The forward shield covers the arcs of the normal #1, #2, and #6 shields. Any damage that would strike any of those three shields strikes the forward shield. All damage striking that shield simultaneously is considered as a single volley. If damage is scored from two (or three) of the three possible directions, the phaser directional restriction is modified and the volley is considered able to destroy any phaser firing in any direction from which the damage was scored. The rear shield covers the arcs of the normal #3, #4, and #5 shields. This operates in a similar (though of course opposite) manner to that of the forward shield. See (E11.354) for PPD damage.
EXAMPLE: Damage is scored on what would be the #1 and #2 shields of an interceptor. All of this damage is resolved against the unified forward shield. If any damage penetrates this shield, it could be scored against phasers that could be damaged if either or both of the #1 and #2 shields (but not the #3 shield) had been penetrated. See (D4.321) for the specific procedure.

(K3.44) DROPPING SHIELDS: Interceptors can drop either their forward or rear shield (or both) using the same procedure that ships would use to drop a single shield. An interceptor cannot drop part of a shield.

(K3.5) WEAPONS

(K3.51) OPERATION: Generally, the weapons on interceptors operate exactly as those on PFs. Those weapons with a range limit have the same limit as the PFs of the same race.

(K3.52) SEEKING WEAPON CONTROL: Unless specified otherwise in their individual descriptions, interceptors can control a number of seeking weapons equal to their sensor rating. Each interceptor can fire drones from two of its drone racks each turn, at the appropriate rate for the rack type.

(K3.53) MINES: Interceptors do not carry mines or T-bombs.

(K3.54) PSEUDO-PLASMAS: Interceptors armed with plasma torps do not have PPTs. Otherwise same as PFs.

(K3.55) WEB: Tholian INTs are web spinners (G10.24); none had web generators.

(K3.56) CLOAK: Same as PFs (K1.56).

(K3.6) WARP BOOSTER PACKS

(K3.61) USE: Most interceptors were power deficient and quickly adopted the use of booster packs. (This would be on the second pre-PF turn of interceptor deployment.) These operate exactly as those on PFs, except (of course) that they are smaller.

(K3.62) DAMAGE: For damage purposes, there is no die roll. Every damage point scored on an engine with a booster pack produces a second point of damage to that engine. This second point is not scored until the volley has been completely resolved and is ignored if the entire engine (and pack) have already been destroyed.

(K3.7) ELECTRONIC WARFARE

(K3.71) ECCM: As with PFs, interceptors have two points of ECCM at no cost. These can be dropped to allow the maximum (D6.31) limit to be devoted to ECM. These points ARE under the limits of (D6.31), and this rule forms an exception to (D6.3142).

(K3.72) SWING POINTS: All interceptors have two points of electronic warfare that can be used for either ECM or ECCM (or one for each) without any energy cost. These must be designated during the Sensor Lock-on Phase.

(K3.73) POWERED EW: Interceptors can use their own power for additional ECM or ECCM or receive external or borrowed electronic

warfare as any ship can. The EW points generated under (K3.71) and (K3.72) are included within the six-point self-generated limit (D6.31).

(K3.74) OTHER EW: Interceptors, being nimble ships, may receive additional ECM points (for purposes of enemy direct-fire weapons) from (E1.7) Small Target Modifiers. Orion INTs have additional EW points from the Orion stealth bonus, subject to (G15.8).

(K3.75) INTERCEPTOR SCOUTS (INS): On an experimental basis, some interceptors were modified with electronic warfare equipment. This is treated as an electronic warfare pod (J4.96) or (J11.21), although it is somewhat more complex due to the larger units. Two EW pods replace two weapons on one interceptor in some squadrons; the interceptor then lends EW as per (J4.965) or (J11.23). These were the largest "ships" that could use the EW pod system. The pods are destroyed on hits of the original type for each box. The replaced items on each ship are:

Federation.....photon and drone rack
Klingon.....disruptor and drone rack
Romulan, Gorn, ISC.....both plasma torpedoes
Kzinti.....both drone racks
Tholian.....disruptor and phaser-1
Orion.....both option mounts
Hydran.....both fusion beams
Lyran.....ph-2s to EWPs and disr to ph-2

Each of these EW-Interceptors thus have two EW pods.

The systems converted on the EW-Interceptors provide a guide for other player-created Interceptor versions.

(K3.8) FI-CON (INF) OPERATIONS

No interceptors were modified for this type of operation. These ships were too small and could only have carried two fighters. To experiment, replace the systems listed in (K3.75) with tractors with fighter mech-links and use (K1.8).

(K3.9) SURVIVAL PODS *(Optional)*

Interceptors are equipped with survival pods which operate in the same manner as those on PFs (K1.9). INTs and PFs can recover each other's pods. While interceptors do not have the formal tow-bar, they do have a docking hardpoint that can dock an escape pod only.

(K4.0) PF LEADERS

One fast patrol ship in each flotilla was a slightly larger "leader" variant known as a PFL or PF Leader. This ship had heavier shields, more power, and additional equipment (one tractor, one transporter, and one shuttlecraft). These are described in (R1.PF6); this section includes certain special rules.

(K4.1) SHUTTLECRAFT: The PF leader has a special mech-link that can hold an administrative shuttle. The link cannot hold a PF, fighter, or other special shuttle. The shuttle cannot be armed or loaded as a suicide shuttle, wild weasel, or scatter-pack by the PFL. The shuttle crew can move between the shuttle and the PFL via a special hatch. The shuttle is included in the cost of the PFL.

(K4.11) The shuttle could be loaded as a scatter-pack (but not SS or WW) by the PFT. If the shuttle is destroyed while docked to the PFL and loaded as an SP, there is no additional damage to the PFL. The PFL can control and establish targeting data for the SP.

(K4.12) When docked, the shuttlecraft is destroyed by a "shuttle" hit on the primary DAC or it may be chosen to take an "any" hit on the PF-DAC. Which DAC is used is determined by whether or not the PF is docked to a PFT; see (K2.41) and (K5.0).

(K4.13) The shuttle can have warp packs, but if these are dropped, the PFL cannot replace them.

(K4.14) The Klingon G1N (R3.PF6) carried an MRS shuttle (included in BPV) and was the only PF (other than a Fi-Con) to carry a shuttle other than an admin shuttle.

(K4.2) BOARDING PARTIES: The PFL has two boarding parties and can use one of them offensively (i.e., transport it off of the ship). Two enemy boarding parties can board a PF leader. See (K1.33).

(K4.3) TRANSPORTER BOMBS: The PFL carries one transporter bomb and one dummy transporter bomb in a special external rack (costs extra). The PFL can drop or transport one (real or dummy) T–bomb per turn. See (M2.132).

The PFL could, theoretically, receive reload T-bombs (up to the limit of one real and one dummy bomb) via the cargo transfer rules (G25.0) from its PFT (physical transfer while docked; not via transporters or shuttles or from another PF). These bombs come from the PFT's own supplies; there are no extra reloads ascribed to the PFL. A given PFL cannot receive a new T–bomb on the same turn in which it used one (or within 8 impulses on two consecutive turns) and cannot use a given bomb on the same turn it received that bomb (or within 8 impulses on two consecutive turns).

(K4.4) PFL DAMAGE: Because PF leaders are larger than standard PFs, they use a slightly different damage system than other PFs. When the first "weapon hit" of each category (A, B, or C) is scored on a PF leader on the chart in (K5.1), score it on the weapon shown in the chart in (K5.2). The second hit of that type (e.g., the second Weapon-B result) is scored on the Leader line at the bottom of the (K5.2) chart. Continue alternating in this manner within each of the three categories.

(K5.0) PF DAMAGE ALLOCATION

This special chart is used for PFs and Interceptors rather than the standard Damage Allocation Chart. This chart is NOT optional.

(K5.1) FAST PATROL SHIP DAMAGE CHART

DIE ROLL	DAMAGE					
	A	B	C	D	E	F
1	HULL	C WRP	L WRP	R WRP	ANY	EX DAM
2	HULL	L WRP	C WRP	IMP	ANY	EX DAM
3	HULL	R WRP	C WRP	IMP	ANY	EX DAM
4	HULL	BTTY	APR	BRDG	ANY	EX DAM
5	HULL	WPN-A	WPN-B	WPN-C	ANY	EX DAM
6	HULL	WPN-B	WPN-A	WPN-C	ANY	EX DAM

Definition of Terms:

C WRP = Center WRP Engine
L WRP = Left WRP Engine
R WRP = Right WRP Engine
IMP = Impulse Engine
APR = Auxiliary Power Reactor
BTTY = Battery
WPN-A = Weapon-A
WPN-B = Weapon-B
WPN-C = Weapon-C
EX DAM = Excess Damage
ANY = Any hit including Sensor, Scanner, or Damage Control, but not Bridge or Excess Damage. The Bridge may be hit if it is the only undestroyed box left except for Excess Damage.

(K5.2) WEAPON SPECIFICATION CHART

RACE/PF	A	B	C
FEDERATION	Phot/Ph-3	Drone	Phaser-1
GORN	Plasma	Phaser-3	Phaser-1
HYDRAN	Fus/HB	Phaser-2	Phaser-G
ISC	Plasma	Phaser-3	Phaser-1
KLINGON	Disr/ADD	Drone	Phaser-2
KZINTI	Drone	Ph-3/Disr	Phaser-1
LYRAN/LDR	Disr	Phaser-3	Phaser-2
ORION	Option	Phaser-3	Phaser–1
ROM-CEN	Plasma	n/a	Phaser-1
ROM-StH	Plasma	Phaser-3	Phaser-1
THOLIAN	Disr	Ph-3/Web	Phaser-1
WYN	Disr	Ph-3/Drone	Phaser-1
LEADER (K4.4)	Trans	Tractor	Shuttle

Variants: Special sensors, cargo, barracks, mine racks, tractors, mech-links are destroyed by hits on the systems that they replaced.

(K6.0) PF ENGINE DEGRADATION *(Advanced)*

As is noted in (K0.0), the warp engines on PFs are as small as they are due to the lack of systems to flush the ionic charges that tend to build up. Due to their high power output, PF warp engines tend to build up these charges rather rapidly. Most PF missions are planned to use only 80% of the effective range of the PFs (i.e., of the time before the buildup of charges causes problems), but often a given mission is longer than planned, or the PFs suddenly find themselves in an unexpected battle at what should have been the end of their mission. These rules account for this problem. They are used ONLY when a published scenario calls for them, e.g., (SG16.0).

(K6.1) PROGRESSIVE DEGRADATION

(K6.11) USE: The PF Engine Degradation rules are used only when specified in a scenario. These rules will not apply to most missions, and most scenarios. Indeed, the average PF will begin a mission with a running total of several thousand points less than zero.
(K6.111) The scenario will specify the Engine Running Total (ERT) for each PF at the start of turn 1. Generally, all PFs in a flotilla will have the same rating, but some scenarios may specify that one or more PFs are significantly older and more "worn out" than the others, and hence have reached this level more quickly.
(K6.112) This rule can be applied to PFs and Interceptors.

(K6.12) ENGINE RUNNING TOTAL: At the end of each turn during which the PF used its warp engines (for any purpose), roll one die for each PF subject to engine degradation and add the result to the ERT for that PF.
(K6.121) Roll separately for each PF, not for each PF engine.
(K6.122) This die roll is made in the Final Records Stage 8C after Orion engine damage.
(K6.123) In the event that a PF is in stasis on impulse #32, the die roll will be made after it is released from stasis at the point before Energy Allocation is revised (G16.72).

(K6.13) DIE ROLL MODIFIERS may be applied in some cases. These are applied to each die roll, and are cumulative. If the modified die roll result is a negative number, the Engine Running Total will be reduced.

Warp Booster Packs dropped†	=	–2
Ace PF Crew	=	–1
Green PF Crew	=	+1

† Any use of the packs, even if they are destroyed-and-dropped (K1.64) during the turn, will prevent use of this bonus. Note that this bonus does not apply if the engines are above the danger level (K6.211).

(K6.14) ORION PFs roll two dice for each turn that the warp engines (and/or the packs) are doubled. Any modifiers apply to both die rolls independently, and both die rolls are added to the ERT.

EXAMPLE: An ace Orion PF crew doubles its warp engines. The player rolls two dice, getting a 2 and an 5, which are modified to a 1 and a 4. Without packs, this would be -1 and 2.

(K6.15) OTHER EFFECTS: PFs which are subject to Engine Degradation are considered to be destroyed if they disengage from a scenario because they lack the range to reach another tender/base. Sublight disengagement, and being docked to or towed by a ship that disengages (not a PF subject to degradation), is permissible.

There are no other effects than those listed in this rule (K6.0). The fact that the engines of a given PF are degraded to some extent (even beyond the critical level) has no effect on cloak cost, fire control, nimble status, scout sensors, EW status, or any other factor. Terrain has no effect on the die rolls.

(K6.2) EFFECT OF DEGRADATION

(K6.21) DANGER LEVEL: When the Engine Running Total equals or exceeds 50, the engines have reached a critical level of ionic buildups. (What actually happens is that the on-board computers try to shut down the engines. If the player keeps operating them, it is assumed that the crew overrides the shut down command.) When this level is reached, the following things happen.
(K6.211) The warp booster packs (if any) are dropped immediately. Retaining them would cause the PF to burn up (K6.22) immediately. Additionally, the die roll modifier (K6.13) for not having packs does not apply to PFs with an ERT above the Danger Level.
(K6.212) The PF loses 1/5 of a point of power for every point that the cumulative Engine Running Total exceeds 50. (Interceptors lose 1/6) This applies to the remaining warp power. No engine boxes are destroyed by this; they simply don't deliver the power. (The power is being lost through burned out insulation, which is replaced when the charges are flushed.)
(K6.213) Orion PFs cannot double their warp engines.

(K6.22) CRITICAL LEVEL: If the cumulative Engine Running Total reaches or exceeds 65 (62 for Interceptors), the PF burns up (i.e., is destroyed, totally and immediately). There is no possibility of crew escape; exception (K8.4).
(K6.221) The burning (i.e., destruction) of the PF produces no (D5.0) explosion.
(K6.222) Victory points for PFs destroyed in this manner are doubled (for the enemy) to reflect the loss of an experienced crew and the lower morale of the PF force as a whole. This would not apply if the crew was rescued via (K8.4).

(K6.23) OTHER POWER SYSTEMS such as impulse, auxiliary power reactors, auxiliary warp reactors, and batteries are not affected by warp engine degradation.

(K6.3) RECOVERY FROM DEGRADATION

(K6.31) FLUSHING: PFTs can flush the ionic charges from PFs docked to their mech-links. All PF mech-links are capable of flushing ionic charges, in any type of terrain. Flushing does not require power to be expended. Flushing during a scenario does not relieve the PF of (K6.15); that can only be done between scenarios.

(K6.32) RATE: Each mech-link can reduce the Engine Running Total by 3 points per turn if the PF is docked for the entire turn. This is done during the same step as the die roll for cumulative degradation (K6.122). If the ERT is more than 50, only one point can be removed each turn. The PF is treated at its new level and resumes die rolls (K6.12) until the end of the scenario.

(K6.33) SELF-FLUSHING is not possible. PFs cannot flush their own engines. Shutting down the warp engines will prevent further die rolls (K6.12) but will not reduce the current Engine Running Total.

(K6.34) CAMPAIGNS: Degradation is fully recovered between scenarios of a campaign game unless the rules of the campaign make this impossible or limited.

(K6.4) COMPLETE EXAMPLE

Scenario (SG16.0) specifies that the PFs begin the scenario with an Engine Running Total of 35. PF #2, a very unlucky PF, rolls a 5 at the end of turn 1 and a 6 at the end of turn 2. Both of these are increased by +1 (K6.13) because the PF is flown by a green crew (K8.22). This provides an Engine Running Total of 48 at the end of turn 2.

The PF should shut down its warp engines and allow the PFT to recover it (since continuing to operate the warp engines on turn 3 will almost certainly boost the ERT to Danger Level), but the tactical situation is such that the PF must continue to operate. It continues in combat on turn 3, but drops the warp booster packs (annoying the PFT captain, who has few spares available) to gain the -2 die roll modifier. At the end, the unlucky PF rolls a 4, which is increased to 5 by crew status and reduced to 3 by the WBP modifier, resulting in an Engine Running Total of 51.

At the start of turn 4, PF #2 is in trouble. It has been forced to drop its warp booster packs and has lost 1/5-point of warp power, dramatically slowing it down. Worse, the battle situation requires that PF #2 remain in operation to counter the drones approaching from an enemy scatter-pack. During turn 4, PF #2 engages and destroys these drones, but is hit by one, which penetrates the shields and destroys (among other damage) one warp engine box. [Note that, as

the packs were dropped, there is no (K1.63) die roll for increased damage.] At the end of turn 4, the die roll is a 3, which is modified to a 4, for a total of 55.

At the start of turn 5, PF #2 has problems. It has one down shield, has lost the hull boxes and one warp box, and has lost the equivalent of another warp box because of (K6.212) which specifies 1/5-point lost for each point over 50. It could operate at least one more turn without a chance of burning up, but mercifully the battle has ended, and PF #2 (which did not use its warp engines during the turn) was recovered during the last portion of turn 5.

It will take the PFT five turns (K6.32) to reduce the ERT to 50, and 17 more turns to reduce it to zero (actually, to -1). It can be reduced below zero and will reach fully-cleared status just in time for the next scenario of the campaign.

(K7.0) DEATH-RIDER PFs *(Optional)*

Death-Riders are unmanned suicide PFs, loaded with explosives, and not unlike the suicide freighters (R1.33) employed by most races in their attacks on hostile bases. They were an outgrowth of the development of remote controls for minesweeping PFs (M8.33). Unlike the freighters, the higher speed and maneuverability of the PFs made it possible to send them after moving targets with some likelihood of getting close enough for the explosion to cause significant damage.

Death-Riders appeared in Y179 when they were used by Orion Pirates (Pharaoh's Cartel seems to have been the first, using interceptors) as part of their operations. Initially they provided quite a shock as it was thought the crews of the PFs were self-destructing to take their enemies (usually convoy escorts) with them. Analysis of the sensor records soon revealed what was truly happening.

The system was adapted by Y180 by the races operating PFs at that time, and picked up by other races as they began operating PFs themselves. Most PFs used for this mission were worn out hulls regarded as unsafe to continue in operation and uneconomical to further repair. There were always plenty of these available late in the War (most such being used as target drones for weapons training), although more than one Death-Rider was a new PF just out of the factory. The selected PF(s) would be packed with thionite charges, fitted with a simple control system, and sent on their way.

(K7.1) GENERAL CONDITIONS

(K7.11) DEFINITION: Death-Riders are unmanned suicide PFs, usually but not always launched before a scenario begins. Death-Riders are not seeking weapons, even if using (K7.212); they are not reported under (F3.34) and cannot be identified by labs, aegis, or probes (or in any way except boarding or by their actions). There is no BPV cost for converting a PF (or INT) to a Death-Rider; there is no economic BPV. No crew is carried (or permitted) on a Death-Rider.

(K7.12) CONTROL OF DEATH-RIDERS: There were essentially two "types" of Death-Riders defined by their method of control.

Autonomous Death-Riders (K7.2) guide themselves to the target after being locked on course. Death-Riders that appeared as part of a PF flotilla used this method because PFs (with their limited command abilities) could not control Death-Riders in combat.

Controlled Death-Riders (K7.3) are controlled by a ship. (PFs cannot control them). They are guided to their targets, which can be selected in mid-battle (or even mid-turn) and changed at will. They also have a limited ability to fire some of their weapons.

(K7.13) FIRE CONTROL: In all cases, Death-Riders are assumed to always be operating their fire control (except when docked) and cannot switch to passive fire control.

(K7.14) NO DISTRACTION: Death-Riders, whether controlled or autonomous, cannot be distracted by wild weasels (J3.0) or scout functions [(G24.219), (G24.22), and (G24.23)]. The force of a Death-Rider's explosion is not reduced by electronic warfare (D6.36). Autonomous Death-Riders that are tractored and dragged off course (by either side) will not offset (F4.5) their target hex, but will continue to try to reach their designated target hex within their maneuver limits.

(K7.15) STASIS AND DISPLACEMENT: The operation of stasis field generators (G16.0) and displacement devices (G18.0) can cause an effect on their targets known as "disrupted fire control" (D6.68). The effects of disrupted fire control depend on whether an affected Death-Rider was controlled or autonomous, and in the former case whether the controlling ship or the Death-Rider itself was affected. These devices can also cause a controlled Death-Rider to fall outside of the control range of the controlling ship (K7.31).

(K7.151) In the case of autonomous Death-Riders, disrupted fire control has no direct effect; however:

(K7.1511) An autonomous Death-Rider that has been in stasis will determine its programmed movement based on the number of impulses it was not in stasis. It can reallocate power under the provisions of (G16.7) when released if required.

(K7.1512) A displaced autonomous Death-Rider will continue to attempt to reach its target within its maneuver limits.

(K7.152) Controlled Death-Riders: if the Death-Rider is released from stasis, or displaced, but is still within the maximum control distance of its controlling ship, it will suffer the normal effects of disrupted fire control (D6.68) and will reallocate energy as required under (G16.7).

(K7.1521) If the controlled Death-Rider is displaced outside of the maximum control distance, or released from stasis outside of the maximum control distance, it will go inert (K7.7).

(K7.1522) If a controlled Death-Rider is outside the control distance of the ship that is controlling it as a result of the ship being displaced, the Death-Rider will go inert (K7.7).

(K7.153) If the controlling ship is placed in stasis, even for a single impulse, all Death-Riders controlled by that ship will go inert (K7.7).

If the controlling ship is displaced, it will retain control of any of its controlled Death-Riders that are still within the control distance [an exception to (D6.682)], but both the controlling ship AND the Death-Riders it controls will be under the restrictions of (D6.68).

(K7.16) EXPLOSION STRENGTH: Death-Riders explode with a strength of 35 damage points, but this explosion can only affect their target, not other units in the target's hex or in other hexes.

(K7.161) The force of this explosion is not reduced by any damage sustained by the PF short of its destruction.

(K7.162) If a Death-Rider blows up normally as a result of damage (D5.0), the explosion is treated as any non-Death-Rider PF (or INT) explosion. The thionite charges have no added effect.

(K7.163) A Death-Rider which detonates under (K7.16) does not also explode under (D5.0); it will only damage its target.

(K7.164) If the target is cloaked, (G13.37) applies. The cloak is not voided. Death-Riders, like Suicide Freighters, ignore EW.

(K7.165) The explosion strength can be voluntarily set (before the scenario) for a smaller value. Death-Riders with no explosives (used for deception) are called Ghost-Riders (K7.81).

(K7.17) PREPARATION: Death-Riders can only be prepared before the beginning of a scenario. Any type of interceptor or PF can be used as a Death-Rider. They cannot be prepared during a scenario, but special scenario rules might define that a given PF is already being prepared as a Death-Rider when the scenario begins unexpectedly, and what must be done to complete the preparation.

Death-Riders are difficult and dangerous to prepare and are never stored for possible use. They are created when a planned mission calls for them and used only in attacks.

(K7.171) A base can never have its own PFs prepared for use in "defending" the base unless allowed by a scenario rule.

(K7.172) Death-Riders will never appear in a chance encounter scenario, only in a planned and prepared attack.

(K7.173) No more than six Death-Riders can appear in any fleet.

(K7.174) Death-Riders need not carry their expendable munitions (drones, T-bombs, etc.); this might save BPV points.

(K7.18) INTERCEPTORS: Relatively few interceptors were used as Death-Riders, primarily because relatively few interceptors were built. Interceptor Death-Riders function as PF Death-Riders except:

(K7.181) The explosive charge is 25, not 35.

(K7.182) Only one weapon can be fired offensively, and only one can be fired defensively under (K7.34), not two of each.

(K7.183) Interceptors can never control Death-Riders.

(K7.19) PROHIBITION: No Death-Rider, whether controlled or autonomous, can perform any action not specifically allowed in this rules section. Examples of prohibited actions would include using its

control space to identify a seeking weapon, launching a scatter-pack, and laying a T-bomb or NSM.

(K7.2) AUTONOMOUS DEATH-RIDERS

(K7.20) CONCEPT: Autonomous Death-Riders can only be targeted on stationary targets or units in orbit (P8.0). If the target leaves the hex (or its orbit), the Death-Rider will go inert (K7.7). They are brought under control of (or docked to) another unit to a release point within striking range (usually 1.5-2 million kilometers, well beyond the scope of a map) and released to their autonomous programming (K7.21).
(K7.201) Autonomous PFs might be controlled (up to their release point) by another ship or PF. They might accompany a fleet being sent to attack a base, or they might be released by a PFT as a "standoff" weapon. If launched (undocked) during a scenario, the launching ship must have a lock-on to the target at the point of guidance release.
(K7.202) Sometimes autonomous Death-Riders will appear as part of a flotilla. Because PFs cannot use (K7.3) to control Death-Riders during a scenario, this is the only way that an all-PF force can include Death-Riders. This was because the limited control equipment and the small crews of PFs (even leaders and scouts) were not able to maintain the command links to a Death-Rider in the heavy electronic environment of direct combat. In such cases, no more than half (round fractions down, and with a maximum of two) of the PFs in a flotilla can be autonomous Death-Riders.

NOTE: Theoretically, a PF variant could be built with auxiliary control boxes replacing the heavy weapons. Such a unit would be able to use (K7.3) in combat to control Death-Riders. Such a unit does not, at this time, exist within the game.

(K7.21) PLOTTING: Autonomous Death-Riders can have up to 10 turns of instructions programmed into them before release. These instructions must be written and are subject to review by the opposing player/side when the scenario is over. These instructions cannot violate any of the restrictions outlined in (K7.6) below and will be carried out within the limits of (K7.51), but the PF can perform any function within the limits of those restrictions.
(K7.211) Note specifically that this does NOT use (C1.32), and that the autonomous Death-Rider can follow any course at the player's discretion each turn, but that the unit's energy allocation (K7.51) and target are fixed and not subject to change other than by boarding (K7.4) or going inert (K7.7).
(K7.212) As part of the programming, an Autonomous Death-Rider can convert (irrevocably) to seeking (C1.322) mode at any point, but ONLY against an unmoving or orbiting target. This target must be set before the Death-Rider is released and cannot thereafter be changed. This is often done near the end of the programmed run in case the Death-Rider has been diverted by some means. Autonomous Death-Riders are self-guiding, so long as they have a lock-on to the target. If lock-on is lost, the Death-Rider goes inert (K7.7). If targeted on an orbiting (P8.0) target, and that target leaves orbit, target tracking is lost and the Death-Rider goes inert (K7.7).

(K7.22) RELEASE: Autonomous Death-Riders can only be released to their own guidance in the Sensor Lock-On Phase after the Attempt to Reacquire Lock-On Step. Once released, there is no way to re-establish control and the Death-Rider will follow its programmed instructions unless inactivated by boarding (K7.4), rendered inert (K7.7) by some terrain variable (K7.64), or destroyed.

(K7.23) EXPLOSION IMPULSE: Autonomous Death-Riders will explode as a seeking weapon upon entering the target hex unless deactivated or rendered inert (K7.7). If the Death-Rider has not reached its target at the end of 10 turns, it will go inert (K7.7).

(K7.24) RESOLUTION: The explosion takes place during the Movement Segment (6A) of the Impulse Procedure in the Damage During Movement Stage (6A3). The damage of the exploding Death-Rider is resolved in the Resolve Damage from Seeking Weapons Step.

EXAMPLE: If a Death-Rider enters a 0 radius ESG field generated in the hex of its target and at the same time triggers a mine as a result of its movement, the Death-Rider will first contact the ESG field and, if destroyed by the ESG field, would explode as a normal PF doing only 8 points of damage. If the ESG field did not destroy the Death-Rider, the Death-Rider will explode doing the full amount of damage it was programmed to do in (K7.16). While its movement will have triggered the mine causing the mine to trigger (detonate), the Death-Rider will not sustain any damage from the mine's explosion since it explodes before the mine does, although anything else in the mine's explosion radius will be damaged (by the mine).

(K7.25) DELAYED ENTRY: In scenarios where Autonomous Death-Riders will arrive on the map, special scenario instructions will define the number of turns that have elapsed since it was released and began its programmed course, which will define the number of turns remaining which must be programmed.

(K7.26) WEAPONS: Autonomous Death-Riders cannot operate any weapon system.

(K7.27) CONTROL: Once released to its own guidance, there is no way to resume control of an autonomous Death-Rider during a scenario. Controlled Death-Riders (K7.3) can be released to autonomous control under (K7.22) during a scenario, but control cannot be regained. Inert Death-Riders (K7.7) are an exception in some cases, as they could be boarded to regain some control.

(K7.3) CONTROLLED DEATH-RIDERS

(K7.30) REQUIREMENTS: Death-Riders can be controlled in combat and "flown" into their target's hex. The Death-Rider can be maneuvered freely (within the rules).
(K7.301) Controlled Death-Riders can be (but do not have to be) assigned a "target" which they will attempt to approach and damage with their thionite charge. This target assignment can be changed by the controlling unit in the Lock-On Stage (6B3) of any impulse. A controlled Death-Rider is not required to "pursue" its assigned target. This assignment is made in writing and is revealed when the Death-Rider detonates (K7.37).
(K7.302) A controlled Death-Rider can be commanded to go inert (K7.7), and/or to shut down its internal defense systems (K7.4). The systems cannot be reactivated during the scenario.

(K7.31) DISTANCE: Death-Riders that are controlled must be within a maximum of ten hexes of the designated controlling ship at all times or they become uncontrolled and go inert (K7.7).

(K7.32) TRANSFER: Control of Death-Riders cannot be transferred during a scenario, except that the Death-Rider may be commanded to go autonomous under the conditions and limitations of (K7.2).
(K7.321) Outside of scenarios, or before an enemy force arrives on the board, control of a given Death-Rider may be transferred between ships (within 10 hexes of each other and the Death–Rider), but this can never be done if any enemy ship is defined as being within 75 hexes (100 for enemy scouts not including scout PFs which count as ships, and 50 hexes for enemy PFs) of the Death-Rider itself.
(K7.322) A controlled Death-Rider could be released to autonomous control and targeted on a ship which is not moving, or which is moving very slowly; see (K7.20). Getting a hit in such cases is difficult as the target might move away. However, since Death-Riders are released after all ships have announced their speeds for the coming turn, the controlling ship will know where the target will be for at least a brief period. The target could, of course, use reserve power to move suddenly, have a speed change plotted, could be towed out of the hex by another unit, or could tractor the PF.

(K7.33) CONTROLLING UNIT: Each Death-Rider must be controlled from a specific single ship. This ship and the Death-Riders it is controlling must be designated in writing before the scenario begins.
(K7.331) A given ship can control a maximum of two Death-Riders for each auxiliary control box it has. [Exception: Orion Pirates (K7.36).] Players should number the auxiliary control boxes in order to assign PFs to them. No single ship can control more than six Death-Riders. Each Death-Rider under control requires a seeking weapon control channel (K7.35). An auxiliary control box used to control Death-Riders cannot simultaneously be used to control the ship (G2.2).
(K7.332) If a given auxiliary control box is destroyed, any Death-Riders controlled by that box will become inert (K7.7).
(K7.333) Ships and units without auxiliary control boxes cannot control Death-Riders; exception: Orion Pirates (K7.36).

(K7.334) The controlling ship must have (full-power) active fire control and a lock-on to the Death-Riders at all times, or the controlled Death-Riders will go inert (K7.7). A lock-on to the target is required at the instant of impact (K7.371).

(K7.34) WEAPONS: Controlled Death-Riders have a limited weapons capability. A maximum of two weapons may be designated for use in offensive mode within the restrictions outlined below, and two additional weapons may be designated as "defensive." These weapons are selected before the PF is launched; once the two offensive and two defensive weapons are selected (this must be done in writing before the scenario begins), they cannot be changed.
(K7.341) The two "offensive" weapons can be direct-fire or seeking weapons. The launching of seeking weapons or firing of direct-fire weapons in offensive mode are not mutually exclusive. A given Death-Rider could be set to fire one direct-fire weapon and launch one seeking weapon, or two of either, but not two of each.

(K7.3411) A controlled Death-Rider can launch a maximum of two seeking weapons offensively each turn at a target within 20 hexes of the Death-Rider within the restrictions of the specific weapon and (K7.34); after launching, the weapons can be controlled normally (e.g., to range 35). Exception: no Death-Rider can launch multiple warhead drones or scatter-pack shuttles.

Control of the seeking weapons may be transferred from the Death-Rider to any other eligible unit, but the Death-Rider can only control seeking weapons it launched and cannot accept control of other seeking weapons, including seeking weapons it launched previously for which control was transferred.

Plasma torpedoes may be fired in either seeking or bolt modes, and the launchers can be changed between the two modes normally.

A type–C drone rack can launch two drones per turn (and type–E can launch four). The rack itself counts as one "weapon" within the restrictions of (K7.341) even though it could theoretically launch more than one "weapon" during the turn.

(K7.3412) A controlled Death-Rider can fire a maximum of two direct-fire weapons each turn at targets a maximum of ten hexes away within the normal restrictions of the weapons.

(K7.342) A maximum of two additional weapons may be selected to operate in "defensive" mode. These weapons are limited to a maximum range of four hexes and can only fire at size 6 or smaller targets, including drones, fighters, shuttles, or plasma torpedoes. Gatlings and ADDs count as one weapon regardless of how often they fire.
(K7.343) Death-Riders cannot fire at mines. A Death-Rider (even one based on a mine-warfare PF) cannot be used to sweep mines.
(K7.344) While the Death-Rider itself cannot use ECCM (K7.61), its direct-fire and seeking weapons ARE affected normally by rules for electronic warfare (D6.3), small targets (E1.7), etc. Seeking weapons launched by a Death-Rider with their own ECCM (e.g., plasma torpedoes and ATG drones) will have the benefit of their own ECCM.

(K7.35) CONTROL CHANNELS: Each Death-Rider controlled by a given ship counts against its ability to control seeking weapons. See (K7.36) for special restrictions on Orion pirate ships.
(K7.351) In the case of a ship only able to control three seeking weapons [see (F3.211), such as a Hydran Ranger], the total of its Aux Con (two boxes in the case of a Ranger) will provide the limit on the number of Death-Riders it can control (a Ranger can control four Death-Riders).
(K7.352) In the case of a ship that has more than three Aux Con boxes (such as a Klingon Battle Tug which has four), the absolute limit of six Death-Riders controlled by any single ship (K7.33) will take precedence.

(K7.36) ORIONS: The Orions have not set up their ships with multiple command facilities to control large actions. Their redundant command systems are literally intended only to allow the ship to continue to function in the event of damage. For this reason, the Orions must modify their ships when preparing to undertake a Death-Rider mission. (This also applies to WYN-owned ships of Orion design.)
(K7.361) In order for any Orion ship to control more than three Death-Riders, it must have OAKDISC.
(K7.362) In addition, the Orion must establish a specific control station for each individual Death-Rider a ship will control in its cargo bay, but no ship can control more than six Death-Riders (K7.33).
(K7.363) Each cargo box on an Orion ship can be modified to control one Death-Rider. Each box must be matched to a specific Death-Rider, and if that cargo box is destroyed, the Death-Rider it was controlling will go inert (K7.7). The cost of this modification is 5 points per box.
(K7.364) Alternatively, an Orion ship might install an auxiliary control box in one of its option mounts and use (K7.331). The BPV adjustment is zero, but this cannot be done in wing mounts.

(K7.37) TRIGGERING: Controlled Death-Riders will detonate upon entering the hex of their assigned target (K7.301) as if they were a seeking weapon (despite the fact that they are not required to actually "seek" that target).
(K7.371) If the controlling unit does not have a lock-on to the target, the Death-Rider will not detonate.
(K7.372) If the Death-Rider is in the same hex as its target when that target is assigned, it will not explode until the Voluntary Movement Stage (6A2) of the next impulse (assuming that it is still in the target hex, or has followed the target to a new hex).

(K7.38) LAUNCH: Controlled Death-Riders can be launched in the same manner as a normal PF at any time and under the same restrictions (K2.32). Controlled Death-Riders launched during a scenario can ONLY be controlled by the ship that launched them. Note that the "ship" might be a base on a planet, and that controlled Death-Rider PFs can take off from planets (K7.62).

(K7.4) BOARDING

Death-Riders, both controlled and autonomous, can be boarded under the conditions of normal PFs (K1.33).

(K7.41) BOARDING PARTIES transported aboard a Death-Rider must immediately roll to see if they survived the internal defense systems (which are set to engage any entering personnel, friendly or enemy). Each boarding party rolls individually, but only one BP can board a Death-Rider at a time (K1.33).

Type of BP	Poor; Militia	Normal	Outstanding; Commando
BP Survives	1–2	1–3	1–4
BP Destroyed	3–6	4–6	5–6

(K7.411) Non-boarding party crew units must be converted to militia (D15.83) before they can be used for this purpose.
(K7.412) Legendary Marine Majors may be used for this purpose (with or without a boarding party). They would roll on the "outstanding/commando" column.

(K7.42) DEACTIVATION: Once aboard, the boarding party (friendly or enemy) can roll in the Self-Destruction Phase of any subsequent turn to shut down the Death-Rider systems on the following table:

Type of BP	Poor; Militia	Normal	Outstanding; Commando
DR Deactivated	1	1	1–2
Roll again next turn	2	2–3	3–4
BP Destroyed	3–6	4–6	5–6

(K7.421) In the case of controlled Death-Riders, the controlling ship can shut down the entire Death-Rider system (K7.302), allowing the PF to be boarded by friendly personnel and flown away. Of course, if the system is shut down, the enemy could also board it.
(K7.422) Non-boarding party crew units must be converted to militia (D15.83) before they can be used for this purpose.
(K7.423) Some legendary officers, if they accompany a boarding party, can adjust the die roll by –1. These include: Captain, Engineer, Weapons Officer.
(K7.424) A Legendary Major functions as a commando boarding party (G22.52), but if he accompanies a boarding party, only one (the BP or the Major) can attempt to deactivate the system each turn, and the one making the attempt suffers the result.
(K7.425) Legendary officers "destroyed" by the procedure roll another die. On a die roll of 1–3, they are killed; on a die roll of 4–6, they are treated as "disabled" (G22.134).

(K7.43) SUBSEQUENT ACTIONS: Once a Death-Rider has been deactivated or shut down, it can be operated within certain restrictions. This rule takes precedence over all other rules applying to Death-Riders when it comes into force.
(K7.431) Death-Riders that have been deactivated or shut down can be operated as normal PFs under the provisions of (D7.51), (D7.52), (D7.53), (D7.54) [except (D7.542)], and (D7.55).
(K7.432) During this period, the detonation system is inactive, and the PF will only explode as a normal PF, and only if destroyed. It cannot ram ships.
(K7.433) Whether the PF is being operated by its own side or an enemy, it is treated under the above listed rules until it has been returned to a PFT (not a casual PFT) between scenarios.

(K7.5) ENERGY ALLOCATION

PFs in Death-Rider mode are limited in their ability to allocate energy as defined by the following rules.

(K7.51) AUTONOMOUS: The general concept is that while Energy Allocation for an Autonomous Death-Rider must be done each turn (in order to account for the changes in available power), the owner must make certain decisions and set certain priorities before launch. These decisions and priorities will be so restrictive as to create virtually an "automatic" method of Energy Allocation for the Death-Rider.
(K7.511) Energy must be allocated that is sufficient to maintain the programmed speed of the PF for that turn.
(K7.512) Once the above is accomplished, energy must be allocated to maintain the shields. This energy will be provided even if all shield boxes on all shields have been destroyed.
(K7.513) If the battery is empty but still undestroyed, it will be recharged.
(K7.514) Power may be allocated to negative tractor if this was programmed before launch.
(K7.515) Power may be allocated for shield reinforcement if this was programmed before launch.
(K7.516) Power may be allocated to ECM if this was programmed before launch.
(K7.517) Power for ECM, negative tractor, and shield reinforcement may be defined by turns (e.g., a different amount on turn 3 than on turn 4), but any system above it in the list takes precedence in the use of any remaining power, e.g., if only enough power remained to allow the PF to move at the programmed speed or less, all power will be used for that function and no other function.
(K7.518) EXAMPLE: A Death-Rider is released to autonomous control on turn 6. It has a programmed run of five turns (including the turn of release) to strike its target which is 151 hexes away when released and will then convert to seeking mode. The PF is set to move at a speed of 31. (Players are reminded that this autonomous Death-Rider is not launching from a tender, but is already in space and moving and has been released to autonomous control.)

The PF has 15 points of power available (includes packs). To move speed 31 requires 7 points, and another point is needed to operate the shields. The programmer designates that the PF will use four points (combined with the PF's normal two swing points) for six points of ECM and the remaining power for shield reinforcement for the first three turns. On the third turn, the PF is struck by 25 damage points resulting in a shield penetration (15 box shield plus 4 points of reinforcement [the battery automatically drained to provide an additional point of protection]) of five points of damage. This destroyed the hull (three hits), a weapon (immaterial), and damaged one of the warp engines. The resulting (K1.63) die roll resulted in three total engine boxes being lost.

On the fourth turn, the programmer had intended to slow to speed 30 and otherwise continue as before. However the lost power means that only one will be available for ECM as the PF has only 12 points of power now available, of which six must be used for a speed of 30, one to operate the shields, three for shield reinforcement, and one to recharge the battery, leaving one for ECM. However, no further damage hit the Death-Rider on this turn.

On the fifth turn, the PF must continue the programming, but for this turn the operator designated that it would switch all shield reinforcement and EW energy into negative tractor to try to keep the enemy from stopping the PF with a tractor beam. (It is NOT mandatory, of course, to switch all the energy, but the unit will have to first satisfy the demand for negative tractor power before it can allocate any planned power for shield reinforcement or ECM.) The PF still has 12 points of power and allocates 6 for movement (if it was close enough, less might be allocated for movement with a planned mid-turn speed change to slow it after it reaches the target allowing more power for other uses), one for shields, and the remaining five for negative tractor. The battery is charged and will function to block damage with its single point. Note that the swing points will continue to generate two points of ECM for no power cost through the entire period. This programming is continued for the sixth through tenth turns of flight, but the PF will have been destroyed (one way or another) before that time expires.

(K7.52) CONTROLLED: Energy is allocated for controlled Death-Riders normally (i.e., at the discretion of the owning player), except as restricted by the rules, e.g., the unit cannot perform a high energy turn, erratic maneuvers, or various other proscribed functions, so power allocated to those functions would be wasted.

A controlled Death-Rider can allocate power to charge all of its phaser capacitors, but can only fire a maximum of four phasers in any given turn (two in offensive mode and two in defensive mode). If it was only going to fire one phaser a turn, it could still fully charge its phaser capacitors in order to be able to fire the phaser over several turns without recharging it later when less power might be available.

(K7.6) OPERATING CONDITIONS

The command link to a controlled PF, and the limited control exercised by the systems on an autonomous Death-Rider, provides a number of restrictions on the performance of these units.

(K7.61) LIMITATIONS: Death-Riders, whether controlled or autonomous, cannot: use quick reverse (C3.6), perform high energy turns (C6.0), disengage by sublight evasion (C7.3), use erratic maneuvers (C10.0), do unplotted mid-turn speed changes (C12.24), dock by (C13.0) or (K2.31) including as a pinwheel (C14.0), use hidden deployment (D20.0), generate ECCM or use their own built-in ECCM [(D6.3) and (K1.71), although this will be reported as active until weapons actually fire], repair damage using any type of repair system [(D9.0) or (D14.0)], gather information (G4.0) or intelligence (D17.0), guide seeking weapons (F3.0) that they did not launch themselves (K7.3411), operate transporters (G8.0) or tractors (G7.0) [other than negative tractor (G7.35)], cloak (G13.0), double warp engines (G15.22), use any scout functions (G24.0), receive lent EW (G24.21), use reserve power for any function except reinforcing shields (H7.34), launch or recover shuttles (J1.0), use tow bars (K1.25), drop warp packs (K1.62), lay [(M2.0), (M3.0), or (M9.0)] or detect (M7.0) or sweep (M8.0) mines, land on planets (P2.4) or large asteroids (P3.42), follow another unit through an asteroid hex (P3.23), or fire to clear a path (P3.25).

(K7.62) CAPABILITIES: Death-Riders can: Turn (C3.1), move in reverse (C3.5), side-slip (C4.0), use tactical maneuvers (C5.0), disengage by acceleration (C7.1) or separation (C7.2) if commanded to do so by the controlling ship, emergency decelerate (C8.0), change speed (C12.0) (plotted only), undock [(C13.0) and (K2.32)] or take off (P2.412) (controlled only), raise (D3.3) or drop (D3.5) or reinforce (D3.34) its shields, self-destruct (D5.0) (indeed, this is the whole point), use reserve power only for shield reinforcement (H7.34), use atmospheric flight (P2.8), enter or break orbit (P8.0), and be followed by another ship or a piloted shuttle through an asteroid hex (P3.23).

(K7.63) NIMBLE: While PFs are nimble units, Death-Riders lose some of this benefit.
(K7.631) Death-Riders are considered non-nimble units for purposes of avoiding collisions with small moons (P2.231), passing through asteroid (P3.221) or ring (P2.223) hexes, and mid turn speed changes.
(K7.632) Some functions (e.g., HET) are prohibited to Death-Riders.
(K7.633) In the event that movement on the current impulse will bring a Death-Rider into contact with its target, AND if that target is, itself, nimble, the Death-Rider must be revealed as such. For purposes of that impulse, the Death-Rider in question must move first among the nimble units. If the Death-Rider enters the target hex and the target "simultaneously" leaves that hex, the Death-Rider does NOT trigger.

EXAMPLE: A Death-Rider is targeted on an Orion CR. On Impulse #11 the CR moves into Hex 3708, heading A. Its turn and

side slip modes are satisfied. The Death-Rider moves into hex 3707, heading D. Its turn and side slip modes are also satisfied. Both units will move on the next impulse (the Orion is moving speed 19, and the Death-Rider has a speed of 24). Normally, as both ships are nimble, the Orion ship will have to move first on the next impulse. However, the Death-Rider player must now announce that his PF is a Death-Rider, and it must move before the CR on Impulse #12. The Orion observes that the Death-Rider moves into his hex (3708). Under the provisions of (K7.633), the Death-Rider will not explode if he can leave the hex, and realizing the limited maneuverability of a Death-Rider, the Orion CR continues straight ahead. [The result is that the CR has managed to evade the Death-Rider, though nominally in this case it was a head-on collision (F2.24). This is because PFs though nimble are simply not as nimble as fighters or actual seeking weapons.] He knows that the Death-Rider will attempt to turn and pursue him, and on Impulse #14 he observes it turning into hex 3608 heading E. When the CR is next scheduled to move, it turns into hex 3806 heading B to gain maximum separation and time to deal with this threat pursuing him. Note specifically that if the Death-Rider had entered 3708 from 3709 the CR could have done an HET and entered 3709, evading the impact.

(K7.64) TERRAIN: Some terrain types exert additional restrictions on Death-Riders; these are as follows:
(K7.641) Death-Riders cannot operate within ten hexes of a black hole (P4.0), pulsar (P5.0), or white dwarf (P10.5) for a variety of reasons. They cannot operate within a nebula at all (P6.0) or in the vicinity of sunspot activity (P11.0) [exception, they function normally if both the Death-Rider and the controlling ship are within the same shadow for as long as they remain in the shadow (P11.5)], or in an ion storm (P14.0). If a Death-Rider enters any of the above areas, it will become inert (K7.7).
(K7.642) Death-Riders carried by ships through the WYN Radiation Zone (P7.0) cannot be released until turn 4, and then only if the launching ship has a valid lock-on. They cannot be launched or released in the zone. If the Death-Rider fails to gain its own lock-on when its fire-control becomes active after release, it will go inert (K7.7).
(K7.643) Novas (P12.0) affect Death-Riders within their rules (e.g., a Death-Rider would roll to evade an asteroid hex as a non-nimble unit and would cease to operate if it entered the nebula part of the blast and be destroyed shortly thereafter).
(K7.644) Gravity waves (P9.0) and heat zones (P10.0) [including those generated by a white dwarf (P10.5)] and dust clouds (P13.0) affect Death-Riders normally (e.g., as PFs). Death-Riders can operate in radiation zones (P15.0) and near neutron stars (P15.5) but must be within 5 hexes of a controlling unit (if there is one) at all times or they go inert (K7.7).

(K7.7) INERT DEATH-RIDERS

Various occurrences defined in the above rules may cause a Death-Rider to go inert.

(K7.71) ACTIONS: Should a Death-Rider be required to go inert, the PF will immediately perform the following:

Execute an emergency deceleration and stop moving (it could be moved by other effects, such as tractors or black holes) with all shields up and all available power in shield reinforcement until it is destroyed, unless boarded and flown away or tractored and dragged away. If still under control, it can be ordered to drop one or more shields.

(K7.72) INTERNAL DEFENSE: The internal defense systems (K7.4) of Death-Riders which have gone inert are shut down to facilitate boarding by friendly personnel. Note that, under (K7.302), a Death-Rider could have been ordered to go inert while leaving the defenses active.

(K7.73) TIME LIMIT: If an inert Death-Rider is not boarded within five turns (even if dragged away by tractor beam), it will self-destruct as a normal PF during the Self-Destruction Phase of the SIXTH turn. The turn the Death-Rider went inert, even if on impulse #32, counts as the first turn in this five-turn period. Scenarios will be extended to account for any inert Death-Riders whose fate is still to be determined.

(K7.74) CAPTURE: If boarded by an enemy boarding party, they will roll normally under (D7.7) to prevent self-destruction, except that the PF will not actually self-destruct until the Self-Destruction Phase of the sixth turn that the Death-Rider went inert after the boarding party makes a final attempt to abort it.

(K7.8) DECEPTION

Confusing the enemy as to which PFs are Death-Riders, and which are normal PFs, can enhance the chance that the actual Death-Riders will reach their targets.

(K7.81) GHOST-RIDERS: Standard PFs can be prepared as "Ghost-Riders," essentially Death-Riders without the thionite charges. These operate as Death-Riders except that controlled Ghost-Riders cannot be commanded to explode and autonomous Ghost-Riders will not detonate on reaching their target.
(K7.811) The only way to identify a Ghost-Rider as such is to physically board it. Tactical intelligence level M will reveal that it is unmanned, but an unmanned PF could be a Death-Rider, Ghost-Rider, or Minesweeper-PF (among other things).
(K7.812) Autonomous Ghost-Riders can only be set to seek a hex, not a target, and will go inert when they reach it.
(K7.813) The combat BPV is reduced by 10.

(K7.82) MANNED DECEPTION: A player can voluntarily move some or all of his manned PFs under the restrictions of controlled or autonomous Death-Riders to conceal as long as possible from his opponent which PFs are Death-Riders and which are not.
(K7.821) PFs pretending to be Death-Riders can voluntarily move before all other nimble units; see (K7.633).
(K7.822) The performance of any function which is prohibited to an actual Death-Rider reveals that a given PF is not a Death-Rider.

(K8.0) CREW QUALITY *(Optional)*

Like all men (or whatever), the crews of PFs develop varying levels of skill. Most crews start out as "green" and, if they survive, progress to "good." A very few progress to be "ace" quality. These rules are very similar to those for fighter pilots (J6.0). PFs do not use the crew system in (G21.0) as their crews are too small.

(K8.1) DETERMINATION

(K8.11) PROCEDURE: The quality of PF crews may be specified by the scenario or may be determined by die roll. If determined by die roll, roll once for each PF and consult the chart below:

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

(K8.12) MODIFIERS: The die roll may be modified by various factors, including (G21.242) and (G21.142).

(K8.13) REASSIGNMENT: After rolling for the quality of all PF crews, if the crew of a scout or leader PF is "green," exchange it with a "ace" or "good" crew in another PF of the same flotilla. If this is impossible, see (K8.212).

(K8.14) UNITS: The crew quality rating only applies to one crew unit (the bridge crew). This affects transfers, survival, etc.

(K8.2) EFFECT OF PILOT QUALITY

(K8.21) GOOD CREWS operate normally in all respects; they have none of the quality-related modifiers listed below.
(K8.211) If not using PF crew quality, all crews are good.
(K8.212) Only good crews (not green) can fly a scout or leader PF (or a G1N). A green crew could fly one, but none of the electronic

systems would function on a scout PF and none of the additional "leader" systems (anything beyond a normal PF of that type) would function on a PFL.

(K8.22) GREEN CREWS lose one point of energy (due to inefficiency); this is ignored after dropping their warp booster packs. The speed brackets for green PF turn modes are decreased by one. For example, they have a turn mode of 1 at speeds of 2–7 rather than 2–8. See (D21.56) for modifiers when escaping catastrophic damage.
(K8.221) When green PFs fire direct-fire weapons, the target gains one free point of ECM. This is above the normal (D6.3) limits.
(K8.222) Their cost for erratic maneuvers is 6/5 points per turn.

(K8.23) ACE CREWS gain one point of energy (due to increased efficiency). The speed brackets for ace PF turn modes are increased by one. For example, they have a turn mode of 1 at speeds of 2–9 rather than 2–8. See (D21.56) for modifiers when escaping catastrophic damage. Ace crews do not improve the EW abilities of a PFS.
(K8.231) When ace PFs fire direct-fire weapons, they gain one free point of ECCM. This is above the normal (D6.3) limits.
(K8.232) An ace crew can use erratic maneuvers without cost. PFs, even ace PFs, cannot launch seeking weapons while performing EM; see (C10.51).
(K8.233) An ace crew can voluntarily ignore the benefits to avoid detection.

(K8.24) BPV: Crew quality affects the BPV of PFs; see Annex #6A.

(K8.3) CAMPAIGN RECORD KEEPING

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

(K8.31) EXPERIENCE POINTS: In campaigns, all new PF crews enter as green and (assuming that they survive long enough) progress to good and eventually ace by accumulating experience points. These are received for various activities as follows:

Points	Activity
1	Participate in one qualified sortie*
1	Hit enemy unit with any weapon†
2	Score internal damage on a ship (not INT or PF)†
4	Fire the last shot (or guide the seeking weapon) which destroys a ship.†
1	Destroy enemy fighter with seeking weapon†
2	Destroy enemy fighter with direct-fire weapon†
3	Destroy enemy PF with seeking weapon† ‡
5	Destroy enemy PF with direct-fire weapon† ‡
1	Return from sortie with damaged PF §
2	Return from sortie with crippled PF §

Except where noted, a PF crew can score points for several of the above in a given sortie.
* One qualified sortie is defined as launching, moving to within ten hexes of an enemy unit, firing weapons at an enemy unit, and landing on (or the crew being transported aboard or otherwise rescued by) a friendly unit. A non-qualified sortie is one which does not meet all of the requirements. A non-qualified sortie does not score a "sortie experience" point but does "reset the clock" for the † events.
† Only one of these scores can be earned by fire against a single target during a given sortie. Use the one with the highest score. A two-point bonus is added for destroying a PFS or PFL in addition to the points shown on the chart. If multiple units can claim a "kill" bonus, none receive it.
§ Only one of these can be scored for a given sortie, and only if the PF is actually landed on board of a ship or base.
‡ PFs score one point less if the target is an INT; INTs score these points if the target is an INT and one point more if a PF.

(K8.32) PROMOTION: Crews accumulate points to earn promotion to a higher status.
(K8.321) A green crew becomes good when it has received 10 points.
(K8.322) A good crew becomes ace when it has received 50 points (not counting the 10 points needed to become good, but including any points over 10 earned on missions while green).
(K8.323) Promotion takes effect at the end of the scenario. If a pilot who earned promotion is lost before it takes effect, he does not have the benefits of the higher rating.

(K8.33) TRANSFER: Green crews cannot transfer between different PF versions or variants. Each crew accumulates points to advance from good to ace independently for each variant of PF it flies (but versions of the same variant continue to count). A crew that is an ace in any combat variant remains an ace if assigned to a PFS, but only retains that status in a PFL if it is the leader version of their combat variant. A given crew, for example, might be an ace in a G1 (or G1L) but have only 12 points toward that status in a G1B. This status is not affected by refits of the PF (e.g., shield refit).

Changing modules (K2.38) is not a type–transfer.

(K8.34) TRAINING: During a campaign, crews held out of a six-month turn are presumed to be undergoing intensive training and gain 1-6 points (roll one die) of experience. Good crews with 20 or more points toward ace status cannot be sent to training.

(K8.35) BEGINNING A CAMPAIGN: When beginning a campaign, it would be unrealistic to assume that all crews are green. Players may assume that a typical flotilla of 6 PFs includes one ace crew, three good crews, and two green crews. Alternatively, roll for each crew as per (K8.11).

For each of the good crews, roll two dice and give them this many experience points toward ace level. For each green crew, roll one die and give them this number of points toward good. Assign all crews to a PF before rolling for this experience.

(K8.4) LEGENDARY ACE CREWS

(K8.41) DETERMINATION: Whenever a crew becomes an ace, roll one die. If the result is a 6, the crew is "legendary".

(K8.42) BENEFIT: A legendary ace crew is treated as an ace except for one additional benefit: even if their PF is destroyed or captured in combat, they will somehow manage to almost always return to the nearest friendly unit at the end of every scenario. The precise circumstances are determined by die roll.

DIE ROLL	FATE
2	Return in captured police ship.
3	Return in captured small freighter.
4	Return in captured PF (or two Federation A-20s and an HTS shuttle).
5	Return in stolen shuttlecraft.
6	Return in their own badly damaged PF.
7	Their rescue pod is picked up.
8	Their rescue pod is picked up, but their injuries will require them to skip the next round of the campaign.
9	They crash land on an uninhabited rock and return after two campaign rounds.
10	Missing. Roll again after next round of campaign.
11	Captured. The enemy will exchange them for one of their legendary ace crews that you hold.
12	Killed in action, causing the bankruptcy of at least one saloon.

Captured equipment is captured from the race being fought against. If there are several enemies, select one by a random die roll. Andromedan ships cannot be captured (crew dies) and don't exchange prisoners.

(K8.43) LIMITATION: Each crew only gets one chance to become legendary, no matter how many times (or how many different variants) it qualifies in. However, once a crew is legendary, the "return" rule applies regardless of what PF the crew is flying.

END OF SECTION (K0.0) MODULE K

(R1.0) GENERAL UNITS

GENERAL PF MECH-LINK REFIT

(R1.R1) PF MECH-LINKS: All races which deployed PFs installed mech-links (K2.2) on some of the tractor beams of some of their ships. The cost is 1 point per mech-link.

Unless specifically authorized otherwise (e.g., shown on an SSD, listed in the ship description), no more than two tractors per ship can be refitted, and no squadron or fleet can have more than six PFs distributed among all of its ships (PFTs and SCSs excepted; Lyrans can have double this amount). See (S8.32) for the limit on the total number of PF flotillas and fighter squadrons. A player cannot buy mech-links for his ships without buying PFs to go on them (one PF per mech-link). Some published scenarios and multi-scenario campaigns may create exceptions to this.

PFs carried on the mech-links of non-PFT ships are considered "casual" PFs and may be loosely organized into "casual PF flotillas," but these units are not formal flotillas (K0.3) and do not include PFLs or PFSs.

Most ships which receive this refit become casual PFTs (K2.114) as a result. Casual PFTs cannot lend electronic warfare to their PFs as a single flotilla (most lack scout channels and cannot do it at all) and have other restrictions. Supplies are provided in (K2.653).

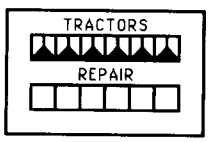
The cost of this refit (and any PFs or INTs carried) is not taken from Commander's Options, but is part of the basic cost of the battle force.

This is the same refit as described under (R11.R3).

These cannot be installed on PFs or bases. (Bases use the augmentation modules below.)

BASE MODULES

(R1.16) PF DOCKING AUGMENTATION MODULES (PFM): These modules provided bases (and some other units, such as FRDs) with a PF capability. The repair boxes of a module can be used on any PF docked at that module. An SSD is provided; there are no counters.



These are class–A Augmentation Modules.

PF modules for drone-armed PFs include 200 spaces of drones; these are stored in the starbase's cargo holds. (Plasma–D PFs get 100 plasma–Ds.) Pay the drone upgrade costs for one loading of the PFs; the other drones are free and proportional. The base (and other modules on the base) can use the drones, and the PFs can draw drones from the base's own storage. There are two spare sets of warp booster packs (three total) per PF provided under (K2.64).

Federation BATS operate their F–111s from a modified HBM with "fighter" boxes replaced by heavy fighter mech links; see SSD.

PF TENDERS USED BY ALL RACES

(R1.27) AUXILIARY PF TENDERS: All races (except the Orions, Andromedans, and Federation) produced and operated so-called auxiliary PFTs built on modified freighter hulls. These were used in manners similar to auxiliary carriers (transporting PFs, convoy escorts, sent into combat when no PFT was available, etc.).

MANEUVER LIMITS: Auxiliary PFTs can accelerate by five movement points per turn (or double the current speed) and can disengage by acceleration.

(R1.27A) AxPFS: The small auxiliary PFT carries six PFs. There is only one spare set of warp booster packs for each PF (two total each). A generic SSD and counter are in Module K. Race-specific SSDs are in Module R1.

(R1.27B) AxPFL: The large auxiliary PFT carries the same six PFs, but has more extensive facilities to support them and, consequently, was more likely to find itself in frontline combat. There are (as with most PFTs) two sets of spare WBPs (three total sets) for each PF. A generic SSD and counter are in Module K. Race-specific SSDs are in Module R1.

Weapons (for each race) are as follows:

RACE	W-1	W-2	Drone
FEDERATION	Ph–1	Drone–G	200†
KLINGON	Ph–2	ADD–12	200†
ROMULANS	Ph–1	Plas–D	100¥
KZINTIS	Ph–1	Drone–B	200†
GORNS	Ph–1	Plas–D	100¥
THOLIANS	Ph–1	Web	—‡
HYDRANS	Ph–2	Ph–G	—‡
LYRANS	Ph–2	Ph–3	200†
ISC	Ph–1	Plas–D	100¥

DRONE STORAGE: The drone column shows the drone storage capacity for the small auxiliary PFT. The large auxiliary has double this storage capacity. The symbol ¥ indicates that the storage is plasma–Ds, not drones, and these are present only if the PF flotilla is one of the types armed with that weapon.

SEEKING WEAPONS CONTROL: The symbol † indicates that an auxiliary PFT for this race can control a number of seeking weapons equal to double its sensor rating. The symbol ‡ indicates that auxiliary PFTs for this race can control a number of seeking weapons equal to one-half of the sensor rating. The plasma-race auxiliaries marked ¥ can all control a number of seeking weapons equal to their sensor rating.

FIRING ARCS: All W–1s are 360°. Most W–2s are LS/RS. Drones and ADDs are 360°. Web snares (if added to the Tholian as a refit) have an L or R arc.

SMALL PLANETARY BASES

(R1.28J) SMALL PF GROUND BASE (GPF): Provides a PF-operating capability to small planets. The "landing pads" are treated as mech-links but do not function as tractor beams (K2.4).The cargo storage includes one set of spare booster packs (total two per PF), and the remainder are "drone spaces." They have unlimited repair capability. Races with drone-armed or plasma-D-armed PFs have cargo boxes able to hold 100 points.

This is treated as a small ground base (P2.76) and is available after PF introduction by the owning race. The Federation uses (R1.28B) Large Fighter Ground Base instead of this type or could use this type with heavy fighters.

An SSD and a generic ground base counter is provided in Module K.

(R1.28K) PLANETARY CONTROL BASE (GPC): The ground-based equivalent of the Space Control Ship, this base operates both PFs and fighters, as well as its own weapons. No more than one such base would be on any planet, and only important colony planets would have such a base. The "landing pads" are treated as mech-links but do not function as tractor beams (K2.4). The cargo storage includes two sets of booster packs (total three per PF or fighter) and the remainder are "drone spaces." They have unlimited repair capability. Races with drone-armed or plasma-D-armed fighters and PFs have cargo boxes able to hold 100 points.

This is treated as a Medium Ground Base (P2.76). As with all ground fighter bases, e.g., (R1.28A), the "bay" is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions, and (of course) cannot drop T-bombs.

An SSD and a generic ground base counter is provided in Module K.

(R1.28K1) FEDERATION PLANETARY CONTROL BASE (GFC): A variation of this base is provided for the Federation, which never built PFs. It can only be used by the Federation, and only after an enemy race deploys GPCs. Such a base never has a SWAC. It has one large shuttle bay, treated as above. An SSD is provided. The cargo spaces hold two spare fighters, two spare sets of booster packs (total three per fighter), the remainder are "drone" spaces.

PF TENDER USED BY ALL RACES

(R1.31) AUXILIARY SPACE CONTROL SHIP (AxSCS): The ultimate example of a large freighter modified into a naval auxiliary, the AxSCS combined fighters and PFs at the expense of adequate support facilities for either.

The SSD shows a generic ship; insert the weapons specified in (R1.27) for the appropriate race. Shuttle bays are internal. These ships were authorized to carry one MRS, and this was not uncommon.

The AxSCS can repair PFs on any position.

The AxSCS has 200 points of drone storage and carries two spare sets of PF-WBPs (total three sets including the set on the PFs when they are embarked) and two (total) sets of fighter-WBPs. It is available after introduction of PFs.

MANEUVER LIMITS: Auxiliary SCSs can accelerate by five movement points per turn (or double the current speed) and can disengage by acceleration.

Concept proposed by David M Porter and Robert Hahn.

SSD and counters are in Module K.

(R1.PF) FAST PATROL SHIP (PF) VERSIONS

(R1.PF0) GENERAL PF VERSIONS

There are two types of modifications of PFs.

Versions are the standard modifications, such as cargo, scout, leader, ground assault, and mine warfare.

There are no "versions of versions," i.e., there are no scout-leader or cargo-leader types. (Exception: A very few scout-leaders were built as independent recon ships not used with flotillas. These will be presented in a future product.)

Variants are listed within each race's section and include alternative armament, such as the Klingon G1K or the Pterodactyl–E. Unless otherwise noted, there are no versions of variants. There is no Klingon G1K-Cargo type, although (as noted) there is a Klingon G1KL type.

NOTE: Because of size restrictions, there were never any PF variants or versions built with stasis field generators, expanding sphere generators, web casters, plasmatic pulsar devices, plasma torpedoes larger than type-F, or maulers.

NOTE: Efforts have been made to apply sub-type designators consistently. Hence, C is a cargo version, D a drone or plasma-D variant, E an escort, F a Fi-Con, G a ground assault version, L a leader version, M a mine warfare version, P a phaser variant, and S a scout version. B is often an alternative combat type.

(R1.PF1) CARGO PF VERSIONS (PFC): Most PF using races converted PFs to cargo carriers used to resupply ships on tactical deployments. Bulk cargos could be carried by freighter, but sometimes shipments of spare parts and replacement personnel needed priority treatment. PFs, with greater speed and range than shuttles, served well in this role.

PF cargo boxes only hold 25 spaces (G25.14).

These PFs are designated by the addition of "-C" or "C" to the name, as in Needle-C or Klingon G1C or simply PFC.

It is specifically prohibited for a PFT to carry cargo PFs merely to provide additional "padding" against damage. Cargo PFs can only be carried if there is a specific mission that requires such units.

An SSD for the PFC of each race is found on the reverse side of that race's R-section page in Module K.

(R1.PF2) SCOUT PF VERSIONS (PFS): PF scouts were used primarily to guide flotillas to their targets and provide EW support in combat. The scout variant of each race's PF is shown on the flotilla SSD sheet for that race.

See (K1.75) for the use of PF scouts.

These ships are designated by the addition of "-S" or "S" to the name, as in Bobcat-S or Pterodactyl-S or PFS.

(R1.PF3) GROUND ASSAULT VERSIONS OF FAST PATROL SHIPS (PFG): All PF-operating races used PFs to carry ground troops to planetary surfaces. These were modified cargo PFs.

The designator is "-G" as in Klingon G1G or Harrier-G.

All ground assault PFs have 10 additional boarding parties (one of which is an HWS). One ground vehicle (GCV, with its one BP crew) can replace five boarding parties (one of the BPs given up is the HWS). The first two Barracks hits do not produce BP casualties; the third destroys 5 BPs (or the ground vehicle that replaced them); the fourth destroys 5 BPs.

The 11th BP listed on the Master Ship Chart is the defensive BP (K1.33) on all PFs (which cannot disembark with the troops unless the PF is abandoned by the entire crew). Extra BPs cannot be purchased. If a PFG unloads some or all of its BPs, it can pick up more (to the maximum of 10+1) from any other friendly unit within the normal rules.

An SSD for the PFG of each race is on the reverse side of its R-section page.

(R1.PF4) MINE WARFARE VERSIONS OF FAST PATROL SHIPS (PFM): PFs were generally considered to be inappropriate for minesweeping tasks as a single mine could crush their hull. However, modified cargo versions of PFs were used to lay mines or to operate minesweeping shuttles. PFMs are considered minesweepers (M2.85) while not docked. Mines are not included in BPV. Mine racks on a PFM have half of the capacity of mine racks on ships (M9.11) but are otherwise treated in the same manner.

The MSS shuttles are carried by the minesweeper and controlled by a PFM carried on the minesweeper's mech-link. The PFM cannot control MSS while docked/linked.

In rare cases, a mine warfare PF might be operated as a robot minesweeper without a crew. In this case, it would move as an MSS (R1.F2) but conduct minesweeping operations as a ship. Some races (e.g., Tholians) are less likely to do this because of the limited weapons on their mine warfare PFs.

Mine warfare PFs are designated "-M" or "M" as in Pterodactyl-M or Klingon G1M or simply PFM.

An SSD for the PFM of each race is found on the reverse side that race's R-section page in Module K.

(R1.PF5) FI-CON PF VERSIONS (PFF): All PF-using races experimented with the Fi-Con (Fighter-Conveyor) concept (wherein a PF carries four fighters — but almost no weapons — into battle), but only the Kzintis and Lyrans deployed operational flotillas. (The Hydrans integrated them into standard flotillas.) The practice was not a success because the short-ranged fighters were too-often abandoned by the underarmed PFs if the pick-up point was hotly contested. See (K1.8).

Fi-Cons are considered variants, not versions. Some races had leader versions, as is noted in their R-section. All use (K1.8) for launch and recovery. No Fi-Cons carry "heavy weapon" fighters.

Fi-Con PFs are designated "-F" or "F" as in Pterodactyl–F or Klingon G1F or simply PFF. Exception: Hydran Valkyrie (VAL).

An SSD for the PFF of each race is, with some exceptions, found on the reverse side that race's R-section page in Module K.

(R1.PF6) PF LEADER VERSIONS (PFLs): Normally, one PF of each flotilla was of a "leader" design with increased capabilities (K4.0). The general idea was for each flotilla of PFs to have capabilities equal to a small starship. The leader provided the single tractor beam and transporter for use by the entire flotilla.

The leader also carried the flotilla's only administrative shuttle. See (K4.1) for specific rules on this shuttle.

Leaders are shown on the flotilla SSD sheets. PF-Leaders are designated by the "-L" or "L" suffix as in the Klingon G1L.

(R1.PFR0) FAST PATROL SHIP REFITS

(R1.PFR1) PF SHIELD REFITS: The shields on new-production PFs were increased at the beginning of Y182 by all races. Older PFs were not refitted because the cost was too high. By the end of Y182, most of the surviving "thin shield" PFs were transferred to training squadrons, local defenses, or less active sectors.

PFs with the shield refit are often designated PF+, but most scenarios specify the presence or absence of this refit by a rule.

The appropriate refit for each race and the BPV increase is shown on the SSD in Module K.

(R1.PFR2) GENERAL REFITS: PFs do not receive the general fleet refits applied to size 4 and larger ships, e.g., shield refits (other than above), phaser, plus, power, command, Y175 drone racks, etc.

(R2.0) THE UNITED FEDERATION OF PLANETS

FEDERATION PF TENDERS AND HEAVY-FIGHTER CARRIERS

(R2.56) HEAVY FIGHTER TRANSPORT (NVH): While the Federation never built PFs, it did operate heavy fighters. Two ships, *Ise* and *Hyuga*, were built as modified NVS carriers specifically to carry heavy fighters on mech-links. The *Ise* carried A–20s while the *Hyuga* carried F-111s. There is some indication that other NVHs may have been built later.

The NVH was provided with the same escorts as the NVS (R2.60). The cargo boxes use the (R2.R5) rules. There are no refits.

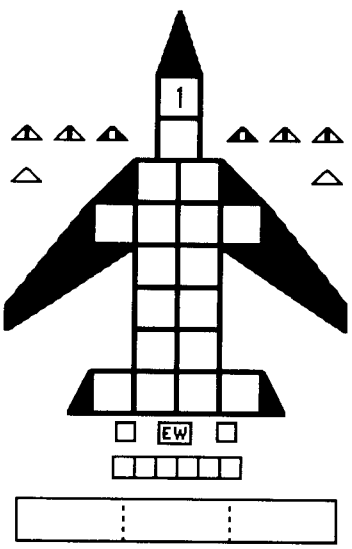
An SSD and counter are provided in module K.

(R2.56A) NEW PF TENDER (NPF): If the Federation had ever built PFs, it is probable that something similar to the NVH would have been used as its PFT. The NPF design is based on a conversion of the NVH. It is unlikely that cruisers could have been spared (or old CLs remained available) for conversion to PFTs, although such conversions are on file and might be published. There are no refits.

An SSD and counter are provided in module K.

(R2.F) FEDERATION HEAVY FIGHTER

(R2.F11) F-111 "AARD-VARK" HEAVY DRONE FIGHTER: This is the fighter that became known as "the Federation PF." It was the largest and most powerful of Federation fighters and was used at bases and by NVH carriers (on their mech-links). It is a large fighter (J10.0). It has an assortment of drone rails and internal ordnance options.



Drone Launch Rate: Max of four drones within any one turn or within 8 consecutive impulses on two turns. Can also use (R1.F9).

STANDARD: The F-111 has the following standard systems and weapons:

one phaser-G-FX
one phaser-2-FA
one phaser-3-RA
one built-in EW pod
a 6-round anti-drone system
two chaff packs

DRONE RAILS: The F-111 has eight drone rails, four under each wing. These are as follows:

- The outer rails (one per wing) are "light" rails able to hold only type-VI drones. They cannot hold pods of any type. This rail can carry a RALAD.
- The two middle rails on each wing are "standard" rails able to hold type-I or type-VI drones. They can also carry any type of fighter pod or a RALAD.
- The inner rails (one per wing) are "special-heavy" rails. They can carry type-III (even type-III-MW) drones, type-I or type-VI drones, a RALAD, or any type of fighter pod. These rails can even carry type-IV drones (or type-III-XX), but in this case the adjacent middle rails (one on each wing) must be left vacant (keeping the total spaces the same). For example, the left wing might have VI-I-IV and the right wing III-I-I-VI.
- The two rails comprising a given pair need not be loaded with identical munitions.
- Two "pod rails" (J11.11) which count against speed and DFR.

WEAPONS BAY: The unique feature of the F-111, however, is the internal weapons bay. This bay can hold a total of three "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.
- One transporter bomb (two spaces) can be carried and laid. These bombs are taken from those on board the carrier (or other ships, using cargo transfer rules or sending the fighter there to pick the bomb up); the fighter does not come with T-bombs of its own.

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

Counters for heavy fighters are provided in Module K.

(R2.PF) FEDERATION FAST PATROL SHIPS

The Federation never produced a PF or interceptor, even as a prototype. There were never even any studies or projects of this type. It has been theorized that, had the Federation built a PF, it would have been along the lines of a Kzinti PF (with a photon replacing the disruptor).

Included in Module K are "conjectural" PF and Interceptor designs; see the notes in (Z13.2) of Module K for background.

(R2.PF0) MUSTANG INTERCEPTOR (INT): The standard conjectural interceptor type. The drone rack is type-A, although variants might have type–E or type-G. Photon range is 12.

SSD and counters are in Module K.

(R2.PF1) THUNDERBOLT PF: Equivalent to the PFs of other races. One drone rack is type-G, the other type-A. Photon range (on all versions and variants) is 12. Standard versions include:

Thunderbolt–C Cargo (*Thundercloud*)
Thunderbolt–G Ground Assault (*Thunderstrike*)
Thunderbolt–L Leader (*Thunderchief*)
Thunderbolt–S Scout (*Thunderscout*)
Thunderbolt–M Mine Warfare (*Thunderblast*)

SSD and counters are in Module K. One SSD shows a standard flotilla; another shows several of the variants. SSDs on the next page show the standard support versions.

See (R1.PF1)–(R1.PF6) for rules on standard versions.

(R2.PF2) THUNDERBOLT-B (PFB): Designed for increased shock effect, the conjectural Thunderbolt-B (*Thunderboomer*) reverses the drone/photon ratio from the standard Thunderbolt, following the pattern established by the Klingon G1B. Drone rack is type–G. Production of Thunderbolt–Bs would probably have been very limited; there would never be more than two in a flotilla. There is no leader version.

An SSD is provided on the Fed PF variants page, Module K.
Design by Scot McConnachie

(R2.PF3) THUNDERBOLT-D (PFD): The conjectural Thunderbolt–D (*Thunderstorm*) has pure drone armament (two type–B, one type–G racks) for fire support, similar to the Klingon G1D. There is a leader version, but not a scout version.

An SSD is provided on the Fed PF variants page, Module K.
Design by Scot McConnachie.

(R2.PF4) THUNDERBOLT-E (PFE): A conjectural escort variant with anti-drones (three ADD-6), but no photons (*Thunderstreak*). These would not be operated in full flotillas, but might be carried on mech-links by carriers and escorts for local defense. There is no leader version.

An SSD is provided on the Fed PF variants page, Module K.
Design by Scot McConnachie.

(R2.PF5) THUNDERBOLT-F (PFF): The conjectural Fi-Con variant (*Thunderflash*) with four F–18s replacing the torpedo and drones. (No other type of fighter can be carried, but any sub-type of F–18 can be. Gorn G–18s cannot be carried.) These would never be used in pure flotillas. They would either be in half-flotillas carried on mech-links by a carrier group, or they would be included with a Thunderbolt–L, a Thunderscout, and a Thunderbolt–E or –D as a flotilla on an SCS. There is no leader version.

An SSD is provided on the reverse of this page.

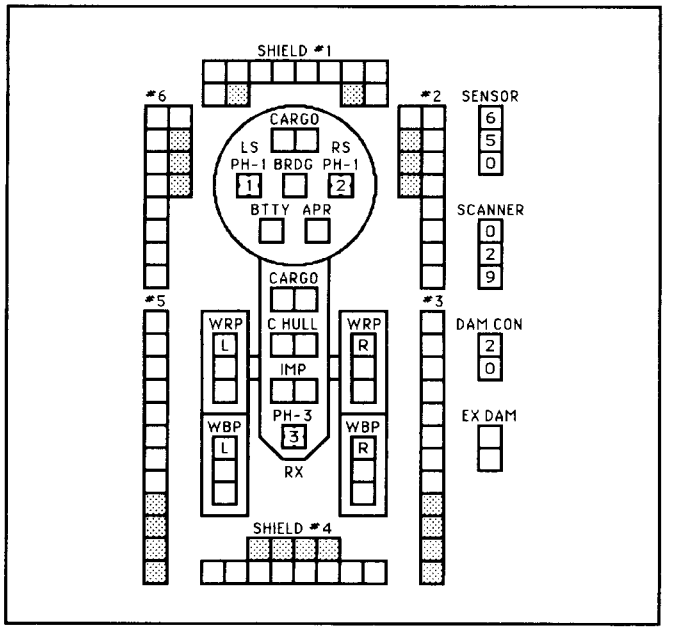
Design by Scot McConnachie.

(R2.PF6) THUNDERBOLT-P (PFP): A conjectural variant with a stronger phaser armament (*Thunderphase*). There is a leader version.

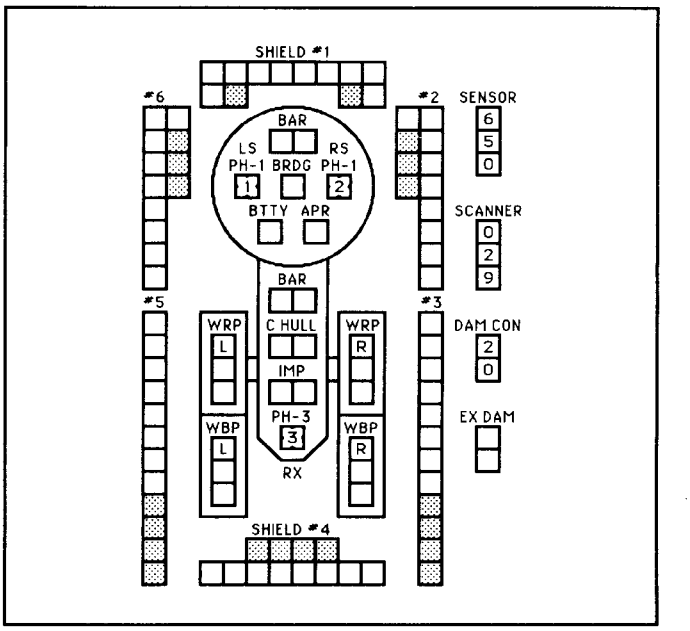
An SSD is provided on the Fed PF variants page, Module K.

Design by Scot McConnachie.

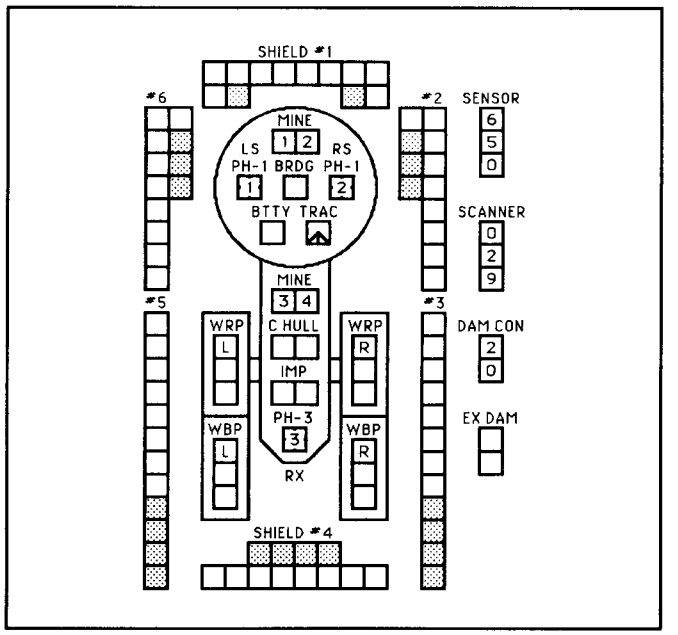
CARGO PF



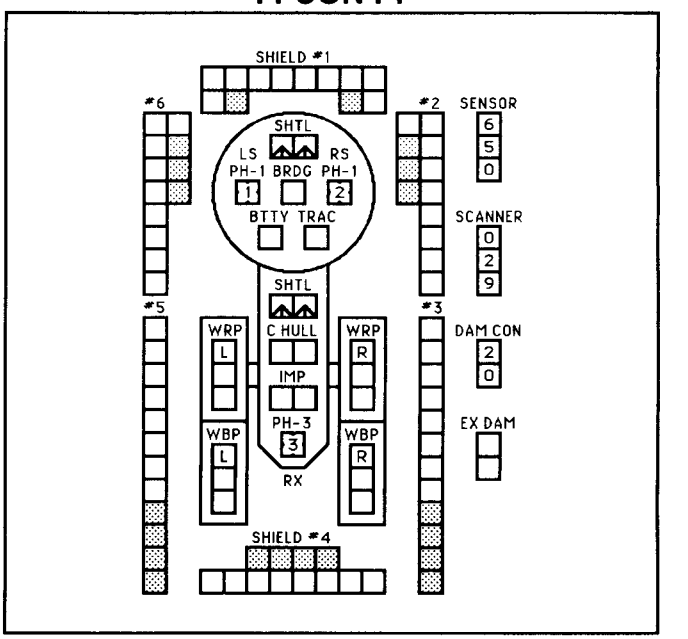
GROUND ASSAULT PF



MINE WARFARE PF



FI-CON PF



(R3.0) THE KLINGON EMPIRE

KLINGON PF TENDERS

(R3.22) D6 PF TENDER (D6P): Needing a PF tender in Y178, the Klingons chose to modify several of their older D6 ships (then no longer first-line cruisers) to the class shown on the SSD.

Note that the repair boxes can only be used to repair PFs. The four PFs docked at the rear can be repaired; the two docked to the boom cannot.

Note the significant differences between the D6V and D6P, that is, the substitution of special sensors for ADD weapons. This is because the far greater operational range of the PF (as compared to the fighter) made it imperative that the tender be able to detect and track potential targets at a considerable distance. The lack of defensive capability was accepted due to the greater range from the enemy that the PFT could remain while its gunboats were in action.

UIM: Available for purchase under (S3.2).

Refits: Never had K-refit. Incorporated B-refit.

SSD and counter are in Module K.

(R3.22A) D7P PF TENDER: In at least one case, a badly damaged D7 was converted into a PF tender. The resulting ship was identical, in every way, to a D6P. (The damaged D7 had previously received the K-refit, but the phasers had been destroyed in combat and the replacements were phaser-2s.) This entry is simply an administrative reference that the conversion is possible.

(R3.60) D5P WAR PF TENDER: As with all war cruiser/PFT variants, the small hull imposed limitations on range and endurance. It can repair a PF on any position. This ship, like the D6P, retained its disruptors and could accompany the PFs into direct combat. This resulted in a slight decrease in PF support capabilities, which the Klingons were willing to accept.

Never received K-refit (no wing phasers).

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

SSD and counter are in Module K.

(R3.PF) KLINGON FAST PATROL SHIPS

(R3.PF0) H1 INTERCEPTOR: The standard interceptor, the H1 emphasized the combination of drone, disruptor, and phaser weaponry. Interceptors cannot separate their booms. FX phasers do not have the (D2.33) rear firing arcs.

An SSD and counters for an Interceptor squadron are included in Module K.

(R3.PF1) G1 FAST PATROL SHIP: The G1 is the standard Klingon PF; it was designed with Lyran help to counter the expected deployment of Kzinti and Hydran PFs. The drone racks are type-A. No Klingon PF can separate its boom. FX phasers have the (D2.33) rear firing arcs.

Even though there are no formal security stations; no mutiny is possible. The officers on the bridge can monitor the ship from their consoles. Any mutineers would virtually be committing suicide since they could not operate the ship, and it could not last very long adrift in space. (Recovery of a survival pod of mutineers would not guarantee their ultimate survival.)

Drone firing rate is specified in (K1.52).

Module K includes an SSD for an entire flotilla of G1s, including the scout and leader. Counters are in Module K.

Versions (also in Module K) include:

- G1C Cargo
- G1F Fi-Con
- G1G Ground Assault
- G1L Leader
- G1M Mine Warfare
- G1S Scout

The support versions are on the next page.

See (R1.PF1)–(R1.PF6) for rules on standard versions.

(R3.PF2) G1K ANTI-FIGHTER PF: This variant was specifically designed to hunt down fighters and destroy them. Drone racks are type–E. There is a leader version, but G1K flotillas used standard G1S scouts. Some G1Ks were mixed into flotillas with other types.

There is an SSD for an entire flotilla of G1Ks in Module K.

(R3.PF3) G1P MODIFIED PF: "Phaser-armed" variant, with phasers replacing the disruptors. There is a leader version of this variant.

There is an SSD on the Klingon PF variants page in Module K.

(R3.PF4) G1D DRONE PF: All racks are type-B. There is a leader version of this variant.

There is an SSD on the Klingon PF variants page in Module K.

(R3.PF5) G1B DISRUPTOR PF: A variant with more disruptors and fewer drones. There is a leader version of this variant.

There is an SSD on the Klingon PF variants page in Module K.

(R3.PF6) G1N COMMAND PF: Designed to carry senior officers, diplomats, and other VIPs in cases where a ship is not required or available and a shuttle is inadequately defended. A D7N or D5N Diplomatic Cruiser might carry a PF of this type on a mech-link (after Y180). While PFs of this type may be at starbases from time to time, they would never be involved in a scenario because they would have been used to evacuate critical personnel or records before the enemy arrived. Only a very few G1Ns were built. They are not available for purchase in BPV scenarios, but only in specified historical scenarios.

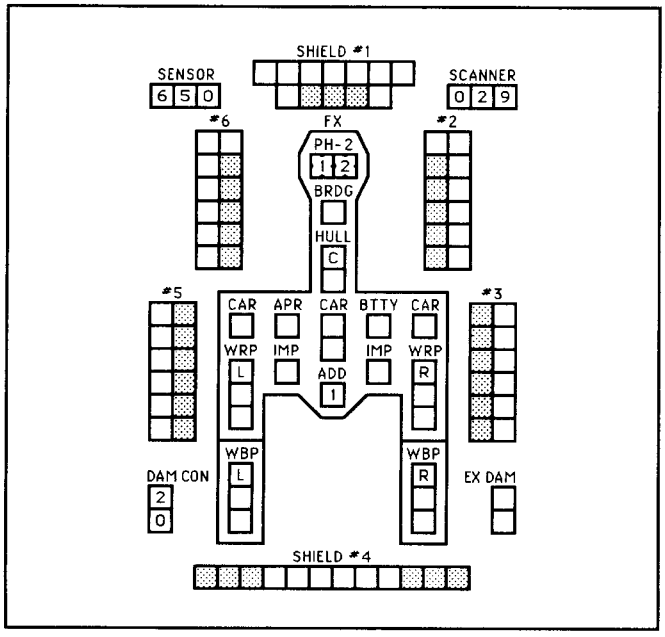
The G1N is based on a G1L PF leader, but is somewhat larger. (It does count as a leader if within a flotilla, and most of the G1Ns on bases were part of flotillas intended to escort the admiral.) The G1N does not carry a T-bomb and must pay life support (1/5 point) as admirals are not partial to pressure suits. The crew includes one crew unit of passengers (the admiral and his staff), which can help crew the PF if necessary. Drone racks are type–E.

The shuttle carried on the mech-link is an MRS, but the G1N has no facilities to reload or repair it. The MRS shuttle will have its standard type-I and/or type-VI drones with explosive warheads. It cannot be prepared as a scatter-pack by the G1N, nor can the G1N carry it in that configuration.

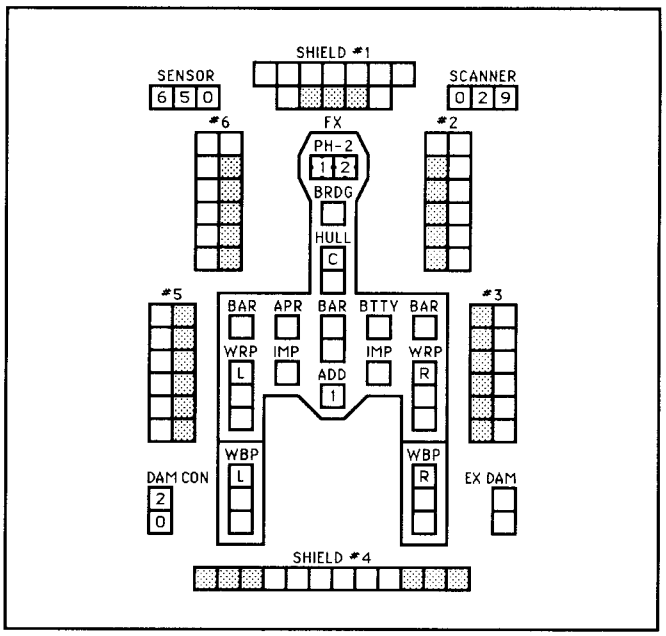
There is an SSD on the Klingon PF variants page in Module K.

Design by Stephen V Cole & Keith Velleux.

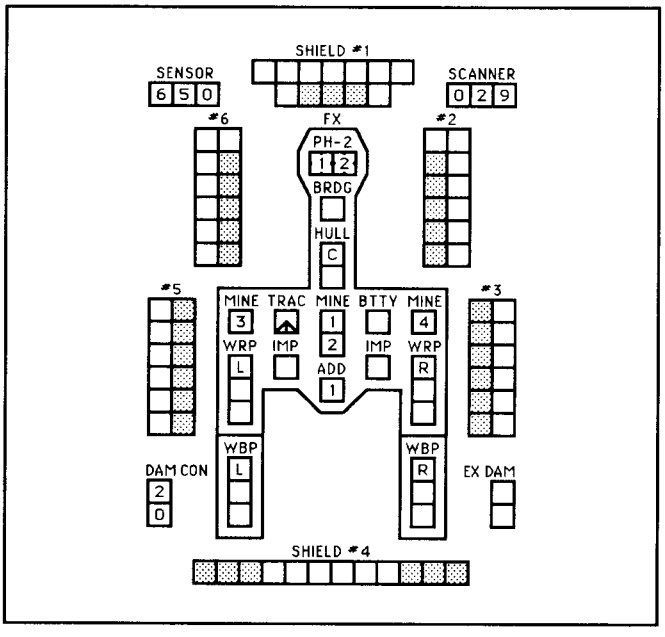
CARGO PF



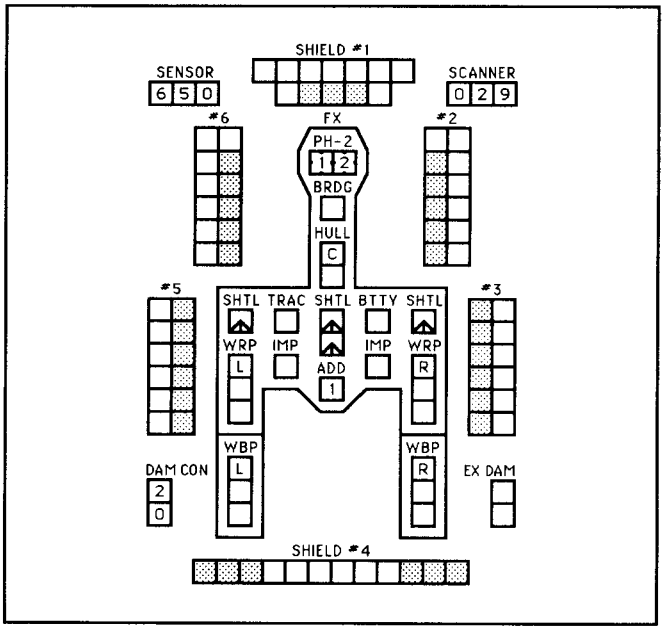
GROUND ASSAULT PF



MINE WARFARE PF



FI-CON PF



(R4.0) THE ROMULAN STAR EMPIRE

ROMULAN PF TENDERS

(R4.13) CHICKENHAWK PF TENDER (CH): A conversion of the WarHawk used as a PFT. The ChickenHawk carried only three PFs and often operated in pairs (dividing a complete flotilla between them). If operating alone, the three PFs would be treated as "casual" PFs.

The ChickenHawk had only defensive weapons and would be outmatched by any medium-sized warship. The lack of special sensors limited most ChickenHawks to mobile defensive patrols.

Its use was limited, but it supplemented the newer ships in less critical regions. PFs can be repaired at any of the mech-link positions using a collapsible bay. ChickenHawks could only carry Centurions or Decurions; they could not change the modules on StarHawks and, consequently, would seldom carry that type.

SSD and counters are in Module K.

(R4.18) SPARROWHAWK-E PFT (SPE): This was the standard and most common Romulan PFT. It retained its cruiser heavy weapons and was a powerful warship in its own right. Carrying a flotilla of six PFs, the SparrowHawk-E does not dock its PFs internally but can repair them in collapsible repair bays on the four outer positions. The repair boxes on each side can be used on the PFs on that side only.

An extremely powerful electronic warfare ship, the SparrowHawk-E eventually replaced most SparrowHawk-Cs as fleet scouts.

The designation is somewhat confusing, in that it appears fifth in the alphabetical list but was the lastvariant to appear (with the possible exception of an X-variant, which might not have been built). The explanation of this anomaly is not provided by the source tapes and remains something of a mystery.

Alternate Designation: SpH–E.

SSD and counter are in Module K.

(R4.23) SKYHAWK-C PF TENDER (SKC): This ship was often used to transport replacement PF flotillas to front-line units, although it saw combat often enough. It was operationally hampered compared to SkyHawk-As due to the lack of batteries, but did retain its weapons and was a powerful combat unit.

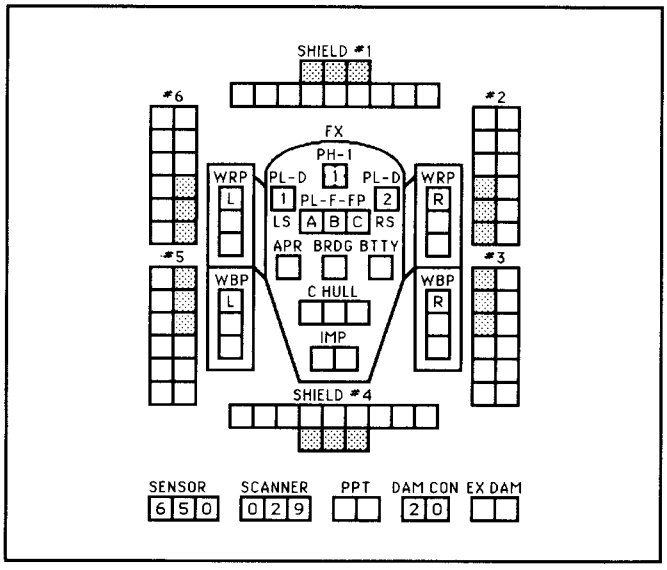
This version appeared much later than the other SkyHawks and was given the "C" designation (which had once been given in error to what was thought to be a variant of the "A" version).

It can repair PFs on any of the six positions (collapsible bays).

Alternate Designation: SkH–C.

SSD and counter are in Module K.

CENTURION-E ESCORT PF



(R4.PF) ROMULAN FAST PATROL SHIPS

As with all plasma PFs, the restrictions of (FP8.26) Bolt Rate and the limit of two PPTs (FP6.15) apply to all Romulan PFs. All Romulan INTs and PFs have cloaking devices.

(R4.PF0) DECURION INTERCEPTOR (INT): This is the standard type of interceptor.

SSD and counters are in Module K.

(R4.PF1) CENTURION FAST PATROL SHIP (CEN): The Centurion was the first and most numerous Romulan PF. It has the cloaking device. The Centurion has five type-F plasma torpedo launchers. The plasma torpedo restrictions of (K1.54) and (FP8.26) apply to all Romulan PFs. An SSD and counters for a Centurion flotilla are in Module K. SSDs for the versions below (other than L and S) are on the back of this page. Standard versions include:

C (Cargo)
F (Fi-Con) (carries superiority fighters)
G (Ground Assault)
L (Leader)
M (Mine Warfare)
S (Scout).

See (R1.PF1)–(R1.PF6) for rules on standard versions.

(R4.PF2) STARHAWK MODULAR PF (STH): Built in Y184, the StarHawk replaced about half of the Centurion production. The design is modular, with various modules of equipment (as shown on the SSDs) available to modify the type. See (K1.54) for data on the plasma–Fs. StarHawks always had the shield refit, since they were deployed after the refit was introduced.

The two modules must be of the same type for dynamic balance purposes. As with the Kzinti MRN, the modules can be changed during a scenario; see (K2.38).

A PFT or SCS operating a flotilla of StarHawks would have one L and one S module set, six combat sets (A, B, D, E, F; or any combination), and two special sets (C, G, or M; or a combination). The owning player selects the modules before the scenario (or campaign) begins. A base would have twice the listed amount per flotilla, but could not deploy more than one STH-L and one STH-S at a given time. Any boarding parties carried by StarHawks operating in the G-mode must be drawn from the ship's normal complement or purchased under (S3.2). Most historical scenarios will provide these where needed.

There are the following versions/variants (SSDs in Module K):

A: The standard version. Type A and B have two PPT, same plasma firing rates as Cent.

B: The second most common version. Reduced phaser firepower was offset by two more torpedoes. Combat flotillas usually contained a mixture of A and B types.

C: Cargo version, modified for the G and M versions.

D: Has four plasma racks; used for escorts and base defenses in heavy fighter/drone environment.

E: This is a modified A module with a plasma rack replacing the plasma-F. Used for escorting ships and bases.

F: Fi-Con version. Could not carry the assault fighters equipped with plasma-F, but only the superiority fighters armed with plasma-D. Unsuccessful for their intended mission, some F-modules were commonly carried but seldom used. In one case, a StarHawk–F used these modules to take GAS shuttles on a planetary raid.

G: Ground assault version. Carried extra troops.

L: Leader version. Carried StarHawk-A weapons plus the tractor, shuttle, and transporter of a leader version.

M: Mine warfare version. Used primarily to lay mines around Romulan bases. Never used for minesweeping as it is not capable.

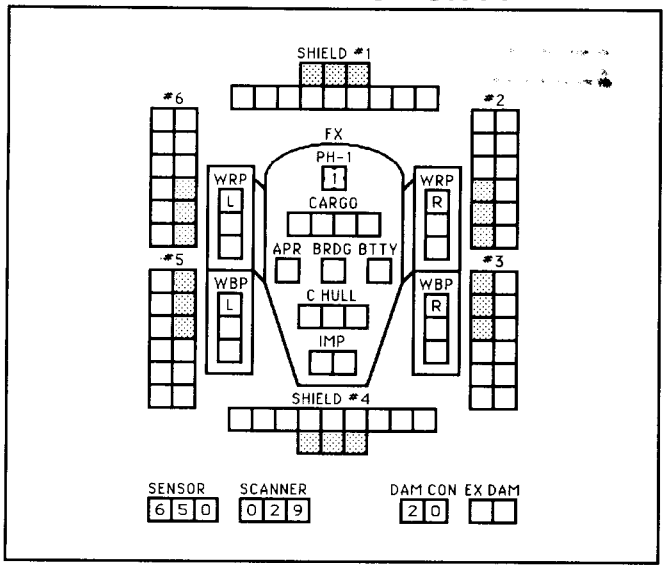
S: The scout version. Note that ph-3s were substituted for the heavier ph-1s.

For purposes of (K5.0), the non-weapon systems in the modules are destroyed by hits on the systems they replaced (i.e., on the A-module).

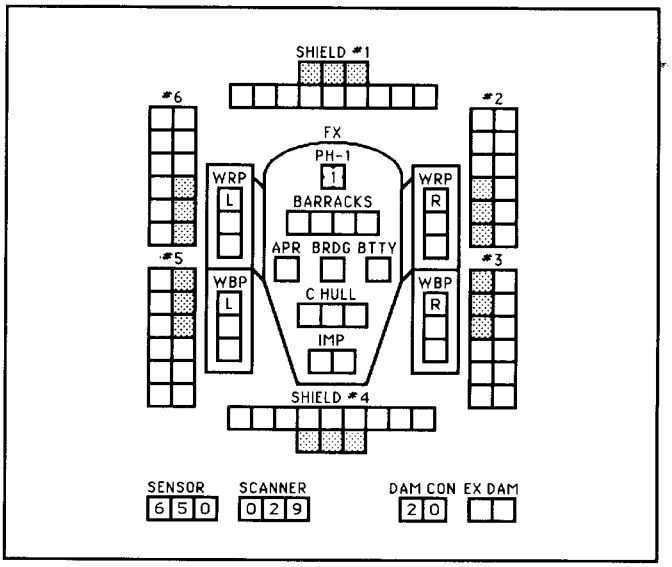
(R4.PF3) CENTURION–E: A Centurion variant, the Centurion–E, was sometimes used as an escort or anti-fighter PF. One Centurion-E might appear in a standard Centurion flotilla. See (FP10.244).

SSD is at left.

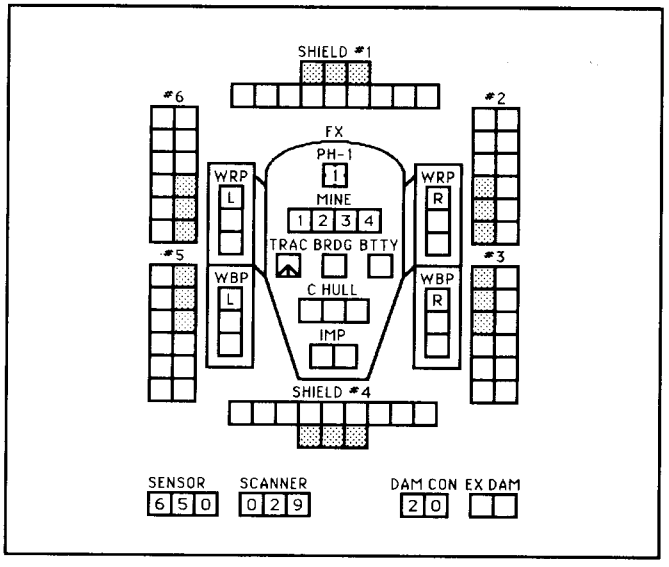
CARGO CENTURION PF



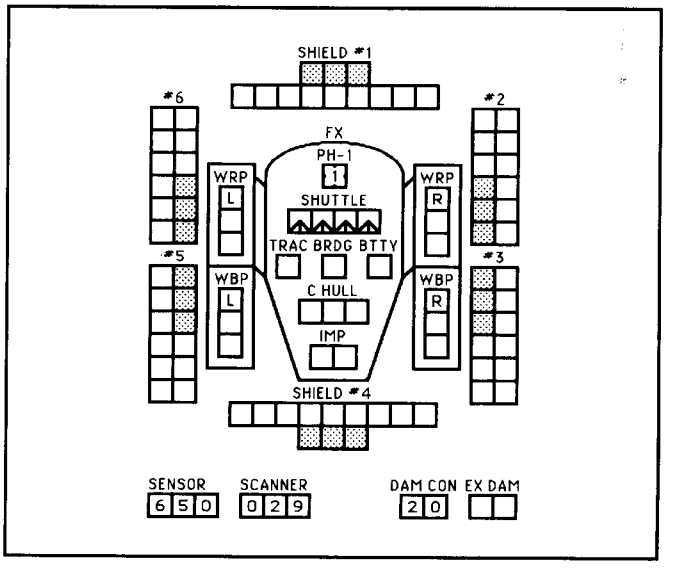
GROUND ASSAULT CENTURION PF



MINE WARFARE CENTURION PF



FI-CON CENTURION PF



(R5.0) THE KZINTI HEGEMONY

KZINTI PF TENDER AND SPACE CONTROL SHIP

(R5.11) SPACE CONTROL SHIP (SCS): Following the Hydran example, the Kzintis converted one of their CVAs into a Space Control Ship in Y181. The design proved so successful during its first missions that the Kzintis converted other CVAs and DNs into SCSs (and possibly built more).

While it carries near-dreadnought armament, its avowed purpose is to go to a given area and "control" it. For this purpose, it also carries a complete fighter squadron of 12 attack shuttles and has mech-links under the wings where six PFs can be towed. Engaged in direct combat with the SCS, a single enemy DN would find itself in a difficult situation.

The 12 fighters are in a single bay with four launch tubes and a single belly hatch for recovery of returning fighters. This allows it to simultaneously launch four and recover one fighter (or to launch five, or to launch four while dropping a T-bomb, etc.). The SCS was authorized two MRS shuttles but did not always have them. The 18 deck crews include the 6 for the MRNs.

The SCS can take one PF into an internal bay (which occupies part of the space used on the CVA for shuttles) and use its repair systems on it. These repair units can only be used on a PF in the bay. The Kzinti SCSs sometimes carried seven PFs, the seventh (possibly an MRN or other special type, and not part of the flotilla) in the repair bay.

Year	Escorts	Fighters
Y181+	2xMAC, DWA	12xTADS
Y183+	2xMAC, DWA	12xTADS-C

Sometimes a second DWA replaced the second MAC.

The SCS can control a number of seeking weapons equal to double the sensor rating.

Y175 refit (R5.R5) was standard and part of the design.

SSD and counter are in Module K.

(R5.22) NEEDLE TENDER (PFT): Converted from the last survivors of an unsuccessful pre-war destroyer class, the PFT can transport a full flotilla of six Needles. Two are docked internally, the others under the wings. The two Needles inside can be repaired by the repair systems; the others cannot. This ship is also known as the Needle Tender, or NT.

As can be noted, the Kzinti PFT is designed only for self-defense, not for intentional direct combat. The PFT is a variant of the DD (R5.35).

Y175 refit (R5.R5) was standard and part of the design.

Design by C Michael Thompson.

SSD and counter are in Module K.

(R5.24) SUPER SPACE CONTROL SHIP (SSCS): During the Andromedan War, the Kzintis converted the SCS *Goliath* into this huge ship. This ship was designed to follow the Andromedan Rapid Transport Network and attack Andromedan bases. Scouts could track the RTN only if there were no other ships in the area to distort the signals. This usually resulted in the scout stumbling onto the base and meeting a hot reception. Survey Cruisers were used, but were too valuable and lacked the firepower to tackle larger bases. The *Goliath* was designed to find these bases and bring along enough firepower to do the job while hunting alone.

The 12 fighters are in a single bay with four launch tubes and a single belly hatch for recovery of returning fighters. This allows it to simultaneously launch four and recover one fighter (or to launch five, or to launch four while dropping a T-bomb, etc.). The SSCS was authorized two MRS shuttles but did not always have them.

The SSCS usually remained on the fringes of a battle, supporting its PFs and fighters with drones and electronic warfare support, and closing only to deliver the final blow to an already crippled enemy.

SSCS can control seeking weapons equal to double its sensor rating (plus a scout channel can increase this if so desired). This ship counts as a PFT (K2.113) for purposes of (K2.52). The two PF flotillas always included one of MRNs and one of a combat variant. The SSCS can take one PF into an internal bay (which occupies part of the space used on the CVA for shuttles) and use its repair systems on it. These repair units can only be used on a PF in the bay. (The repair facilities were totally inadequate for 12 PFs, but it was expected that the SSCS would have plenty of time between battles to attend to this problem.) For some special missions, a 13th PF could be carried (in this bay), but it would not be part of either flotilla. Note that six of the deck crews are for the MRNs. Each group of three mech-links counts as a shuttle bay for purposes of moving deck crews around.

It was once thought that this ship was designed during the General War as an answer to the B10, but later information has proven this analysis to be incorrect.

Year	Escorts	Fighters
Y196+	See Note Below	12xTADS-C

The SSCS often operated without escorts. If using an escort group, use the one for the SCS.

Y175 (R5.R5) refit was standard and part of the design.

SSD and counter are in Module K.

(R5.PF) KZINTI FAST PATROL SHIPS

(R5.PF0) SPIKE INTERCEPTOR (INT): The standard interceptor type.

SSD and counters are in Module K.

(R5.PF1) NEEDLE FAST PATROL SHIP (PFN): Called the Needle by the Kzintis, their version of the PF is relatively similar to the Klingon and Lyran versions. Armed with drones, disruptors, and phasers, the Needle is well matched against the Klingon G1 or the Lyran Bobcat.

Versions include:

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

See (R1.PF1)–(R1.PF6) for rules on standard versions.

SSD and counters are in Module K. There is a drone variant (R5.PF4) and a Fi-Con variant (R5.PF3) listed below.

(R5.PF2) MULTI-ROLE NEEDLE FAST PATROL SHIP (MRN): Carried primarily by SCSs and the SSCS, the Multi-Role Needle is a jack-of-all-trades PF. The drone racks and ph-3s in the outriggers of the standard Needle are replaced with special pallets.

Design by C Michael Thompson.

These pallets (two per MRN, one on each side) can hold any of the following options. The resulting SSDs are provided on the MRN variants page in the Module K SSD book.

A-Phaser (A): Each pallet holds two ph-3s (LS/RS).
B-Phaser (B): Each pallet holds one ph-1 (LS/RS).
C-Cargo: Each pallet holds two cargo boxes.
D-Drone: Each pallet has two type–A drone racks.
E-Escort: Each pallet holds one ADD-12 and one ph-3 (LS/RS).
F-Fi-Con: Each pallet has two fighter boxes. Although nominally capable of the "Fi-Con" system, these were only used for replenishment/transport after the fiasco of Y181. The lack of a tractor made their tactical use limited.
G-Troop Transport: Each pallet has two barracks boxes and can carry five boarding parties (total 11 boarding parties). This was used for commando raids. Any boarding parties carried by MRNs operating in the G-mode must be drawn from the ship's normal complement or purchased under (S3.2). Most historical scenarios will provide these where needed.
J-Standard pallet: Has one ph-3 and one drone rack. The resulting SSD is identical to the Needle.
K–Anti-fighter: Each pallet has two type–E drone racks.
L-There was no leader pallet; the leader equipment was part of one PF hull which could carry any pallets.
M-Minelaying: Each pallet holds two mine racks. Can lay one mine from each pallet each turn.
S-Scout: Each pallet holds one special sensor box and a drone rack.

For purposes of (K5.0), the non-weapon systems in the pallets are destroyed by hits on the systems they replaced (i.e., the systems on the standard Needle).

MRNs were extremely rare (the number remained around 20 in operation at any given time). All Space Control Ships had one, and

some had a full flotilla. They were generally assigned for special operations with the flotilla returned to fleet control and rebuilt after each operation.

An SCS carrying one MRN has one of each type of pallet.

A PFT or SCS operating a flotilla of MRNs (it would never have seven) would have one S module set, seven combat (A, B, D, E, F, J, K; in any combination), and two special (C, G, M or a combination). The owning player selects the combination before the scenario. A base would have twice the listed amount for each flotilla, but could not deploy more than one S at a given time. The MRN-L can only carry a combat module (unless the entire flotilla carries another type).

The two modules on a given PF must be of the same type for dynamic balance purposes. As with the Romulan StarHawk, the modules can be changed during a scenario; see (K2.38).

(R5.PF3) FI-CON NEEDLE FAST PATROL SHIP (PFF): An experimental conversion of the Needle, the Fi-Con (Fighter Conveyor) was not popular with either its crews or the fighter pilots. The basic idea was that a Needle would tow four fighters within range of a target and release them, picking them up after the strike. Only a dozen Needles (including line, training, and replacement units) were converted to this type, and all were used in the 23rd Fi-Con Division (which included the 23rd Needle Flotilla and the 210th and 211th Fighter Squadrons).

The 23rd spent less than three months on the Klingon border before it was withdrawn and used for internal anti-pirate patrols. The fighter pilots claimed that the Needles deserted them under fire, while the Needle crews disliked having to get so close to the enemy in almost defenseless craft without heavy ship support. The primary success of the design, Kzinti sources note, was that the Lyrans were induced to copy it, with an equal lack of success. The fighters on this (and the MRN-F) land at external mech-links (K1.8).

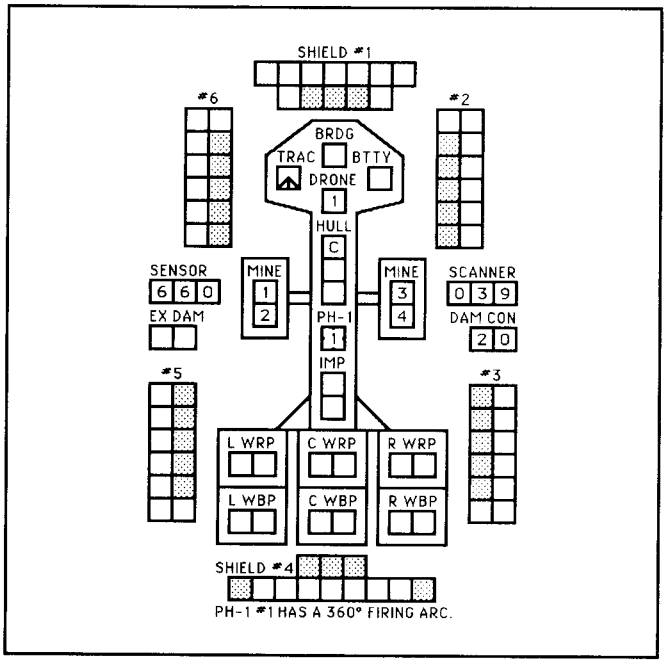
Leader and scout versions did exist.

An SSD for a Fi-Con flotilla is provided in Module K.

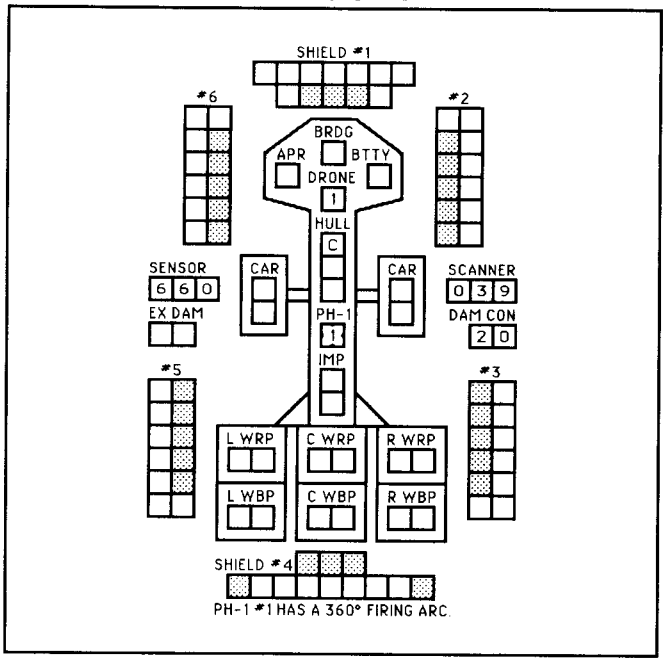
(R5.PF4) DRONE NEEDLE PF (PFD): A variant with extra drone racks at the expense of the disruptor (all racks type–B). PFs of this type were added to standard flotillas rather than used in separate units. There is a leader version.

An SSD for a PFD is provided on the Kzinti variants page in the SSD book for Module K.

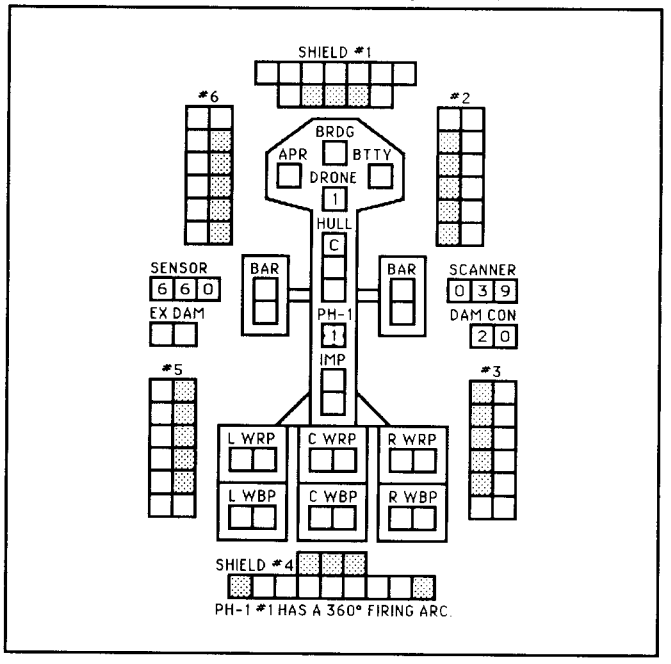
MINE WARFARE PF



CARGO PF



GROUND ASSAULT PF



(R6.0) THE GORN CONFEDERATION

GORN PF TENDERS

(R6.14) PF TENDER (PFT): Most Gorn destroyers had been converted into Battle Destroyers before the advent of PFs, but a few had been retained for training and convoy duties. When the need for PFTs arose, the remaining DDs were considered a logical choice for conversion, as they would be adequate for the job and would not take more powerful warships out of active service. Some PFTs were converted from Gorn DD-Scouts that had remained in service in secondary roles.

The PFT (sometimes called DD–PFT when clarity is required) carried a full flotilla of six Pterodactyls. The PFT carries its PFs under the wings and can repair the two on the inboard positions using the repair boxes and collapsible repair bays.

Refits: The D-refit (R6.R5) was standard in all PFTs and is included in the BPV. There are no other refits.

Ship designed by *C H Graeme Cree.*
Federation reporting name: *Carnosaurus–P.*
Balcony positions: 1 left + 1 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module K.

(R6.26) HDD PF TENDER (HDP): Like the HMS, this wartime conversion was superior to the PFT design based on the destroyer. As both appeared concurrently, it is assumed that the Gorns were (like most races) forced to use any available hull for the purpose. The PFs on the two innermost positions can be repaired with collapsible bays. The other positions are not repair-capable.

Refits: The +refit (ph-3s) was standard in all PFTs and is included in the BPV. There are no other refits. Note that the HDP, being larger than the PFT, was expected to assume an "offensive" role and hence retained the heavier plasma-Fs.

Federation reporting name: *Stegosaurus–P.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module K.

(R6.PF) GORN FAST PATROL SHIPS

As with all plasma PFs, the restrictions of (FP8.26) Bolt Rate and the limit of two PPTs (FP6.15) apply to all Gorn PFs.

(R6.PF0) PTEROSAUR INTERCEPTOR: The standard interceptor type. SSD and counters are provided in Module K.

(R6.PF1) PTERODACTYL FAST PATROL SHIP: A better-balanced design than its original opponent (the Romulan Centurion), the Pterodactyl emphasized a strong phaser suite supported by the torpedoes. This gave an advantage in medium-range direct striking power, but there were sufficient torpedoes for a proper arming cycle. The phaser–1s also provided a limited ability to fight through a swarm of plasma torpedoes to reach the target.

The plasma torpedo restrictions of (K1.54) and (FP8.26) apply to all Gorn PFs.

SSD and counters are in Module K. SSDs for the versions listed below are below and on the next page.

Standard versions include:
- Pterodactyl–C (Cargo)
- Pterodactyl–D (plasma rack, below)
- Pterodactyl–E (Escort, below)
- Pterodactyl–F (Fi-Con) (G–12s only)
- Pterodactyl–G (Ground Assault)
- Pterodactyl–L (Leader)
- Pterodactyl–M (Mine Warfare)
- Pterodactyl–S (Scout)

See (R1.PF1)–(R1.PF6) for rules on standard versions.

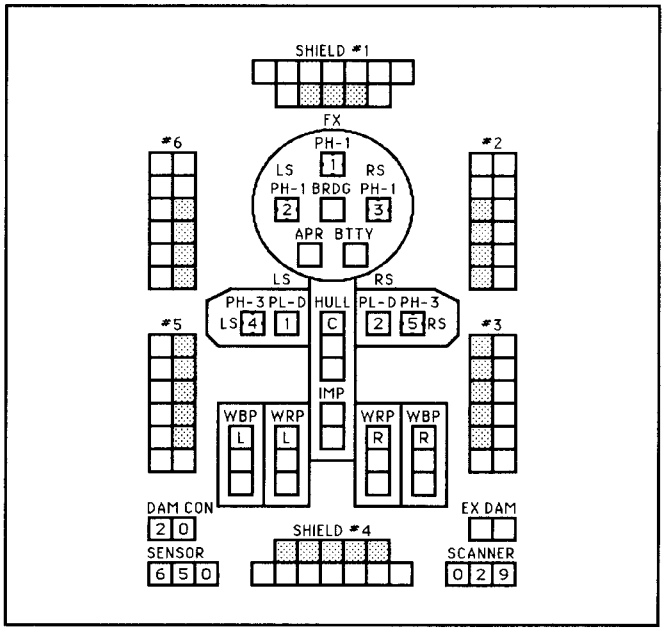
Note that Gorn "non-combat" PFs were still relatively good combat ships due to their three well-arranged phaser-1s.

(R6.PF2) PTERODACTYL–E (PFE): This variant was originally designed for carrier escort duty with phaser-3s and plasma racks. It was not widely used (the first recorded cases are as casual PFs on carrier escorts) and was somtimes mixed with standard PFs because of the required support facilities. See (FP10.244).

There is no leader version.

An SSD is shown below.

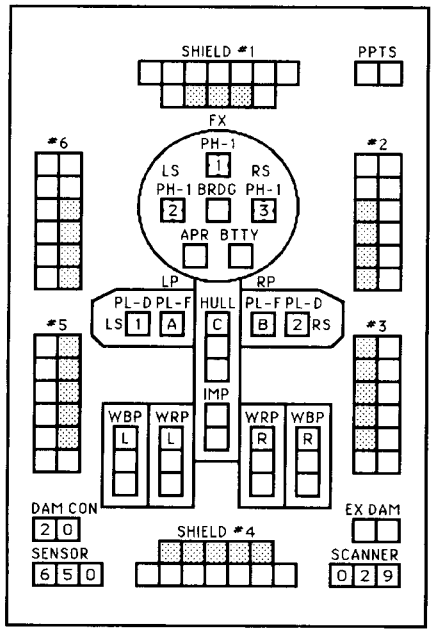
PTERODACTYL–E PF



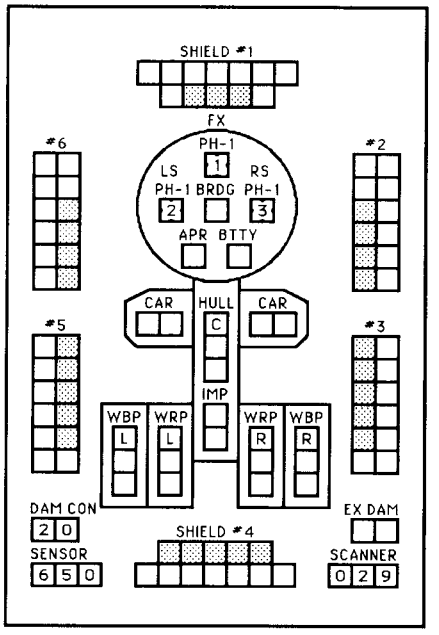
(R6.PF3) PTERODACTYL-D (PFD): A modified PF with plasma racks (LS/RS) replacing two of the plasma-F launchers. There is a leader version (Pterodactyl–DL). This type often served in SCS groups or when in the same battle group as a carrier. See (FP10.244).

An SSD is included below.

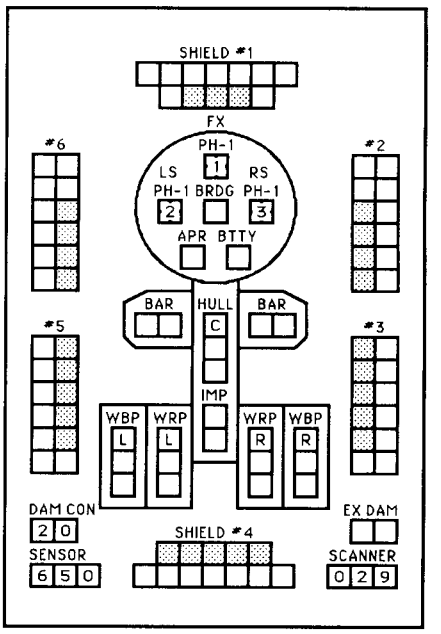
PTERODACTYL-D PF



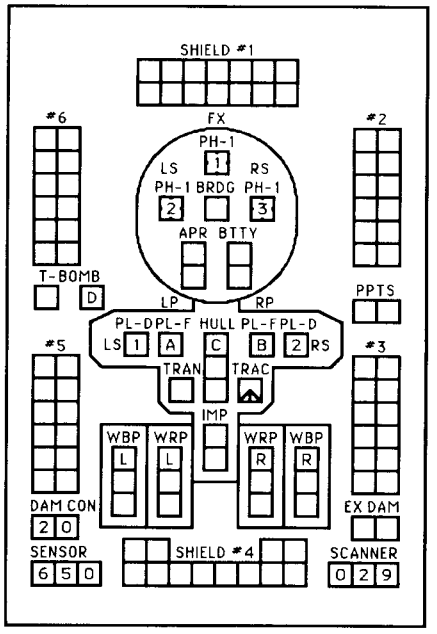
CARGO PF



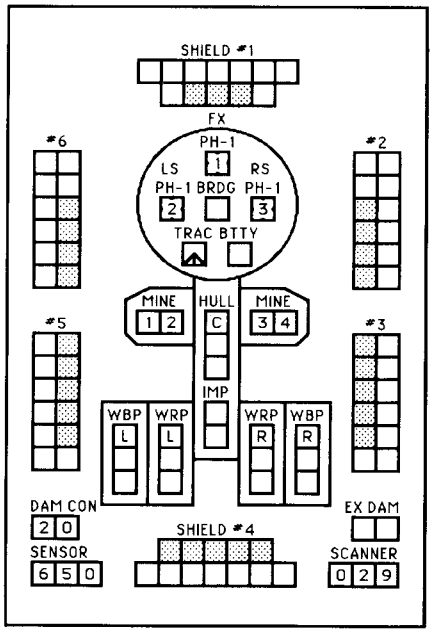
GROUND ASSAULT PF



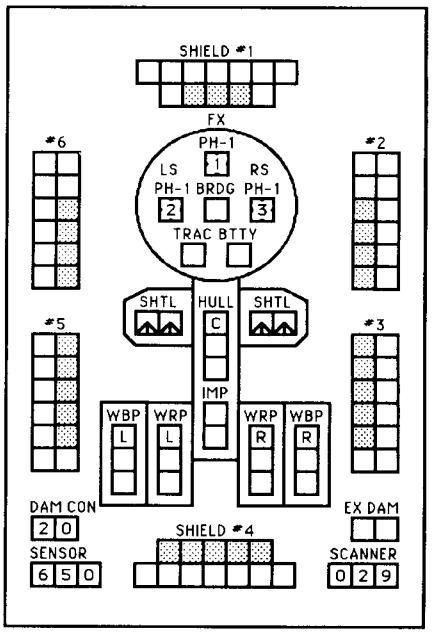
PTERODACTYL-DL PF



MINE WARFARE PF



FI-CON PF



(R7.0) THE THOLIAN HOLDFAST

THOLIAN PF TENDERS

(R7.8) PF TENDER (PFT): This is another conversion of the ubiquitous PC-class hull. As it was built late in the war (after other technology became available), it illustrates that the Tholians were always limited in the number and types of ships they could produce. Their shipyard continued to produce PC-class hulls well beyond the General War. Collapsible repair bays are available on the two forward positions, the only two positions where repairs can be made.

Note the higher movement cost (1/2) due to the added mass.

This ship can use the gravity landing system (P2.432).

SSD and counter are in Module K.

(R7.38) WAR PF TENDER (PFW): A variant of the War Cruiser, the War PF Tender provided increased capabilities and survivability compared to the smaller PFT.

Two shuttle bays; transfers by (J1.59) NOT allowed.

SSD and counter are in Module K.

Designed by Steven Petrick.

(R7.PF) THOLIAN FAST PATROL SHIPS

(R7.PF0) SCORPION INTERCEPTOR: The standard interceptor type.

SSD and counters are in Module K.

(R7.PF1) ARACHNID PF: Standard type. A surprisingly good PF design, possibly indicating that the Tholians were quite capable ship designers but simply could not build large hulls. The disruptors have a maximum range of 10 hexes. Standard versions include the:

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

See (R1.PF1)–(R1.PF6) for rules on standard versions.

There is a phaser variant and a web generator variant (below), but no photon variant was built, apparently due to a shortage of that weapon.

SSD and counters are in Module K.

(R7.PF2) ARACHNID-W PF: A minor modification of the standard Arachnid, this type replaced the phaser-3s with web generators. Normally, two of the six PFs in a flotilla would be of this type. There is no leader version. Late in the war, some were fitted with snare generators.

The SSD is shown on the flotilla sheet.

(R7.PF3) ARACHNID-P PF: An attempt to build a simpler PF, the Ar–P is a variant of the standard Arachnid with phaser-1s replacing the disruptors (same firing arcs as disruptors).

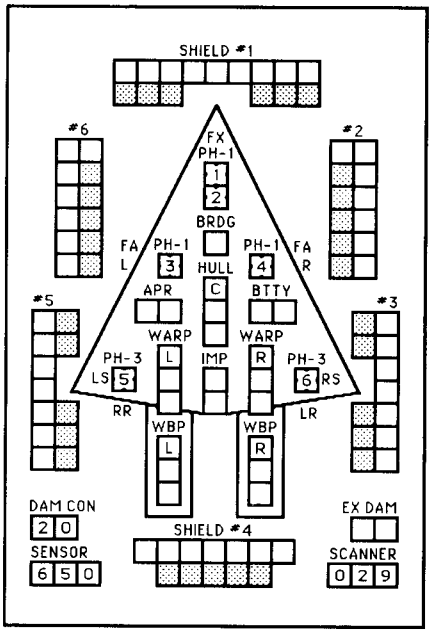
There is a leader version; at right.

The SSD is shown below.

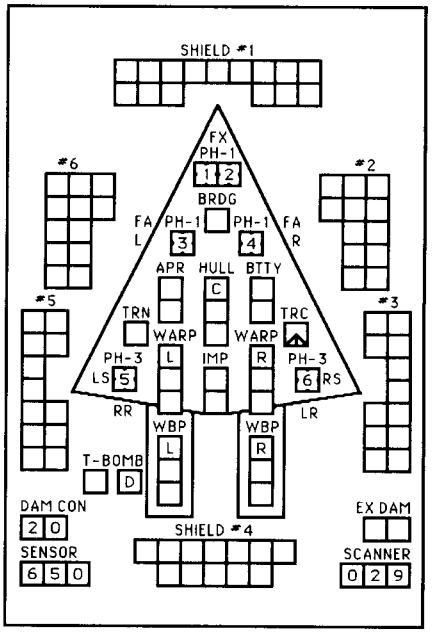
(R7.PF4) ARACHNID-PW PF: The corollary variant of the Arachnid-P, combined in flotillas as was done with the disruptor-armed versions. Flotillas with a mix of phaser and disruptor types are possible.

The SSD is shown below.

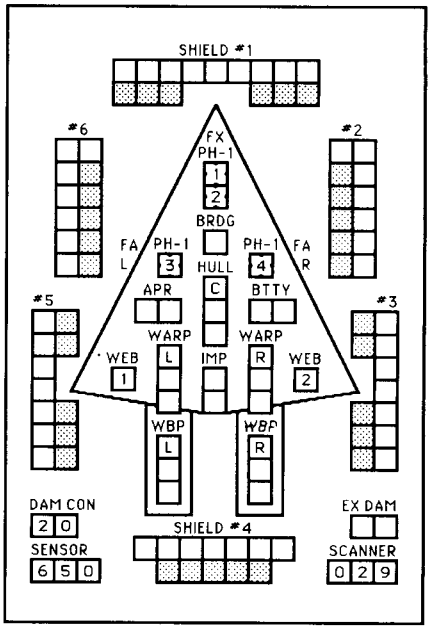
PHASER PF



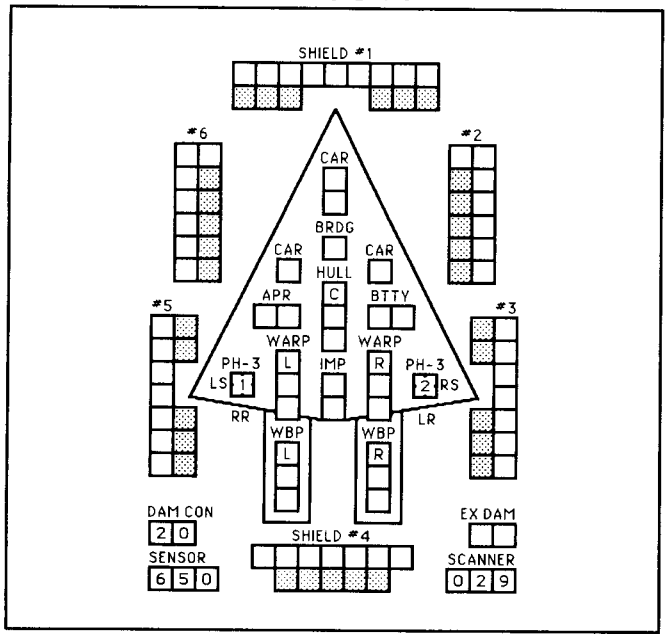
PHASER LEADER PF



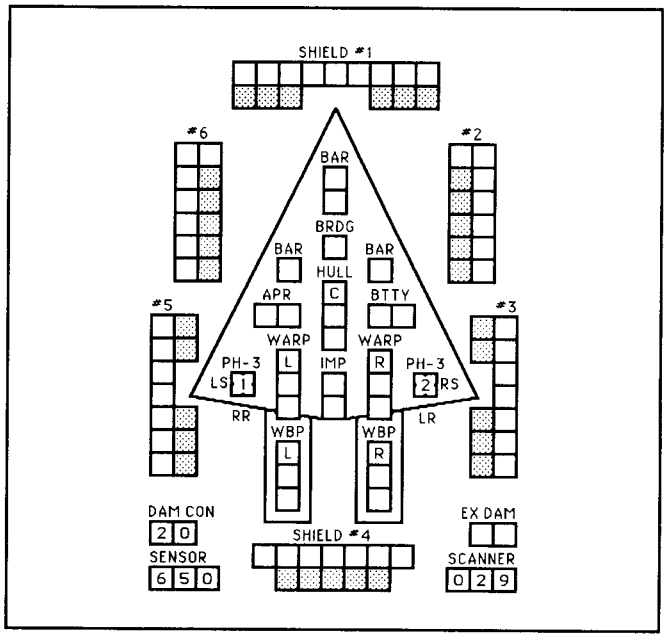
WEB PHASER PF



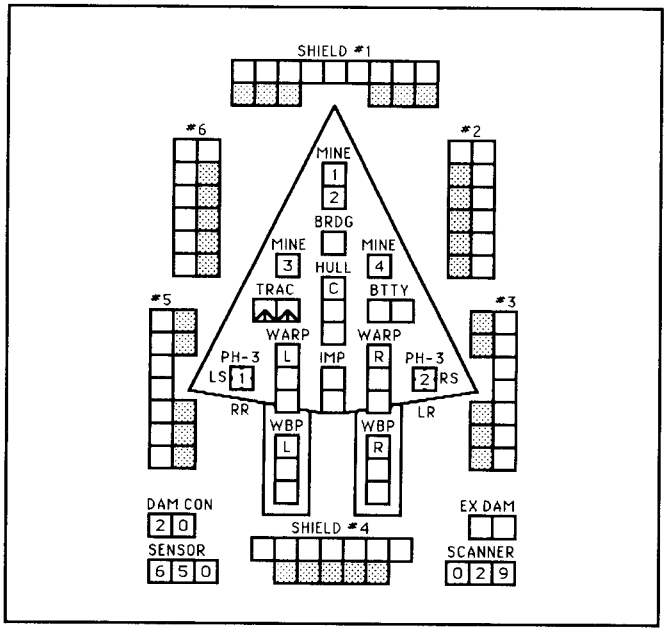
CARGO PF



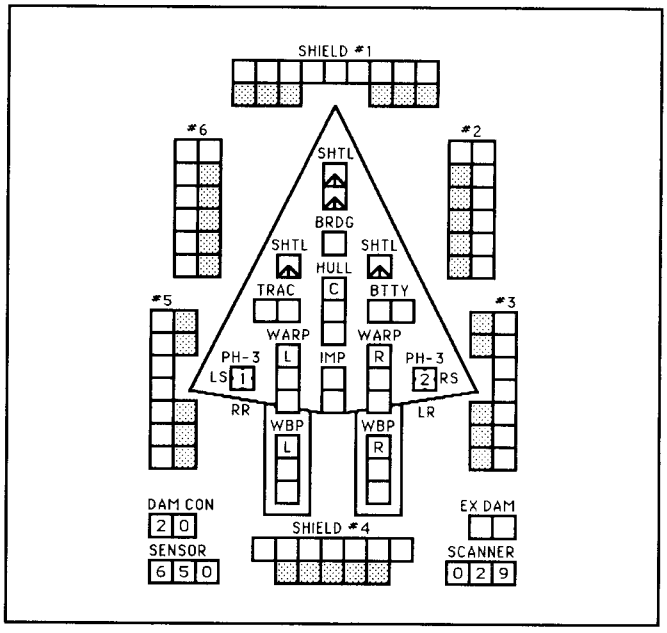
GROUND ASSAULT PF



MINE WARFARE PF



FI-CON PF



(R8.0) THE ORION PIRATES

ORION PF TENDERS

(R8.9) PF TENDER (PFT): An Orion Salvage Cruiser was spotted operating PFs in Y180. This ship does not have built-in special sensors (as most PFTs do), but the option mounts often carry that system. Two PFs can be docked internally for repair purposes; these are the only ones that can be repaired. The PFT cannot change the option mounts of its PFs.

The PFT has two adjacent centerline option mounts.
Federation codename *Corsair-P.*
Cost of OAKDISC = 15.
No cargo boxes.
Suicide bomb: included in explosion strength on Annex #3.
Refit: Shield refit and Y175 refit are standard and part of design.
Landing: (P2.43), gravity, aerodynamic, or powered; bonus.
SSD and counter are in Module K.

(R8.19) BATTLE PF TENDER (BRP): This is a modified Battle Raider, intended to provide more firepower and survivability (or perhaps a BR hull was simply available). Two PFs can be docked internally for repair purposes; these are the only ones that can be repaired. The BRP cannot change the option mounts of its PFs.

The BRP has three adjacent centerline option mounts. Like the PFT, the BRP does not have built-in special sensors, but often carried them in its option mounts.

Federation codename *Assassin-P.*
Cost of OAKDISC = 12.
No cargo boxes.
Suicide bomb: included in explosion strength on Annex #3.
Landing: (P2.43), gravity, aerodynamic, or powered; bonus.
Designed by Steven Petrick.
SSD and counter are in Module K.

ORION PF DEPLOYMENT

Just as PFs were developed and deployed from the "west" to the "east" (i.e. from the Lyrans to the ISC) over a period of several years, the various Orion cartels obtained and deployed PFs. In general, the Orions in a given area began using interceptors, PFs, PFTs, etc., within a few months of the local races.

(R8.PF) ORION FAST PATROL SHIPS

(R8.PF0) BRIGAND INTERCEPTOR (BRG): The standard interceptor type. The two option mounts have some restrictions: they cannot hold hellbores, and mount B cannot hold a "heavy weapon" (as defined in the Buccaneer rules below). Other restrictions are as given in the Buccaneer rules below, except that a single plasma-F would be FP and a single plasma–D would be FH.

Orion Interceptors never have OAKDISC.
Suicide bomb: included in explosion strength on Annex #3.
Some Orion Interceptors had cloaks; see SSD.
SSD and counters are in Module K.

(R8.PF1) BUCCANEER FAST PATROL SHIP (BUC): Known to operate in packs of two to six ships based on a Salvage Cruiser or towed by other warships, the Buccaneers hunt down freighters for the main ship to dismember.

The usual standard versions are available:
- Buccaneer–C Cargo
- Buccaneer–F Fi-Con
- Buccaneer–G Ground Attack
- Buccaneer–L Leader
- Buccaneer–M Mine warfare
- Buccaneer–S Scout

See (R1.PF1)–(R1.PF6) for rules on standard versions.
Orion PFs never have OAKDISC.
Some Orion PFs had cloaks; see SSD.
SSD and counters are in Module K; versions on next page.

(R8.PF1A) The Optional Weapons Mounts are of a limited type used only by PFs. The available weapons are limited by type, number, and range.

Heavy Weapons: Maximum of two can be carried.
- No more than one photon and/or hellbore can be carried. Photons are limited to a range of 12, hellbores to 10.
- No more that two plasma torpedoes can be carried; swivels must be used. These can be plasma-F or plasma-D, but both must be the same. If two plasma–Fs are carried, they must be in mounts A (LP) and C (RP). If one is carried, it must be in mount B (FP). If two plasma–Ds are carried, these are in mounts A (LS) and C (RS). If one is carried, it must be in mount B (FH). Maximum of two PPTs. Plasma bolt limited by (FP8.26). See (FP10.244).
- No more than two disruptors and/or fusion beams can be carried. Both are limited to a range of 10.

Non-Heavy Weapons: No limits other than below.
- Drone Racks: Types A, B, E, or G can be carried in any mount.
- Anti-Drones: Any type can be carried in any mount.
- Phasers: No more than two ph-1 and/or ph-2 can be carried; FA arcs. No more than one ph–G (FA arc) can be carried, and it counts against the ph-1/2 limit.

Prohibited Technology:
- Maulers, SFGs, ESGs, PPDs, plasma torpedoes larger than type–F, phaser–IVs, special sensors, any Andromedan or Tholian technology, anything prohibited to Orions generally.

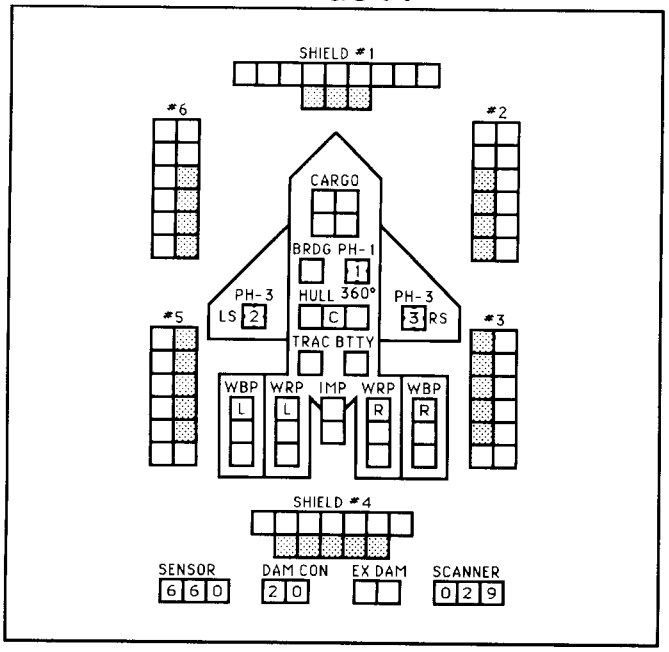
Non-Weapons: (see Annex #8B)
- Prohibited: AWR, APR, battery, tractor, transporter, lab, probe, mine racks, special sensors.
- Allowed: Cargo, hull, barracks. (maximum of 10 extra BPs).

Overall Limits:
- PFs are subject to (G15.44), but PFs count as a separate "pool" for purposes of calculations.
- PFs are subject to (FD4.4).

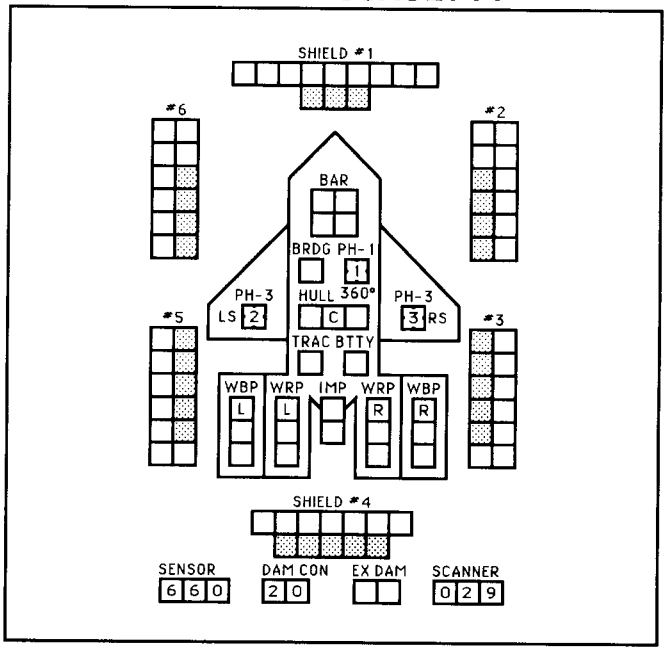
(R8.PF1B) Orion PFs have a 5-point suicide bomb included in the explosion strength listed on the Master PF Chart. Explosion is limited to one hex.

(R8.PF1C) Other than the inclusion of a maximum of one leader and one scout, there is no such thing as a standard Orion PF flotilla. Besides the use of optional weapons (even though these could not be changed), the nature of Orion missions meant that cargo and ground attack PFs were often included in their flotillas.

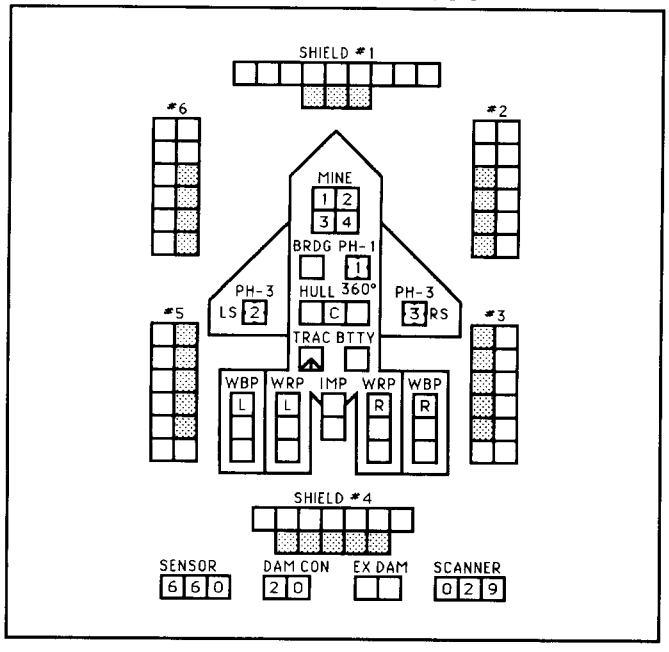
CARGO PF



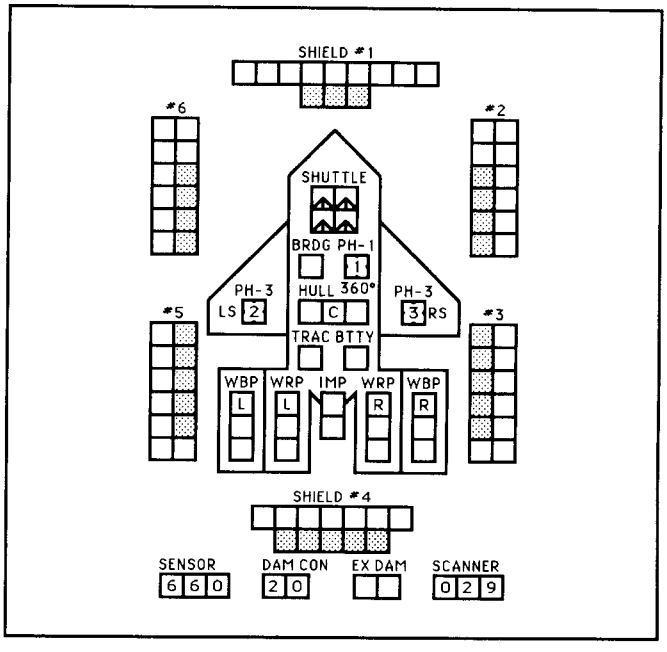
GROUND ASSAULT PF



MINE WARFARE PF



FI-CON PF



(R9.0) THE HYDRAN KINGDOM

HYDRAN PF TENDERS

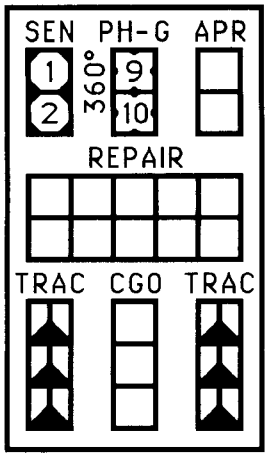
(R9.12) PEGASUS PF TENDER (PFT): Designed to carry a full flotilla of six PFs, the PFT is perhaps one of the more successful Hydran designs. Possessing a small lab capability and a probe launcher, the PFT could conduct minor investigations. The three fins (or wings) house the APRs in special fairings next to the hull and the repair systems in bulges at the wingtips. PFs were drawn into the docking positions by the tractor beams. Note that the repair boxes can only be used to repair PFs docked on the same fin, but repairs can be carried out on all positions using collapsible repair bays.

Two shuttle bays; transfers by (J1.59) NOT allowed. See (R9.R6).

SSD and counter are in Module K.

(R9.28) PFT PALLET FOR TUG: The Hydrans built a pallet that could turn their tugs and light tactical transports into serviceable PF tenders. This was developed to supplement the PFT ships.

An SSD is provided in below and in the Module K SSD book.



(R9.37) NEW PF TENDER (NPF): This Horseman variant supplemented the more effective Pegasus-class (which had better power availability). It carried only two admin shuttles and was unpopular due to its lack of fighters, but see (R9.R6). PFs on any position can be repaired in collapsible bays.

Two shuttle bays; transfers by (J1.59) NOT allowed.

This ship was built with all applicable refits. It never received the larger engines of the + refit.

SSD and counter are in Module K.

HYDRAN FLEET REFIT

(R9.R6) CASUAL DEFENSE FIGHTERS: Hydran ships with no fighters, fusion beams, or hellbores (including any attached pods, modules, or pallets), and which had two or more admin shuttles, often carried one Stinger–F (replacing an admin shuttle in the shuttle bay) as a "casual" fighter for local defense. There is no ready rack and no pods. There are two spare chaff packs, reloaded by the casual deck crews (J4.814). Carrying this fighter increases the BPV by 5 (includes cost of fighter and credit for shuttle); it can only be purchased as a Commander's Option Item. Warp booster packs are available for this fighter.

(R9.PF) HYDRAN FAST PATROL SHIPS

(R9.PF0) HARBINGER INTERCEPTOR (INT): The standard interceptor type used by the Hydrans.

No hellbore variant was produced as the design was rapidly replaced by the Harrier/Hellion. It could be assumed that a Harbinger-H (Hellbringer?) would replace the two fusion beams with one hellbore.

(R9.PF1) HARRIER FAST PATROL SHIP (HAR): The Harrier is the more prominent of the two mainline Hydran PFs in service. While one of the most powerful close-combat PFs in the galaxy, its long-range firepower is weak and directed forward. The fusion beams are limited in range to 10 hexes.

Harriers are mostly used on the Klingon border; their short-range weapons are a disadvantage on the Lyran frontier. Harriers seldom have a problem disengaging since their gatlings (able to fire to the rear) made pursuit expensive and dangerous.

Standard versions include the:

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

See (R1.PF1)–(R1.PF6) for rules on standard versions.

See (K0.322) for additional information on Hydran flotilla organization.

See (R1.PF) for more data. The leader and scout are on the flotilla SSD; the others are on the reverse of this page. Counters are provided in Module K. All Hydran PF counters are designated "PF" to facilitate their use.

(R9.PF2) HELLION FAST PATROL SHIP (HEL): A variant of the Harrier. The maximum range of the hellbore is 10 hexes. In combat on the Lyran frontier, flotillas of Hellions are paired with Harrier flotillas. The Hellions knock down the ESG fields, and the Harriers close in for the kill. There is a leader version of the Hellion, but all other variants were based on the Harrier. Records indicate that no more than 15% of PF production was ever dedicated to Hellions, although longer range meant a higher survival rate and the number in service approached 20%. However, mixed Harrier/Hellion flotillas were unknown.

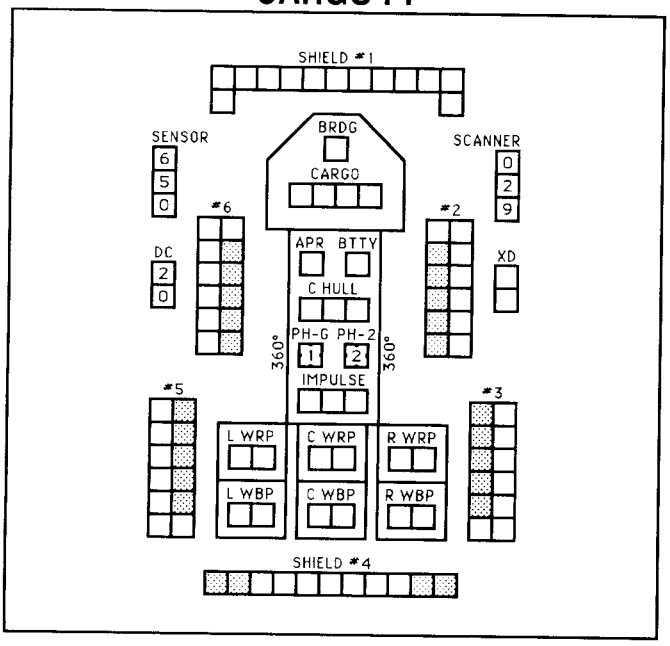
A flotilla SSD is provided in Module K.

(R9.PF3) HOWLER PF (HOW): A modified Harrier with gatling phasers replacing the fusion beams. While more effective in close-range combat, the Howler was produced in very limited numbers, possibly indicating the gatling phasers were too expensive for an attrition unit. Less than 10% of all Hydran PF production was Howlers, and there would never be more than two flotillas of Howlers (one on the Lyran front, the other on the Klingon front) at any given time. A few served in Harrier flotillas. Due to their limited availability, they can be used only in a published scenario or with permission of the opponent.

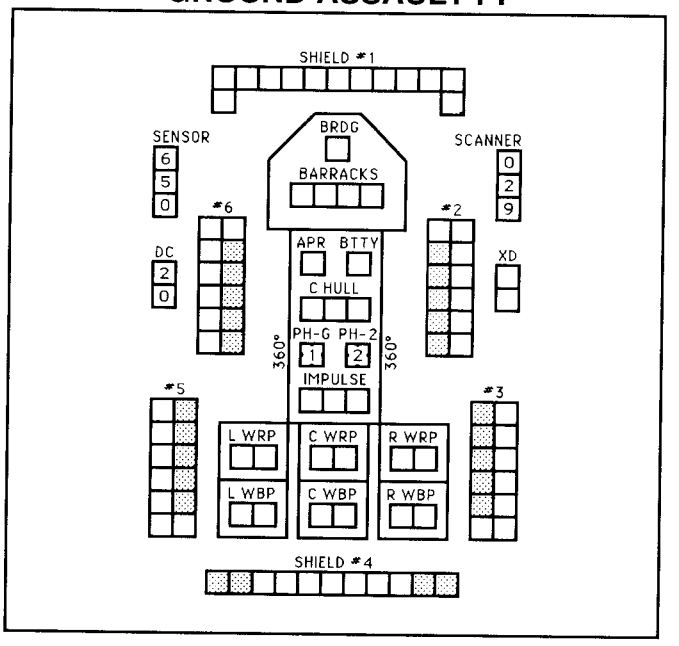
(R9.PF4) VALKYRIE FI-CON PF (VAL): Unlike other fighter-conveyors, the Hydran Fi-Con was designed to be a part of a standard flotilla rather than a separate operation. This variant replaced most of the weapons with shuttle mech-links. The Valkyrie could only carry Stinger–1, Stinger–2, Stinger–F, and Stinger–E fighters; it could not carry Stinger–H or heavy fighters.

In theory, one (sometimes two or three PFs) in each Harrier or Hellion flotilla would be of this type. In practice, less than half of the flotillas included one or more Valkyries, and most of those were at bases or planets. The fighters would be deployed for combat and picked up afterward. As Fi-Cons (and PFTs) could not service the fighters, the Hydrans would take fighters from the various ships in the fleet when needed for Fi-Con missions. This feature made Valkyries less favored by mobile fleet commanders.

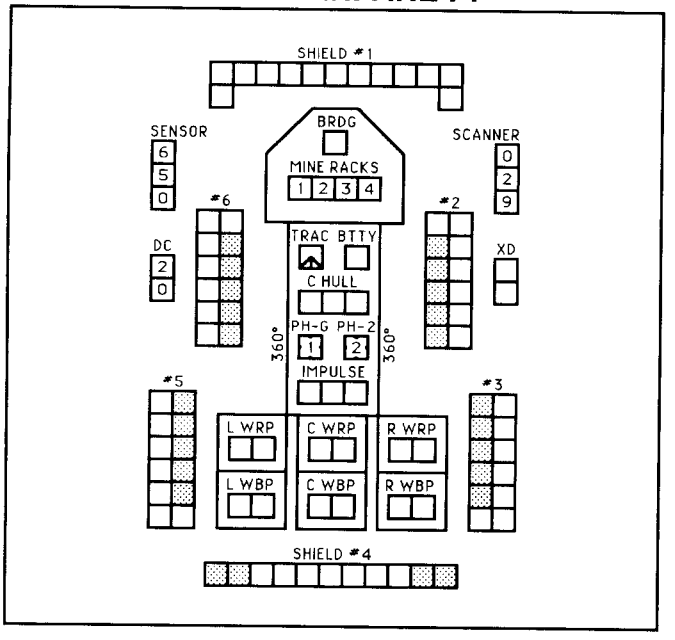
CARGO PF



GROUND ASSAULT PF



MINE WARFARE PF



(R11.0) LYRAN STAR EMPIRE

LYRAN PF TENDERS

(R11.10) PF TENDER (PFT): This ship is converted from the destroyer, but the modifications are extensive as you can see on the SSD. Stub wings are added to each side to carry the mech-links. The two PFs on the inboard tractors can be repaired in collapsible bays. The Destroyer-PFT was found to be too small to be effective.

SSD and counter are provided in Module K.

Two shuttle bays; transfers by (J1.59) NOT allowed.

REFITS: No p-refit. Mech-links and shield refits are part of design, not a refit.

UIM: Not available (no disruptors).

This ship is a variant of the Destroyer.

(R11.28) WAR PF TENDER (PFW): While the first Lyran PFTs were built on destroyer hulls, these were quickly found inadequate. This design was more successful than the Leopard-PFT due to the larger hull and more power. The two PFs on the inboard tractors can be repaired in collapsible bays.

SSD and counter are provided in Module K.

Two shuttle bays; transfers by (J1.59) NOT allowed.

REFITS: No p-refit; mech-links and shield refits are part of design, not a refit.

UIM: Not available (no disruptors).

This ship is a variant of the War Cruiser.

(R11.PF) LYRAN FAST PATROL SHIPS

(R11.PF0) LYNX INTERCEPTOR (INT): The standard interceptor type. The Lyrans found the firepower of a single disruptor to be inadequate, and this may have spurred them into the development of PFs.

SSD & counters in Modules K and C1.

(R11.PF1) BOBCAT PF (BOB-A): The Lyrans hold all of the "firsts" in PF design (with the understandable exception of the questionable Fi-Con design). They were the first to build interceptors, the first to build PFs, and the first to deploy them into combat.

Versions of the Bobcat include the:

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

SSD and counters are in Module K. Versions above are on the next page. See (R1.PF1)–(R1.PF6) for rules on standard versions.

Historical Note: The Lyrans attempted to build a trimaran heavy PF, but it was unstable and repeatedly broke down. The PFs shown in the game pushed the limits of the unstable warp engines as far as they would go; PFs were the end of the evolutionary chain that began when the Kzintis first mounted phasers capable of being used in space combat on admin shuttles more than a century earlier.

(R11.PF2) FI-CON PF (BOB-F): A variant of the Bobcat without heavy weapons but able to carry four fighters on mech-links. This, theoretically, increased the range of the fighters, but it would have been more effective to simply deploy a PF flotilla and not use the fighters.

The Siberian Tiger CVs sometimes carried up to four Fi-Con PFs for special missions. The Yaguarundi CVLs sometimes carried two of them.

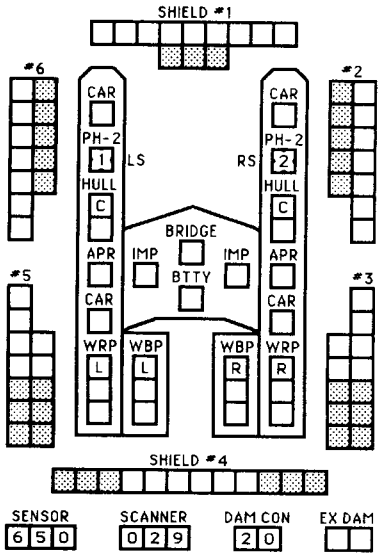
There are no Lyran Fi-Con leaders as complete flotillas included three Fi-Cons with a standard Leader, Scout, and Bobcat. The Lyrans apparently did this as a compromise between the Kzinti technique (six Fi-Cons in a flotilla) and the Hydran system (one Fi-Con in some flotillas).

SSD in Module K.

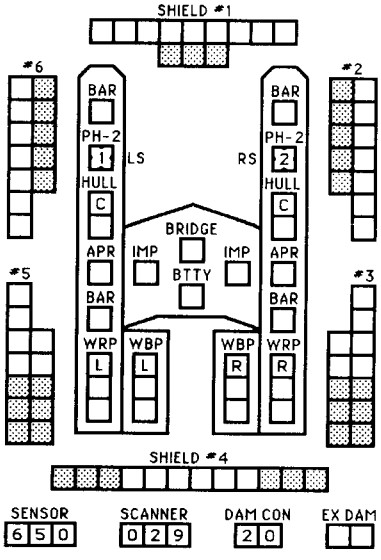
(R11.PF3) BOBCAT–P (a.k.a. BOBTAIL) PF (BOB-P): A Bobcat variant (Bobcat-P) replacing the disruptors with phasers. This design was more efficient because the standard Bobcat could not adequately power two disruptors. Even so, the Bobtail lacked the punch of a disruptor and was effective primarily in an escort role.

SSD in Module K. There was a leader version.

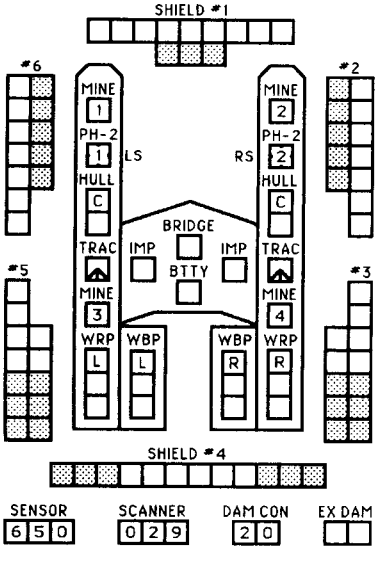
CARGO PF



GROUND ASSAULT PF



MINE WARFARE PF



(R12.0) WYN STAR CLUSTER

WYN PF TENDERS

(R12.8) AUXILIARY PF TENDER (AxPFS): To provide transportation inside the cluster, the WYNs modified three small freighters in Y179 for use as PF tenders. Due to the small size of the cluster, the repair capability was considered adequate.

Auxiliary Maneuver Limitations: see (R12.1E).

Weapons B and C must be from the Klingon, Kzinti, or Lyran list in (R1.27); they need not be the same.

SSD and counter are in Module K

(R12.13) AUXILIARY SCS (AxSCS): The WYNs operated one Auxiliary Space Control Ship, *Sabrina*. This is similar to the ships in (R1.31).

Auxiliary Maneuver Limitations: see (R12.1E).

Weapons D and E on the SSD must be drone racks, anti-drones, or phasers.

SSD and counter are in Module K.

(R12.PF) WYN FAST PATROL SHIPS

(R12.PF0) The WYNs acquired substantial quantities of Orion, Klingon, Kzinti, and Lyran Interceptors and PFs. They also acquired at least one Hydran, Romulan, and Gorn PF.

Most of their interceptors were Kzinti, but the Klingons and Lyrans delivered many obsolescent interceptors after PFs were developed. The WYNs never built their own interceptors. The WYNs were unique in that they eventually built their own PFs without first building interceptors.

An SSD and counters for a WYN mixed interceptor squadron are provided in Module K.

(R12.PF1) FREEDOM FIGHTER PF: The WYN Cluster relied on foreign-supplied PFs until Y183, when the outside powers agreed to halt further deliveries. Those races did not have PFs available to give away, and all had begun to think that conquering the cluster could produce enough wealth to keep the General War going.

The WYN PF was designed about Y180, and some production may have begun as early as Y181. Full production began in Y183 when imports ended. It was a simple but very serviceable design. The first ships (those before Y183) had the weaker shields, but the remainder had the shield refit shown as shaded boxes.

The WYNs are known to have exported PFs (to neutral planets), and they may have exported PFs of this design.

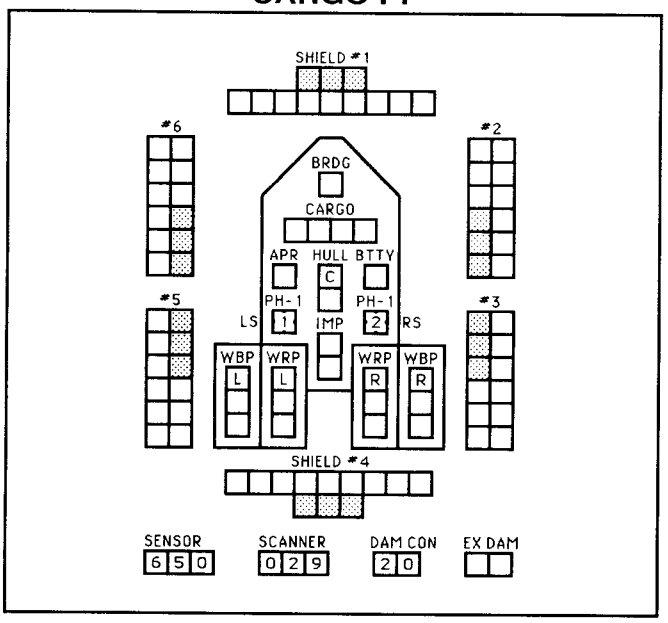
Standard versions include the:

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

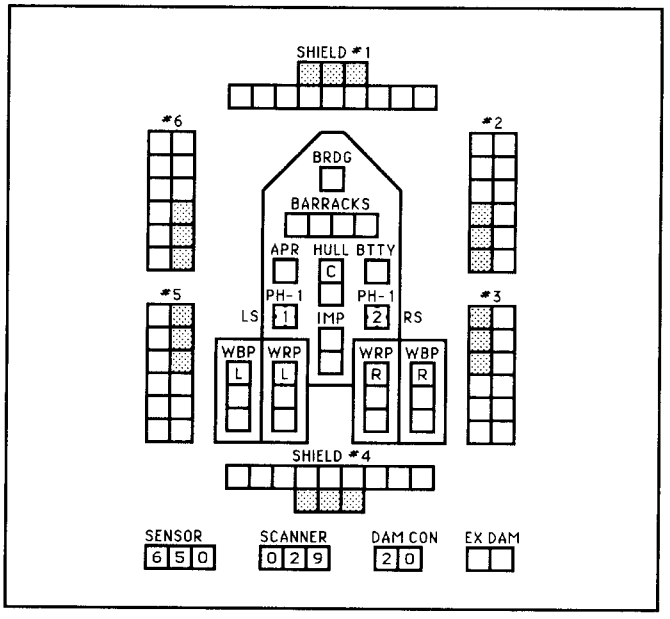
See (R1.PF1)–(R1.PF6) for rules on standard versions.

SSD and counters are in Module K.

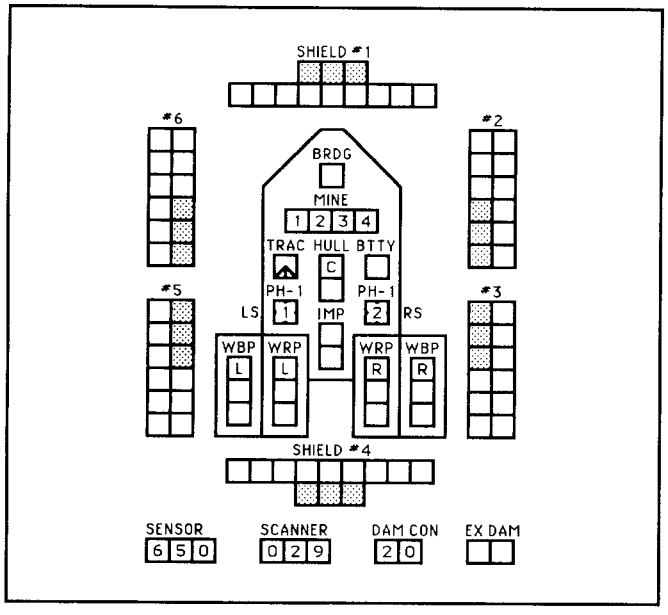
CARGO PF



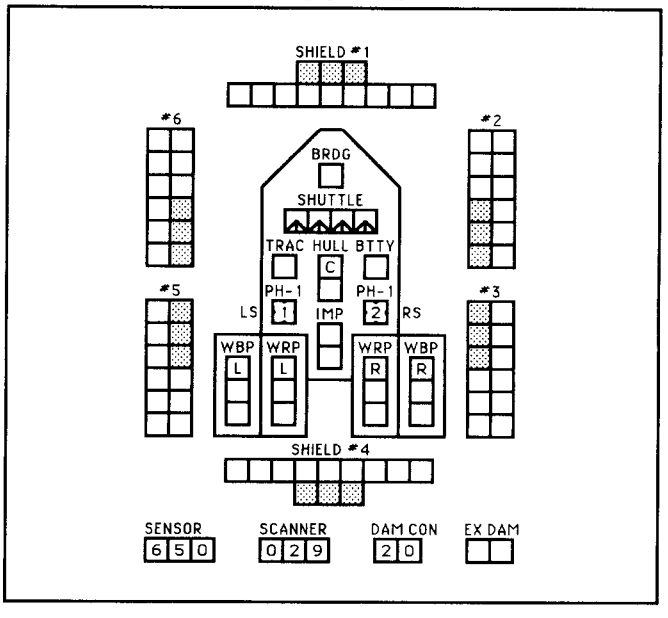
GROUND ASSAULT PF



MINE WARFARE PF



FI-CON PF



(R13.0) INTERSTELLAR CONCORDIUM

ISC PF TENDERS

(R13.4) SPACE CONTROL SHIP (SCS): A variant of the CVA expected to replace the DN as the core ship of an echelon formation.

The ship can repair a PF on any of the six mech-links (collapsible bays).

The SCS relied on the PFs for assault and used a pure-superiority fighter squadron for defense and support.

ISC space control ships were usually part of larger formations, and their escorts (listed below) were integrated into the general echelon. If operated independently (perhaps in campaigns), the following escorts would be appropriate.

Year	Escorts	Fighters
Y183+	CEA, 2xDEA	12xFSF

Balcony positions: 4+4.

No transfers between the two shuttle bays.

SSD and counters are in Module K.

(R13.15) PF TENDER (PFT): The ISC selected their light cruiser hull, rather than the smaller destroyer, as the basis of their PFT. It can repair PFs on any of the six positions (collapsible bays). This variant of the CL often replaced one of the CLs in the second echelon, adding a flotilla of PFs to the gunline. This ship was capable of independent operations, using its PFs as its gunline. However, no "strike" variant of this design is known.

Balcony positions: 2.

SSD and counters are in Module K.

(R13.PF) ISC FAST PATROL SHIPS

As with all plasma PFs, the restrictions of (FP8.26) Bolt Rate and the limit of two PPTs (FP6.15) apply to all ISC PFs.

(R13.PF0) INTERCEPTOR (INT): The standard interceptor type. Used in limited numbers to test the concept.

SSD and counters are in Module K.

(R13.PF1) ISC PF: The ISC fast patrol ship carries three type-F plasma torpedo launchers, all of which are on FP swivel launchers. The specific launch tube of the torpedo is not revealed to preserve the secrecy of the PPTs.

By the time the ISC War began, all ISC PFs included the shield refit. For earlier conflicts, however, the unrefitted version is used. This ship has two PPTs; see (K1.54) for torpedo firing rate data.

Standard versions include the:

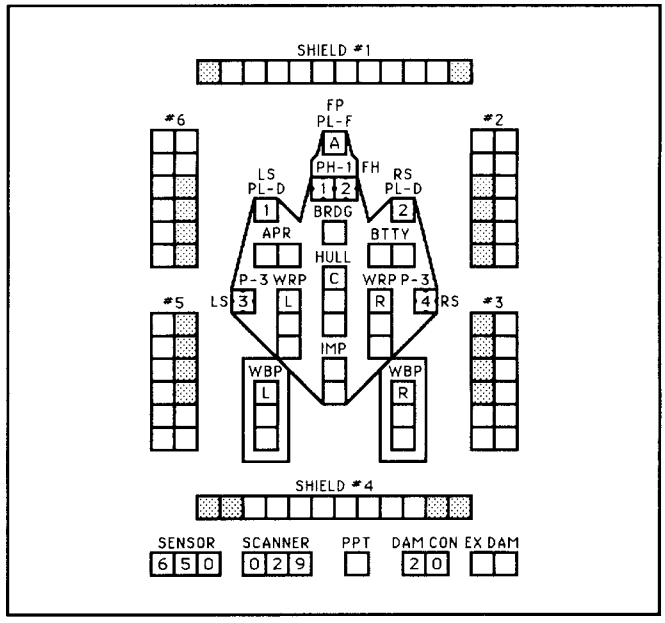
C (Cargo)
F (Fi-Con)
G (Ground Assault)
L (Leader)
M (Mine Warfare)
S (Scout)

SSD and counters are in Module K. SSDs for standard versions are on the next page.

See (R1.PF1)–(R1.PF6) for rules on standard versions.

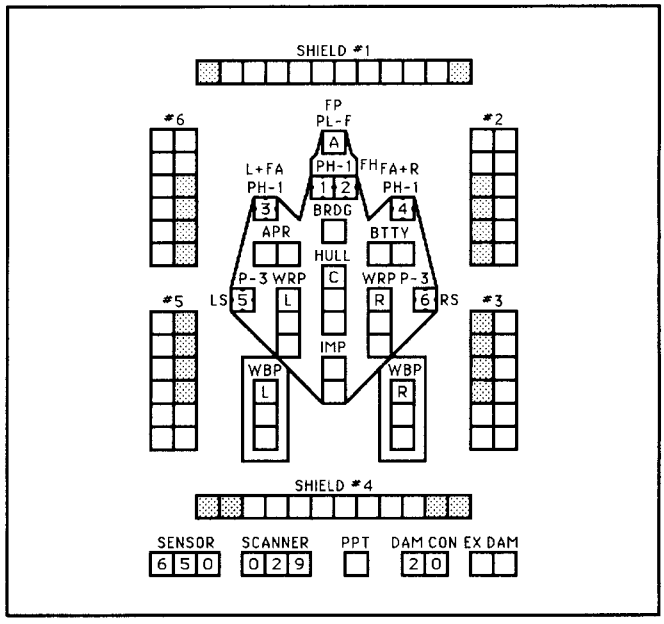
(R13.PF2) ESCORT PF (PFE): On some PFs (no more than two in a given flotilla), plasma racks replaced some of the torpedo armament. There is no leader version. See (FP10.244). Originally designed as an extra escort for carrier groups, this type was sometimes mixed into standard PF flotillas.

PLASMA-RACK PFE

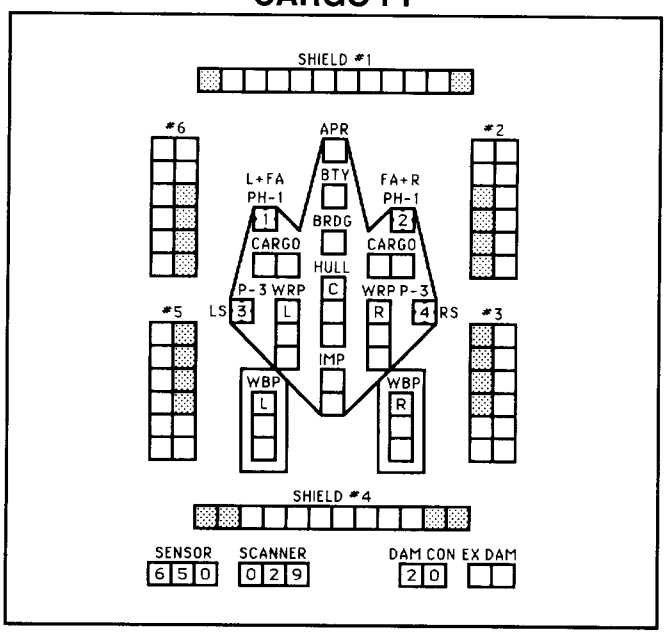


(R13.PF3) PHASER PF (PFP): On some PFs (no more than two in a given flotilla), phaser–1s replaced some of the plasma torpedoes. There is no leader version.

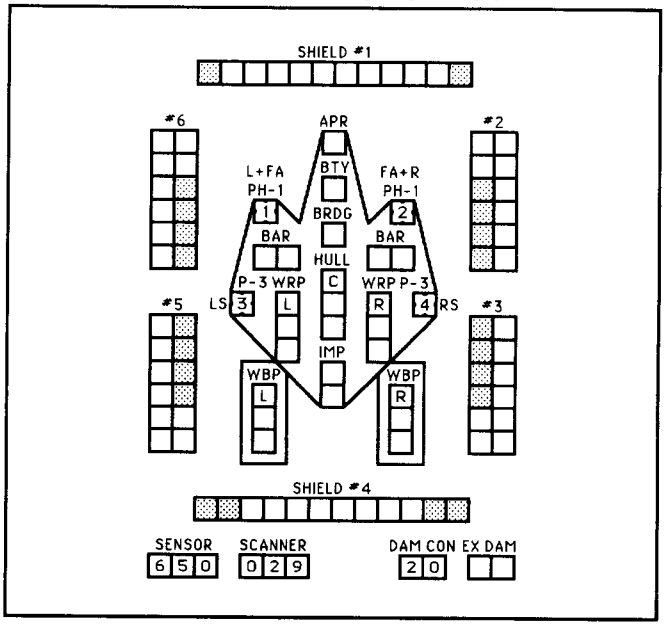
PHASER PFP



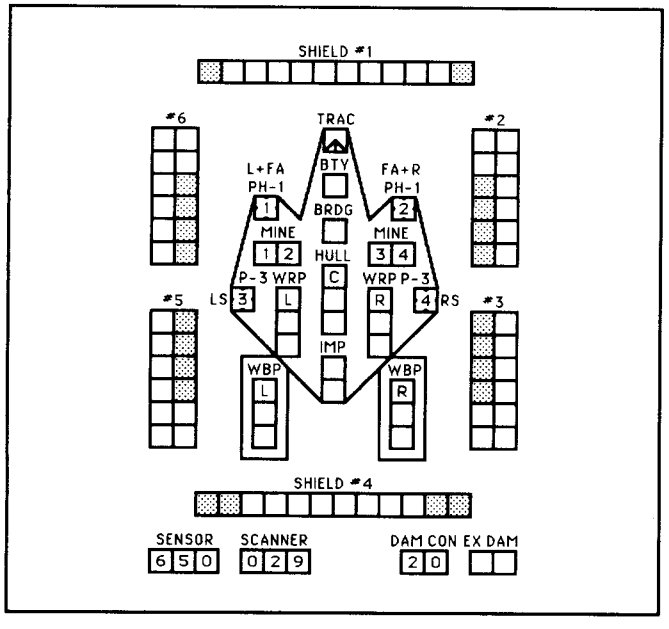
CARGO PF



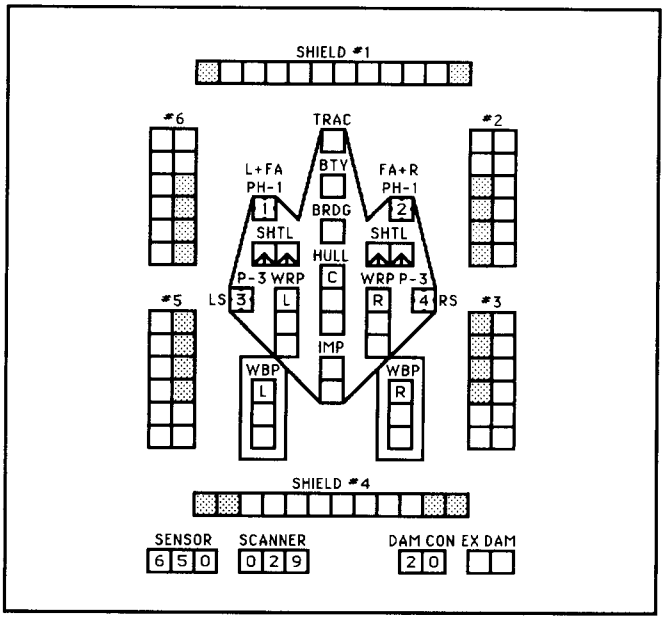
GROUND ASSAULT PF



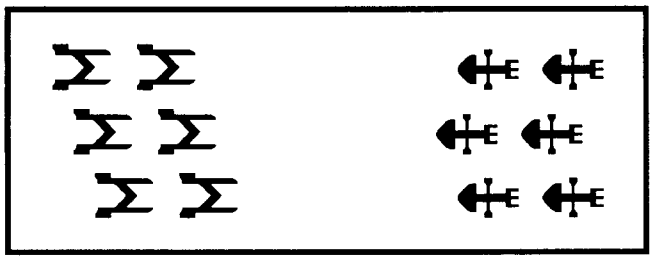
MINE WARFARE PF



FI-CON PF



(SG14.0) FAST PATROL FLOTILLA



by Stephen V. Cole, Texas

Operations by PFs were far more common during the later part of the General War than operations by starships. This was due to the lower cost and quicker production of the PFs (making them more expendable) and the nature of their operations. PFs operated from almost every important planet, bas station, battle station, and starbase on every border and in the interior, and the actions between them were almost constant (at least when compared with starships that fought major battles at intervals of several months).

This scenario portrays a typical space superiority mission when two PF flotillas have engaged in combat. A series of such engagements would be fought to try to gain a measure of control over a given stretch of frontier through attrition.

(SG14.1) NUMBER OF PLAYERS: 2; player A and player B, each controls a flotilla of PFs.

(SG14.2) INITIAL SET UP

PLAYER A: One PF flotilla within five hexes of 0606, facing at option of player, all units speed max, WS–II. Their base is in direction F.

PLAYER B: One PF flotilla within five hexes of 3624, facing at option of player, all units speed max, WS–II. Their base is in direction C.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y180 is assumed if no other agreement is made.

(SG14.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(SG14.4) SPECIAL RULES

(SG14.41) MAP: Use a floating map.

(SG14.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. If both players agree, one or both sides might not have warp booster packs as a way to balance the scenario.

(SG14.421) There are no MRS shuttles in this scenario.

(SG14.422) If fighters are used in a variant, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG14.423) Each side has one flotilla of standard PFs, including one leader and one scout version.

(SG14.43) COMMANDER's OPTION ITEMS

(SG14.431) Each PF leader has one T-bomb and the associated dummy (K4.3); no other option items are available.

(SG14.432) Drone speeds (and available types) are determined by the selected year. If using Y180, all drones are fast. Special drones up to the historical racial percentages may be used. For a simpler scenario, use type-IF drones (type-VIF in the case of E-racks) with no special warheads.

(SG14.44) Shield refits are available depending on the year in which the players have set the scenario.

(SG14.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). See the optional Alternative Missions Section.

(SG14.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG14.61) Replace one of the flotillas with 12 class-II or class-III fighters.

(SG14.62) Use a variant type of PF in the flotilla, and employ tactical intelligence (D17.0) to identify the ships.

(SG14.63) For a simpler scenario, delete the scout and leader versions and only use standard PFs. For a smaller scenario, use only three or four PFs.

(SG14.64) Use flotillas of interceptors instead of PFs.

(SG14.65) When PFs first replaced interceptors, the two types coexisted for a time. It is theorized that some flotillas operated with a mixture of PFs and interceptors during this transition.

(SG14.66) Replace one or two standard PFs with Fi-Cons.

(SG14.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG14.71) Delete one PF from one side.

(SG14.72) Add an extra PF to one side.

(SG14.73) Delete one side's T-bomb from its leader.

(SG14.74) Use the PF crew quality rules to give one side one or more ace or green PF crews.

(SG14.8) TACTICS: These will vary depending on the types of PFs that meet. Drone-armed PFs must watch their ammunition supplies as it can be embarrassing to run out of drones. PFs armed with energy-based weapons won't run out of ammunition, but will lose combat ability faster than drone-armed PFs as they get damaged. A drone-armed PF with its engines destroyed can still contribute to a fight, but a disruptor-, phaser-, or fusion-armed PF is useless. Drone-armed PFs may also want to consider dropping their warp packs; the drones take no energy, and you avoid the possibility of two (or three) warp hits destroying all of your warp engines.

(SG14.9) ALTERNATIVE PF MISSIONS *Optional*

Scenario (SG14.0) portrays the bulk of the missions flown by PFs during the General War. However, when two PF flotillas meet, each may have a pre-assigned mission and, if so, would be unlikely to drop it for the glory of a random encounter with other PFs. To simulate this concept, each player draws one card from an ordinary deck of playing cards, then consults the chart below to determine what his previous mission was. The cards selected by each player are placed face down somewhere in plain view (perhaps with some paperweight to protect them) and remain secret (each known only by the player who drew it) until the end of the scenario.

Given that most missions are simply patrol/superiority types, players might decide beforehand that all red cards, or all cards of a given suit or suits, are "no special mission, normal patrol, unrestricted PF warfare" orders.

Special Note: Most missions are simply patrol and superiority missions, rather than the special missions given. If the card drawn is black (spades, clubs), ignore it. Your only mission is to patrol the sector, engage any enemy forces you encounter, determine their mission, and prevent them from carrying it out.

When using this system, each player calculates his victory status independently of the other player's mission. That is, calculate the Standard Victory Conditions normally, but count the bonuses and penalties provided below for that player only. It is not impossible that both players will win; it is entirely possible that certain mission combinations will result in the two flotillas not even fighting! Note that if a mission requires you to disengage, your victory will be evaluated without the points that the enemy received for "forcing" you to disengage. The enemy, unaware of your mission, will of course count these points in his own victory conditions.

2.....You have been assigned to recover two survival pods from PFs that disengaged from a raid on the enemy base but which were badly damaged and had to be abandoned. These pods are located in 2214 and 2216. You receive a 10-point bonus for each pod recovered. (If both players have drawn this mission, the two pods belong to one player but the other is trying to capture them. Which is which does not matter.)

3.....Your mission is to provide security for your forces. To do this, you must prevent the enemy PFs from breaking contact (i.e., disengaging by distance) in the direction of your base. If they do, you receive a 20-point penalty.

4.....Your mission is to lure the enemy PFs into a battle, then maintain contact (i.e., prevent the enemy from disengaging) for six turns, by which point additional forces will arrive. If you still have contact with at least three enemy PFs (i.e., they have not disengaged) at the end of turn 6, you gain a 20-point bonus. If four or more enemy PFs have been destroyed in that time, you get the bonus anyway. (The scenario does not end at the end of this turn. The expected reinforcements advise that they are busy elsewhere, and you can conclude the encounter at your own discretion.)

5.....Intelligence reports that the enemy is short of PF leaders. If you destroy the enemy PF leader, you gain a 20-point bonus.

6.....Your mission is to break contact in the direction of the enemy base and conduct a reconnaissance mission. If you succeed in breaking contact (i.e., disengaging by distance, or by destroying the entire enemy force), you gain a 20-point bonus.

7.....You have been assigned to deliver some critical materials to one of your outposts. One of your PFs is a cargo variant. If this PF disengages by distance in direction D (for player A) or A (for player B), you gain a 5-point bonus for each intact cargo box. At the time of this disengagement, the cargo PF cannot be further in direction E/F (player A) or B/C (player B) than the original starting hex.

8.....Intelligence reports that the enemy is short of PF scouts. If you destroy the enemy PFS, you gain a 20-point bonus.

9.....You have been assigned to a reconnaissance mission and do not want to become decisively engaged. If your flotilla succeeds in damaging two enemy PFs and then disengages in any direction, you gain a 5-point bonus for each of your uncrippled PFs that disengage.

10.....The sector commodore is waging a war of attrition. You gain a 10-point bonus for each enemy PF destroyed or captured and a 10-point penalty for each of your PFs destroyed or captured.

J.....Your mission is to break contact in the direction of the enemy base (i.e., C or F) and conduct a raid. For each uncrippled PF with its warp packs still attached which disengages by distance, you gain a 5-point bonus. (If the PFs did not originally have warp packs, that requirement is ignored. Drone-armed and Plasma-D-armed PFs must have at least half of their drones/plasmas. Fi-Cons must have two undamaged fighters.)

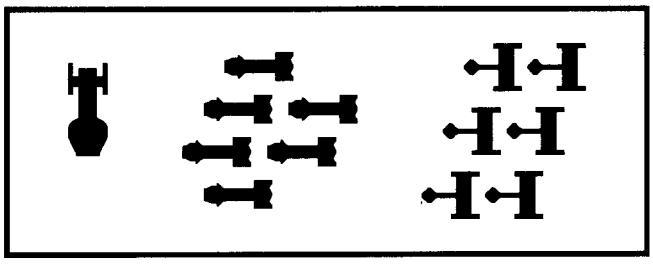
Q.....You have been assigned to conduct a commando raid on an enemy outpost. Two of your PFs are commando PFs. If these two PFs successfully disengage by distance in direction A (for player A) or direction D (for player B) without being crippled and accompanied by one other uncrippled PF, you gain a 30-point bonus.

K.....You have been assigned to conduct a minelaying mission. One of your PFs is a mine warfare PF loaded with four NSMs and eight T-bombs. If this PF disengages by distance in direction B (for player A) or E (for player B), and has at least three NSMs and at least six T-bombs on board, and is escorted by two uncrippled PFs, you gain a 20-point bonus.

A.....The sector commodore is attempting to overwhelm the enemy maintenance system. You gain a 20-point bonus if all enemy PFs have at least some internal damage.

Joker...Three of your PFs are Fi-Cons (with four fighters). Otherwise, this is a standard patrol mission.

(SG16.0) PF PICKUP



by Stephen V. Cole, Texas

After a strike, PF crews look forward to a swift return to their base, where they can rest and repair their ships under the protection of the base's heavy weapons. PFs operating from a tender, however, lack this luxury and can experience the ultimate horror of being attacked at their pick-up point.

(SG16.1) NUMBER OF PLAYERS: 2; player A and player B.

(SG16.2) INITIAL SET UP
PLAYER A: One PF tender in hex 2215.
1xPF flotilla enters map between 0127 and 0130 on turn 1.
All units heading B, speed 10, WS–III.
PLAYER B: A single cruiser, or elements of a PF flotilla, or a squadron of fighters; totaling 150 BPV. (This limit does not count drone speeds or Commander's Options.)
A stronger force is needed if the PFT has cruiser weapons (e.g., a Romulan Sparrowhawk-E or Klingon D5P or D6P). In such case, player B may use 250 points worth of ships. Unit(s) enter the map on turn 1 between hex 4225 and 4230, heading F, speed max, WS–II.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y180 is assumed if no other agreement is made.

(SG16.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(SG16.4) SPECIAL RULES
(SG16.41) MAP: Use a floating map.
(SG16.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. If both players agree, one or both sides might not have warp booster packs as a way to balance the scenario. See also (SG16.45) and (SG16.47).
(SG16.421) MRS shuttles may be purchased [up to the limits and under the restrictions of (J8.5)] under (SG16.431).
(SG16.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.
(SG16.423) Player A has one flotilla of standard PFs, including one leader and one scout version.
(SG16.43) COMMANDER's OPTION ITEMS
(SG16.431) Each ship can have 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 if the players agree to their use. Each PF leader has one T-bomb; no other option items are available to the PFs (except drones).
(SG16.432) All drone frames are type-I or type–VI; however, all speeds and warhead module types are available subject to agreement by the players on their use and the historical racial percentages that may be selected.
(SG16.44) All refits are available depending on the year selected by the players.
(SG16.45) The returning PFs have suffered damage during the mission just completed. For each PF, the owning player decides if it is carrying its packs or not, then rolls one die. The result specifies the shield which was struck by enemy weapons. He then rolls two dice and scores a number of damage points equal to this total as internal damage that penetrated that shield. If all warp engines are destroyed, the PF was destroyed during the mission just completed; it doesn't count for victory purposes (alternatively, the returning player may wish to have them under tow, in which case it will count if destroyed or captured). The PFs are assumed to have repaired three shield boxes on the down shield.
(SG16.46) The returning PFs have been in a battle, the following will simulate their expenditure of ammunition in that battle:
(SG16.461) For each drone-armed PF, roll one die for each undestroyed drone rack to determine how many drones remain. A result of 5 or 6 = 4 even if the rack normally holds more than four drones. This procedure is also used to determine the status of any plasma "D" racks; however, any such remaining plasma "D" torps are considered "unenergized". For ADD racks, simply roll one die; however, no ADD rack can in this case contain type-VI drones.
(SG16.462) For each plasma-armed PF, roll one die for each undestroyed stasis box on the returning PFs to determine if it is loaded. A result of 1, 2, or 3 means it is loaded; 4, 5, or 6 means that it is not. The PPTs are also rolled for, with a 1, 2, or 3 meaning it was not used, and a 4, 5, or 6 meaning it was used and is no longer present.
(SG16.463) The PFL (if present) may have its shuttle, T-bomb, and extra boarding party still aboard. Roll a die individually to determine the status of each of these with a roll of 1, 2, or 3 meaning yes and 4,5, or 6 meaning no. The shuttles on PFLs, if present, are not prepared for a special mission.
(SG16.47) There is a 1/6th chance that any given PF in the group, whether damaged or not, dropped its warp packs in the previous battle. Roll for each, with a 1 indicating it was dropped.
(SG16.48) Low on fuel, player A's PFs cannot disengage by acceleration. They can disengage by separation in direction B. Should player A's tender be destroyed or captured, all player A's PFs are considered destroyed (if they have not previously been captured).
(SG16.49) Player A's PFs are at the limit of their range and must use engine degradation (K6.0). They begin the scenario with an engine running total of 35. This could be adjusted to balance the scenario.

(SG16.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20) except that player B scores 200% of BPV for crippling the tender or 500% of BPV for capturing or destroying it. Player A is not penalized for disengaging.

(SG16.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG16.61) Replace the tender with an Auxiliary Tender.
(SG16.62) Replace player A's PFs with a flotilla of interceptors.
(SG16.63) Use two flotillas of interceptors as player B's force.
(SG16.64) Substitute commando, cargo, or minelaying PFs for some of the standard PFs in the returning flotilla.

(SG16.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG16.71) Keep one PF with the tender (assuming it had not gone on the strike but remained behind to protect the tender).
(SG16.72) If the PFT is a Hydran, replace one admin shuttle on the tender with a fighter for local defense; see (R9.R6).
(SG16.73) Use crew quality to give one side or the other green or ace crews as appropriate.
(SG16.74) Increase or decrease the BPV that player B can use to purchase his force.
(SG16.75) Increase or decrease the damage on the returning PFs.

(SG16.8) TACTICS
PLAYER A: Recover your PFs and leave. With (K6.0) you literally don't have time to make a fight of it. You could sacrifice one or two PFs as a rear guard to distract the attackers and recover the others.
PLAYER B: Concentrate on his PFT and don't let his PFs distract you.

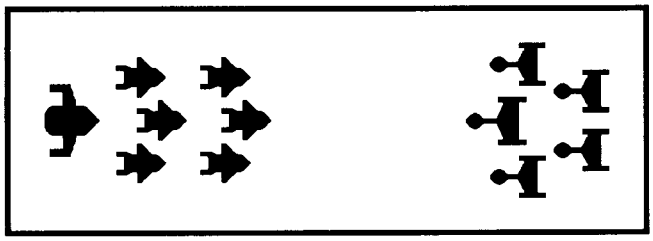
ADDITIONAL FORCES FOR BASIC SET SCENARIO (SG2.0)

RACE	FLEET WITH PF SUPPORT
FED	NPF, 2xFF, PF flotilla.
KLINGON	D5P, 2xF5, PF flotilla.
ROMULAN	SPE, SKA, PF flotilla.
KZINTI	NT, CM, FF, PF flotilla.
GORN	PFT, 2xBDD, PF flotilla.
THOLIAN	PFT, 2xDD, PF flotilla.
ORION	PFT, 2xLR, PF flotilla.
HYDRAN	NPFT, Lancer (4xSt2), Hunter, PF flotilla.
LYRAN	PFW, 2xFF, PF flotilla.
WYN	AxPFT, ZFF, AxC, PF flotilla.
ISC	PFT, 2xFF, PF flotilla.

All flotillas include one scout, one leader, and four standard PFs. Note the historical "mixed" flotillas of some races (Hydrans with Fi-Cons, Tholians with web-generator PFs).

Alternatively, players could add a PFT with a standard flotilla, or simply six casual PFs on mech-links, to any standard battle force. (Add this to both sides, of course.)

(SH13.0) INCIDENT ON THE WYN BORDER



(Y179) *by Stephen V. Cole, Texas*

In Y179, a Klingon Internal Security Forces patrol near the WYN Cluster sighted an Orion Salvage Cruiser. While many Orion ships were operating as mercenaries in the pay of the Klingons, many others were still operating as pirates, profiting from the War. Chief Constable Bocar Karmon (a Knight of the Sword, i.e., a member of the Klingon petty military nobility), commanding the ISF patrol, moved in to investigate.

Suddenly, the Salvage Cruiser fired on the Klingons and began releasing Buccaneer-class gunboats from its wings. Karmon realized three things:

THIS Orion was a pirate, not a Klingon ally;
the Orion ship intended to engage him; and
he was going to die.

(SH13.1) NUMBER OF PLAYERS: 2; the Klingon player and the Orion player.

(SH13.2) INITIAL SET UP

KLINGON ISF: F5I *Interdiction* in hex 4023, 4xG2 gunboats in adjacent hexes; all heading F, speed 12, WS–I. (The F5I is the police variant of the F5. It is identical to an F5, but never received the K-refit.)

ORIONS: PFT *Raven's Nest* (with 6 x Buccaneer) in hex 0105, heading C, speed 4, WS–III.

(SH13.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH13.4) SPECIAL RULES

(SH13.41) MAP: Use a floating map.

(SH13.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs do have warp booster packs.

(SH13.421) MRS: An MRS shuttle may be purchased by the Orion PFT under (SH13.431).

(SH13.422) There are no fighters in this scenario.

(SH13.423) The six PFs are a standard flotilla including one leader and one scout.

(SH13.43) COMMANDER's OPTION ITEMS

(SH13.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH13.432) 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.

(SH13.44) REFITS: The F5 has a B and Y175 refits, the G2s all have the Y175 refit. The Orion PFT has the shield refit and the Y175 refit; the PFs are not refitted.

(SH13.45) The Klingon units must attempt to gain information on the Orion ships as per (G4.1). Information gained by ships that are destroyed or captured does not count for purposes of (SH13.5).

(SH13.46) No Klingon unit can disengage until it has moved within 10 hexes of one Orion unit.

(SH13.47) The Orion PFs have type-A drone racks in the option mounts. The PFT has special sensors in its mounts.

(SH13.48) The Orions had just emerged from the WYN radiation zone and were still suffering from its effects. Roll one die. The result is the turn number for purposes of (P7.0) on the first turn.

(SH13.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that the Klingons incur no penalty for disengaging and that the Klingons gain one victory point for each point of information gained.

(SH13.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH13.61) Substitute a Lyran DD and four Lyran Police Corvettes, or a Kzinti FFK and four Kzinti Police Corvettes, for the Klingon force.

(SH13.62) Use Orion Brigand Interceptors or WYN Freedom Fighter PFs.

(SH13.63) For a smaller scenario, use the PFT with only three standard PFs and the F5I with only two G2s present.

(SH13.64) For a standard starting condition, assume a die roll of 3 for purposes of (SH13.48).

(SH13.65) The Klingon force could be changed to a D6P with 6 x G1s (a standard flotilla). In this case, assume that the Orions have completely recovered from radiation zone effects.

(SH13.66) Replace the Orion PFT with a DW and two LRs (no PFs).

(SH13.7) BALANCE: The scenario could be balanced between players of different levels of experience by one or more of the following:

(SH13.71) Change the F5I to an F5C (favors Klingons) or an E4 (favors Orions).

(SH13.72) Karmon might be considered a legendary captain. The historical records are unclear on this point. Giving him this status would favor the Klingons. He cannot bluff.

(SH13.73) Adding or deleting one G-2 or Buccaneer to/from a side

(SH13.74) Allow the Orion player to use any optional weapons available to the Cluster Cartel.

(SH13.75) Add or subtract a number to the (SH13.48) die roll, or simply select a die roll.

(SH13.76) Vary the quality of the Orion PF crews.

(SH13.77) Due to the nature of Orion operations, many of their PFTs carried cargo and ground attack PFs within their flotilla. Replacing one, two, or three of the Buccaneers with these types will favor the Klingons, although in the historical battle all were combat types.

(SH13.8) TACTICS

ORIONS: Much depends on how long it will be before you recover from the effects of the WYN radiation zone. If it will be only four turns to complete recovery, close in and kill the Klingons. If it will be nine turns, seek to evade contact as best you can until your weapons will function. Use any power you cannot use for movement to hide yourself (ECM). Avoid doubling your engines while you are still under the effects of the zone.

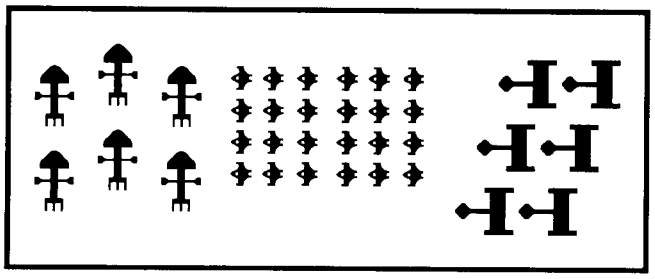
KLINGONS: Once you find out how long it will take the Orion to recover, you can plan your actions. If it will be a long time, close as rapidly as possible and hit him with everything you can. Your drones will be best for this since they take no power and will allow you to move fast to get to close range. If the Orion will recover shortly from the effects of the zone, go for one close range 10 pass, and then run for it. There is no profit in staying to fight with fully active Orion PFs.

HISTORICAL OUTCOME: Karmon took the bold course and attacked the PFT directly to panic the Orions into keeping their PFs on a tight leash. He and his F5I were destroyed, but bought enough time for three of the G2s (all with damage) to break contact. The fourth G2 turned back to help the squadron leader and died with him. The Orion ship lost three of its Buccaneers and was forced to abort its mission and return to the Cluster for more PFs. Karmon, already a *Knight of the Sword,* was posthumously elevated to Baron of the colony planet Saganellia, a title his son inherited.

In Y184, a new F5I was named *Saganellian* in honor of this colony planet, which was administered by the ISF.

The Orion captain, his name lost in the mists of history, received a bonus for weakening the Klingon patrols in the sector and facilitating several subsequent Orion missions. Indeed, as the mission of the PFT was to clear the sector of ISF ships precisely for that purpose, the Orion captain's mission can only be regarded as a success.

(SH14.0) FI-CON FIASCO



(Y181) *by Stephen V. Cole, Texas*

Another of those great military ideas that looked good on paper but failed miserably in combat, the Kzinti Fi-Con system (modified Needles towing fighters) enjoyed a limited amount of success until its last front line mission in Y181, when the fighters returning from a strike were intercepted by Kollos Kumerian's 701st Gunboat Flotilla *(the Bounty Hunters)*.

(SH14.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH14.2) INITIAL SET UP
KZINTI: 6xFi-Con PFs (23rd Fi-Con Flotilla, the *White Elephants)* in hexes 3008, 3109, 3209, 3310, 3410, and 3511, heading E, speed 6, WS–I.
24 x TAAS fighters (210th and 211th squadrons) enter map between 0101 and 0110 on turn 1, heading B or C, speed max.
KLINGON: 6xG1K PFs (701st flotilla) enter the map between 1030 and 2030 on turn 1, speed max, heading A, WS–III.

(SH14.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH14.4) SPECIAL RULES
(SH14.41) MAP: Use a floating map.
(SH14.42) SHUTTLES AND PFs: Only the Klingon shuttle and PFs have warp booster packs. The Kzinti fighters dropped theirs during the attack. Kzinti Fi-Cons were not intended to get into a battle and did not need the extra power (no weapons), and as such often operated without them.
(SH14.421) There are no MRS shuttles in this scenario.
(SH14.422) If using EW fighters, two of the TAAS are TAASE; they will NOT be carrying extra EW pods. If not using EW fighters, they are standard TAAS.
(SH14.423) The six Klingon G1Ks are a standard flotilla including one leader and one scout. An SSD is provided for the 701st Gunboat Flotilla.
The six Kzinti Fi-Cons include a Leader Fi-Con, a Scout Fi-Con, and four standard Fi-Cons. An SSD is provided for the 23rd Flotilla, and a separate SSD is provided for the fighters.
(SH14.43) COMMANDER's OPTION ITEMS
(SH14.431) No Commander's Option Items may be purchased in this scenario.
(SH14.432) All drones are "fast," i.e., speed–32.
(SH14.44) REFITS: All PFs have received the shield refit. (These elite units were among the first, if not the first, to receive them.)
(SH14.45) The Kzinti fighters are returning from a mission, and some have sustained damage as follows: Six have suffered three points of damage; six have suffered four points of damage; and four have suffered five points of damage before the scenario begins. The Kzinti records this damage and shows it to the Klingon at the end of the scenario to verify that no fighter survived more damage than it was able to.
(SH14.46) The Kzinti fighters expended or jettisoned all of their drones (and any fighter pods) before the scenario began; however, the damaged fighters have retained their chaff packs. (The undamaged fighters used their chaff to avoid being damaged.)
(SH14.47) The Kzinti fighters can only disengage if docked to a Fi-Con. They are too far from any base to recover by any other means.
(SH14.48) The G1KL and one of the G1Ks are flown by "ace" crews. The other PFs are flown by "good" crews. If not using the crew quality rules, four of the Kzinti fighters (one from each of the four damage categories) are deleted.

(SH14.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). However, the Klingons score no points for Kzinti units that disengage. Kzintis score a bonus equal to 50% of the BPV of any of their units that successfully disengage (note that fighters can only disengage by docking to a Fi-Con).

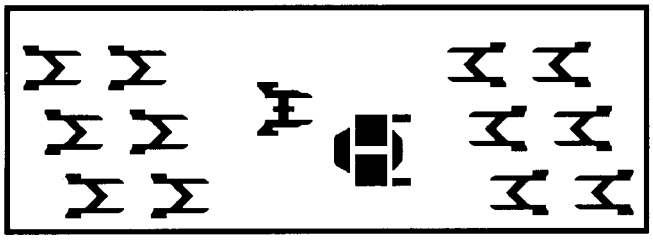
(SH14.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH14.61) The Lyrans also experimented with the Fi-Con concept. Play the scenario again with Lyran Fi-Cons attacked by a flotilla of Hydran Howler PFs.
(SH14.62) The Kzintis considered the possibility of assigning another flotilla of Needles to the 23rd Division to provide a covering force, but they did not due to a shortage of Needles and tactical restrictions created by such an arrangement. To explore this alternative, add a regular Needle flotilla to the Kzintis and a regular PF flotilla to the Klingons.
(SH14.63) Use only three Fi-Cons, 12 TAAS fighters, and three G1K PFs (no leader or scout versions, but do use an EW fighter and one Klingon ace PF crew).
(SH14.64) *Optional:* Kollos Kumerian piloting the G1KL is a legendary ace (K8.4). Two Kzinti fighter pilots are aces, and six of them green; determine these randomly (J6.0).

(SH14.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:
(SH14.71) Change the G1K flotilla to a standard G1 flotilla.
(SH14.72) Replace the G1K flotilla with 3 E4Bs.
(SH14.73) Delete a G1K (favors Kzintis).
(SH14.74) Vary the quality of the PF crews and fighter pilots.

(SH14.8) TACTICS
KLINGON: Attack the Needles immediately, trying to cripple as many as possible. After they have been destroyed or chased off, begin hunting down the fighters. Try to surround them with the gunboats and fire drones into the pack.
KZINTI: Have the Fi-Cons split up, some moving to a rendezvous near 1801 and the others to a point farther in direction A. Divide the fighters into a covering force that will attack the Klingons immediately and a group to rendezvous with each group of Fi-Cons. Any Fi-Con with fighters aboard should immediately disengage. The covering force should concentrate on one or two gunboats; you lack the firepower to destroy them all. If all else fails, scatter. Have every Fi-Con go in a different direction (with some of the fighters), and hope that some escape.

HISTORICAL OUTCOME: This was only one of several major victories by the 701st. The Kzinti fighters were slaughtered when the Fi-Cons broke contact (and not all of the PFs actually escaped). Many songs were written of Kollos and his unit, the most famous of which (*Wolf Among The Lions* by Kina Kurner) described this battle.
While the Kzinti 23rd Fi-Con Flotilla was badly beaten and thereafter relegated to internal anti-piracy patrols, its losses were always replaced and the unit maintained up to strength. Eventually another flotilla of standard needle PFs, the 24th, was assigned to serve with the unit creating the 23rd Fi-Con Division. This supports the theory that a senior Kzinti admiral believed strongly in the Fi-Con concept and was still trying to make it work. If true, his support was justified by the final battle of the 23rd Division in Y185, seen in Scenario (SH32.0) in Module S1.

(SH27.0) A CLASH OF BROTHERS



Y182 *by Stephen Koehler, Missouri*

The semi-independent (and semi-neutral) Lyran Democratic Republic was not always on good terms with the Lyran Empire. A Lyran frigate was probing the LDR border when challenged by an armed freighter. Both sides sent a PF flotilla to back up their unit.

This battle, while typical of several minor episodes, was important in that the success achieved here helped pave the way for Count Zarab to reestablish his family's rule of the Lyran Silver Moon County three years later.

(SH27.1) NUMBER OF PLAYERS: 2; the Lyran Empire player and the Lyran Democratic Republic player.

(The LDR is found in module C3, but this scenario includes all required data for the basic scenario. The LDR units in this scenario are identical to Lyran units. Some variant and balance rules will require Module C3.)

(SH27.2) INITIAL SET UP

LYRAN EMPIRE: FF+ *Strongjaw* in hex 2014, heading C, speed 0, WS–III.

89th PF Flotilla (6 x Bobcats), within 6 hexes of 1010, heading C, speed max, WS–III.

LYRAN DEMOCRATIC REPUBLIC: Large disruptor-armed freighter *Freeman Zedgar* in hex 2416, heading F, speed 0, WS–III.

12th PF Flotilla (6 x Bobcats), within 6 hexes of 3525, heading F, speed max, WS–III.

(SH27.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH27.4) SPECIAL RULES

(SH27.41) MAP: Use a floating map.

(SH27.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH27.421) 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 (SH27.431).

(SH27.422) There are no fighters in this scenario. In a variant of this scenario where fighters are used, one fighter in any given squadron of 8 or more fighters may be an EW fighter. If EW Fighters are not used, it is a standard fighter of the most common type in the squadron.

(SH27.423) The six Bobcats on each side are a standard flotilla including one leader and one scout.

(SH27.43) COMMANDER's OPTION ITEMS

(SH27.431) Each PF leader has one T-bomb. The FF+ can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.201) as victory points for the enemy.

(SH27.432) There are no drones in this scenario, but if a variant is played where drones might be used, all drones are "fast," i.e., speed–32.

Each drone-armed ship (in a variant where drones are used) 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.

(SH27.44) REFITS: The PFs have the shield refits. The FF does NOT have the "p" refit.

(SH27.45) Use non-violent combat (D6.4).

(SH27.46) Neither side can fire at a crippled PF or ship, and no crippled PF or ship can fire.

(SH27.47) If the Lyran Empire forces lose four PFs (crippled or destroyed), or the frigate is crippled or destroyed, they will cease fire and disengage immediately (and the LDR will cease fire).

(SH27.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). No points are scored for a destroyed PF or ship.

(SH27.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH27.61) Substitute a flotilla of Klingon G1s and an E4B or Hydran Harriers and a Hunter for the Lyran Empire force. The non-violent combat rule is still used in this case because, while all three would like to add the resources of the LDR to their war effort, none wants to risk forcing the LDR into the others' hands, and the LDR does not want to anger their neighbors too much by destroying these probes and finding itself forced to pick a side.

(SH27.62) Allow both players to select which variants of Lyran PF they wish to use, and use (D17.0).

(SH27.63) For a smaller scenario, use three standard Bobcats, and replace the FF+ with a Lyran Manx Police ship and the large armed freighter with a small armed freighter.

(SH27.64) For a simpler scenario, delete the scout PF from each force, or replace it with a standard PF, and do not use the electronic warfare rules.

(SH27.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH27.71) Change the FF to a Manx Police ship (favors LDR) or a Leopard DD (favors Lyrans). Change the large auxiliary to a small one (favors Lyrans) or to a Military Police ship (favors LDR).

(SH27.72) Replace one flotilla's scout with a standard Bobcat.

(SH27.73) Add a PF to, or delete a PF from, one side.

(SH27.74) Shield refits appeared during Y182. Give the shield refit only to the less-experienced player to balance the scenario, or refit only some of the PFs of one side or the other.

(SH27.8) TACTICS

LYRAN EMPIRE: Observe the victory conditions. The point is to demonstrate superiority, not to slaughter brother Lyrans. You must avoid damage and realize that the FF may be more of a liability than an aid. One massed salvo by the LDR forces, and it will probably be crippled and you will be forced to withdraw, so it may be best to keep it out of the initial fighting and to bring it in as a final trump after three of your own PFs have been crippled. Remember that its disruptors are range 15, so it need not come as close as the PFs to fire, but it will NOT have the power to do much as it lacks warp packs and is hampered by the EW shifts the PFs receive.

LYRAN DEMOCRATIC REPUBLIC: Either try a rush to blitz the FF, or you risk a long battle. A quick run on the FF could finish the battle quickly, and it is not likely to have weapons armed and be able to move at anywhere near the speed your PFs can. His fire will be divided between your PFs, and with EM and speed, you may be able to get into an attack position. Ending it quickly with him forced to withdraw is probably the best outcome for you in any case.

(SH27.9) PLAYTESTERS' COMMENTS: An unusual and unique challenge.

HISTORICAL OUTCOME: This was just one of many inconclusive border skirmishes between the LDR and Lyran Empire. The details of its outcome are unclear in the original tapes.

(SH28.0) DESCENT OF THE HAWK: This scenario was moved to Module M because it makes extensive use of the Ground Combat System in (D15.0).

FAST PATROL SHIP #1 (LEADER)	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
REACTOR POWER							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
SHIELDS							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TRACTOR							
TRANSPORTER							
TOTAL POWER USED							

FAST PATROL SHIP #2	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
REACTOR POWER							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
SHIELDS							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

FAST PATROL SHIP #3	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
REACTOR POWER							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
SHIELDS							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

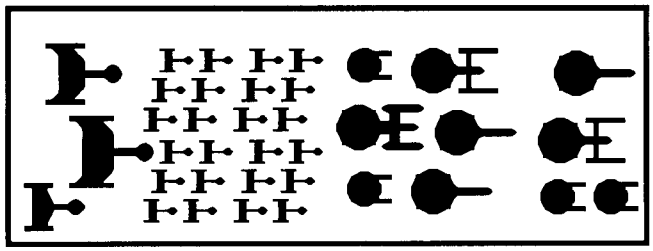
FAST PATROL SHIP #4 (SCOUT)	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
REACTOR POWER							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
SENSOR A							
SENSOR B							
SHIELDS							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

FAST PATROL SHIP #5	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
REACTOR POWER							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
SHIELDS							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

FAST PATROL SHIP #6	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
REACTOR POWER							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
SHIELDS							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

Insert the counter identification data into the box marked "CNTR." Players may make copies of this chart for their own personal use.

(SH29.0) PIRANHA!



(Y181) *by Ardak Kumerian, Klinshai*

In Y181 a Federation Task Force patrolling near the Klingon neutral zone was attacked and mauled by the Klingon 77th Gunboat Division. While they knew an attack was coming, their mission was to hold a sector of space, not to retreat at the first sign of trouble. This is their story. It is not a happy one.

(SH29.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH29.2) INITIAL SET UP
FEDERATION FORCES: Set up first.
DN+ *Konkordium*, CAR+ *Yorktown*, DD+ *Hannibal*,
SC+ *Revere*, 2xFFG *Montgomery* and *Harwood*,
CVS+ *Nelson* (F-18 fighters of VF-74),
DEA+ *Collingwood*, 2xFFA+ *Barry* and *Hardy*.
All within six hexes of 2215, heading F, speed 6, WS–III. Two of the carrier's fighters may be placed on patrol within 10 hexes of 2215 at the player's option; the rest are still aboard the carrier.
KLINGON FORCES: 77th Gunboat Division *The Mighty Maurauders*
771st Gunboat Flotilla: 6xG1 *Maimers*
772nd Gunboat Flotilla: 6xG1P *Manglers*
773nd Gunboat Flotilla: 6xG1K *Murderers*
774th Gunboat Flotilla: 6xG1 *Maniacs*
D5P *Raider's Rest*, D6P *Vulture*, F5K *Fire Wind*
All enter the board from the xx30 map edge on any impulse of turn 1 or turn 2 (Klingon choice), heading A, speed max, WS–III. Each flotilla must enter on the same impulse, and each PF of a flotilla must be within 10 hexes of every other PF in that flotilla at the time of entry. Entry (time and hexes) must be plotted in advance.
NOTE: This technically violates the limits on the number of PFs in a scenario, but is a special and virtually unique case.

(SH29.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH29.4) SPECIAL RULES
(SH29.41) MAP: Use a floating map.
(SH29.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH29.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH29.431).
(SH29.422) If using EW fighters, one of the F–18s on the CVS is an F–18E. If not using EW fighters, it is a standard F–18.
(SH29.423) The six PFs in each flotilla are a standard flotilla of the type indicated in (SH29.2) including one leader and one scout.
(SH29.43) COMMANDER's OPTION ITEMS
(SH29.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(SH29.432) 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.
(SH29.44) REFITS: The PFs have not received the shield refit. The D6P does not have the UIM refit. The Federation fighters have not received the "C" refit.
(SH29.45) The Klingon ships must all disengage before the end of turn 5.
(SH29.46) Federation ships may not accelerate on turn 1.

(SH29.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH29.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH29.61) Replace the Federation force with Hydrans, including Paladin, Ranger, Scout, 2xHunter, Uhlan, Aegis Lancer, 2xAegis Hunter, assume Sting-2 fighters, except the Uhlan, Ranger, and Paladin can each have two Sting-H fighters.
(SH29.62) Allow the Klingon to select the flotillas from G1, G1B, G1D, G1K, or G1P. He must use at least three different types; each flotilla must all be the same type.
(SH29.63) For a smaller scenario, replace the Fed Force with a CC+, NCL+, FFV (F–18 Fighters), FFEA, and an FFS. Use only two Klingon PF flotillas (they must be two different types, but the Klingon player can choose which types) and the D5P.
(SH29.64) For a simpler scenario, replace the PF scouts with standard PFs and delete the Federation SC.

(SH29.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SP29.71) Change the CVS+ (F–18s) to a CVB+ (F–15s, favors Federation) or an NVL (F–18s, favors Klingons).
(SH29.72) Federation DNG could replace DN+ .
(SH29.73) Add or delete a frigate to (from) the Federation.

(SH29.8) TACTICS
FEDERATION: Maintain low speed, keep WWs armed. If he brings his PFs onto the board in stacks, fire on them immediately to cause explosions. Deploy some escorts close to the Klingons, and force them to deploy and fight before reaching the carrier.
Keep the fighters out of range of the PFs, and use them to fire drones. Use transporter bombs (if available) to build a fortress. Load the ADD launchers with type-VI drones for anti-PF firepower. Keep a wall of drones between you and the PFs. Force him to reveal the PF scouts, and then kill them with long-range photon fire.
The playtesters were divided on whether the Federation should move toward the Klingons to force the battle or away from them to avoid it. Either strategy can lead to success if properly executed.
KLINGON: Take advantage of your faster-firing weapons. Close with the enemy and seek to cripple every ship, and then start rounding up the cripples. Target ships that are close enough to cause damage to other Federation ships by explosion. This will force him to open up his formation. Don't forget the use of EM to improve your survivability.
BOTH: Electronic warfare can be the key to victory.

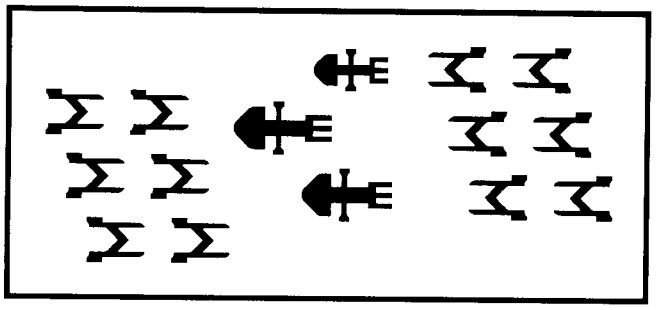
(SH29.9) PLAYTESTERS' COMMENTS: Very fast and deadly scenario. Don't let your guard down for an instant.

HISTORICAL OUTCOME: While details are unclear (due to Federation attempts to minimize the disaster and confusion with a subsequent battle in which at least one ship damaged in this battle was destroyed), it is clear that the Klingons overwhelmed the Federation force, destroying two frigates and damaging several other ships. The *Konkordium* required five months at a starbase for repairs. Losses among the gunboats were estimated as 75% by the Federation and reported as 25% by the Klingons.

WARNING: This is a large scenario and may take 2-5 hours to play. Preparing plans and game materials in advance is advised.

NOTE: Normal rules limit each side to no more than three flotillas of PFs. The 77th Division and its unique operations are a special case and form an exception to this rule. This exception does not extend to other races. This will be reflected in a future F&E module.

(SH30.0) NO FREE DESSERT



(Y181) *by Matthew Van Axen, New York*

After the successful ambush of the Lyran battlecruiser *Bloodshedder* [originally published as (SL76.0) No Free Lunch], the Lyrans decided to return the favor against a Kzinti carrier group operating in an adjacent sector. The site for this ambush was a nebula (where the fighters were useless); the Kzinti carrier had been lured into it by false messages of an unescorted convoy on the Lyran side of the zone.

(SH30.1) NUMBER OF PLAYERS: 2; Lyran vs Kzinti.

(SH30.2) INITIAL SET UP
TERRAIN: The scenario begins in a nebula. See (SH30.45).
KZINTI: Set up first. AFF *#304* in 2016, MAC *Arrogance* in 2418 (with two Needles on mech links), CVL *Gallant Prey* (with 9xTAAS of the 119th Fighter Squadron, *Gallant Arrows*) in 2215. All ships speed 12, heading D, WS–I.
LYRAN: 47th PF Flotilla (6 Bobcat–A) within six hexes of 0128.
48th PF Flotilla (6 Bobcat–A) within six hexes of 4212.
All units speed max, heading at player's option, WS–III.

(SH30.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH30.4) SPECIAL RULES
(SH30.41) MAP: Use a floating map.
(SH30.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH30.421) An MRS shuttle may be purchased by the Kzinti [up to the limits in (J8.5)] under (SH30.431).
(SH30.422) If using EW fighters, one of the TAAS on the CVL is a TAASE. If not using EW fighters, it is a standard TAAS.
(SH30.423) The two flotillas are standard flotillas of Bobcats, each including one leader, four standard PFs, and one scout.
(SH30.43) COMMANDER's OPTION ITEMS
(SH30.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(SH30.432) 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.
(SH30.44) REFITS: None of the PFs has received the shield refit. The Kzinti MAC has the mech-link refit. The Kzinti ships all have the Y175 drone rack refit.
(SH30.45) Use the nebula rules (P6.0). The nebula ends at hex row xx99. (Players will have to shift the map to move that far in that direction.) All hexes beyond that row are non-nebula hexes.

(SH30.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

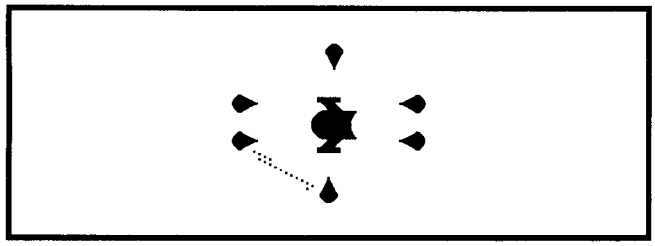
(SH30.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH30.61) Replace the Kzinti force with a Hydran NVL, NEC, and Aegis Hunter. The Hydrans will have two Harriers (total) on mech links on the NEC.
(SH30.62) Allow the Lyran to select his own flotillas, so long as each flotilla is made up of the same type of PF.
(SH30.63) Use a Kzinti CVE with an AFF as escort. The Lyran player should uses only one flotilla.

(SH30.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH30.71) Change the CVL to an MCV (Module R2).
(SH30.72) Replace the FFA with a DWA (Module R2).
(SH30.73) Delete or add a PF to (from) one or both Lyran PF flotillas.
(SH30.74) Increase or decrease the distance to the edge of the nebula (SH30.45).
(SH30.75) The *Gallant Prey* was one of the last CVLs scheduled to receive TADS fighters and had not received them at the time of this battle. Using those fighters will slightly favor the Kzintis.

(SH30.8) TACTICS
LYRAN: Attack the Kzinti carrier with overloaded PF disruptors.
KZINTI: There are two options. Heading for the nebula edge is difficult but is the best choice. Fighting inside the nebula will mean destruction of the carrier and (due to the points for its fighters) the scenario. In either case, maneuver to engage only one PF group at a time.
BOTH: Carefully read the nebula rules (P6.0). Plot HETs so that any disadvantageous facing changes caused by the nebula can be corrected quickly.

HISTORICAL OUTCOME: The *Gallant Prey* and its escorts stayed together to offer a stronger defense to the Lyrans. One escort was destroyed inside the nebula. The few fighters still available when the ship broke clear of the nebula were destroyed by the PFs as soon as they launched. This did, however, give the carrier a chance to evade some of the PFs and break clear, but the second escort was crippled and unable to disengage. It was destroyed before Kzinti reinforcements could arrive.
The *Gallant Prey* was converted from a battlecruiser that had been damaged in a battle early in the war. The name *Gallant Prey* honors the Lyran CL which was destroyed in the duel in which the battlecruiser was wrecked.

(SH31.0) THE THOLIAN BLOCKADE



(Y181-183) *by Dr. Anthony Jones, New York*

Throughout the war, the Romulans maintained a tenuous communication line with the Klingons by way of cloaked ships slipping through or along the edge of Tholian territory. The Tholians attempted, not always with success, to block this route.

(SH31.1) NUMBER OF PLAYERS: 2; the Tholian player and the Romulan player.

(SH31.2) INITIAL SET UP

THOLIAN: Set up first. PF flotilla of the 3rd PF Fleet deploy one PF in each of the six map areas, all units speed 12, heading at player's option, WS–III.

ROMULAN: One Snipe-B *Volantis* (with cloaked decoy), any hex on the 42xx map edge. Ship is cloaked, speed 12, heading E or F, WS–III.

(SH31.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH31.4) SPECIAL RULES

(SH31.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

(SH31.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH31.421) No ship in this scenario is qualified to carry an MRS shuttle.

(SH31.422) There are no fighters in this scenario.

(SH31.423) The six Tholian PFs are a standard flotilla including one leader, one scout, two Arachnid-Ws, and two standard Arachnids.

(SH31.43) COMMANDER's OPTION ITEMS

(SH31.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. The Tholian PFL has its normal T-bomb. The Snipe-B has its full complement of T-Bombs (it does have its normal NSM as well).

(SH31.432) There are no drones in this scenario.

(SH31.44) REFITS: The Tholian PFs have not received the shield refit.

(SH31.5) VICTORY CONDITIONS: If the Romulan ship moves off the map from the 01xx hex row, the Romulans win. If the Romulan ship is captured or destroyed, the Tholians win. If the Romulan ship disengages from another map edge, the scenario is a draw.

(SH31.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH31.61) Replace the Snipe with a cloaked Orion DW. In this case, there can be no cloaked decoy.

(SH31.62) This scenario is much more fascinating with hidden movement of the cloaked ship and a non-playing neutral moderator. This can be more exciting if the Romulan has a secret choice of ships.

(SH31.63) After Tholian set up, roll one die for each PF. If the die roll is "6," the ship has suffered a mechanical problem (before Romulan arrival) and has returned to base (i.e., is removed from the game).

(SH31.64) Replace one or two of the PFs with minelayers.

(SH31.65) Use Federation PFs to experiment with these conjectural designs.

(SH31.66) For an early war scenario, use a Snipe-A and two Patrol Cruisers, rather than the stated forces.

(SH31.67) Replace one Arachnid with a ground combat version and try to capture the Snipe.

(SH31.68) Shield refits appeared during Y182; allow the Tholians to add them.

(SH31.69) Add the Snare refit to the Tholian PFs and a mech link with a Centurion PF to the Romulan Snipe-B.

(SH31.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH31.71) Change the Snipe-B to a Snipe-AR.

(SH31.72) Replace the Scout PF with a Standard PF.

(SH31.73) Add or delete a PF to the Tholian force.

(SH31.74) Replace the web-PFs with standard PFs.

(SH31.75) Delete the warp packs from the Tholian PFs.

(SH31.8) TACTICS

ROMULAN: Avoid contact. If you have to fight, shotgun the G-torp and then run for the map edge. Use great care with your NSM and T-bombs. Plan the use of the cloak decoy well in advance (as in a day or so before you sit down to play the scenario) to be able to use it to best advantage.

THOLIAN: Make contact. Forget the web; you won't have the power to spare. Use overloaded disruptors boosted by ECCM from the scout, and keep hammering him. Fire in relays so that there are always at least two ships ready to fire if he uncloaks.

(SH31.9) PLAYTESTERS' COMMENTS: A very challenging scenario for the Romulans. Good training for cloak and cloak decoys. The Romulan ship must be played by an experienced captain, preferably one who has bragged about his skill and weapons to the point of annoyance. Only legendary captains can succeed in the basic version of this scenario with a Snipe-AR.

HISTORICAL OUTCOME: Despite desperate maneuvers, the *Volantis* was unable to evade the PFs while cloaked. It uncloaked to offer battle and destroyed one PF, damaging another, before it was forced under cloak to repair damage and reload. Evasion was still impossible, so the *Volantis* uncloaked again and destroyed another PF, but was itself damaged and forced under cloak. Still unable to break contact, the ship used its cloaked decoy to escape and return to Romulan territory, its mission a failure, but with more missions yet to come.

INTERCEPTOR #1	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

INTERCEPTOR #2	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

INTERCEPTOR #3	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

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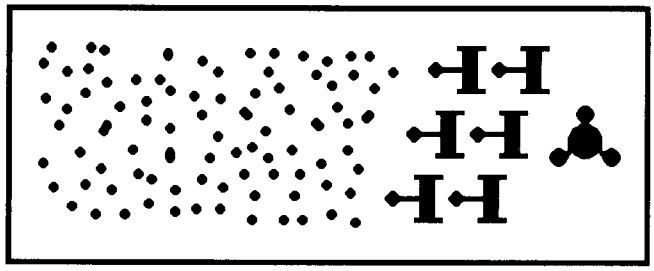
INTERCEPTOR #4	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

INTERCEPTOR #5	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

INTERCEPTOR #6	CNTR:						
WARP ENGINES							
IMPULSE ENGINES							
TOTAL POWER							
BATTERY AVAILABLE							
BATTERY DISCHARGED							
PHASERS							
WEAPON A							
WEAPON B							
GENERAL REINFORCEMENT							
MOVEMENT							
DAMAGE CONTROL							
RECHARGE BATTERY							
ECM							
ECCM							
TOTAL POWER USED							

Players may make copies of this form for their own personal use.

(SM13.0) *BANSHEES!*



(Y182-86) *by Arnold Becker, California*

During a five-year period at the end of the General War, the galaxy was beset by an infestation of creatures that the Federation named "Banshees." The name came from the strange wailing noise over subspace communications channels created by the plasmatic charges of the creatures.

These were plasmatic creatures who migrated in mass hordes and looked for sites to build breeding nests. Bases of all types were their primary targets, but anything slow-moving and poorly-armed was vulnerable. While Banshees were rare, any unit confronted by them found itself in a pack of trouble.

Extremely fast but relatively easy to kill, the primary problem with Banshees was their numbers. There were so many of them, a given ship would hunt down one of them only to find that five more had gotten past the defenses. The fast PFs were the perfect defense.

(SM13.1) NUMBER OF PLAYERS: 1; the Banshees move by automatic rules; see (SM13.45).

(SM13.2) INITIAL SET UP

BASE of any type in hex 2215.

FLEET: Defending ships within six hexes of the base, speed 4, WS–I. Fighters and PFs, if any, docked to the base.

BANSHEES: One horde (SM13.44) enters on turn 1 from a position selected by die roll after Fleet Set Up. These hexes are:

1	2	3	4	5	6
0101	2201	4201	0130	2230	4230

Place three Banshees in a given hex; use hexes adjacent to any Banshee-occupied hex *and the map edge* for extra Banshees. If the number of Banshees is not evenly divisible by three, place the last one or two in a hex.

Use drone, fighter, or plasma counters for the Banshees.

YEAR: Players should select a year for the scenario between Y182 and Y186. This will define the available ships and refits. Players might experiment with earlier or later years as there were unconfirmed reports that might have been Banshee Hordes as early as Y165 and as late as Y202.

(SM13.3) LENGTH OF SCENARIO: The scenario continues until all Banshees have been killed or until the Banshees successfully breed.

(SM13.4) SPECIAL RULES

(SM13.41) MAP: Use a floating map.

(SM13.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs during the period given.

(SM13.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SM13.431).

(SM13.422) If using EW fighters, one fighter in each squadron may be of this type.

(SM13.423) If using PFs, these could be a complete flotilla or casual (non-flotilla) PFs.

(SM13.43) COMMANDER's OPTION ITEMS

(SM13.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here is included within the limits given in (SM13.44).

(SM13.432) 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.

(SM13.44) FORCES USED will depend on the size of base selected for the scenario.

BASE	DEFENDERS	BANSHEES
Starbase	750 BPV points	72
BATS	500 BPV points	48
Base Station	300 BPV points	36
Mobile Base	200 BPV points	20
ComPlat, SAMS	125 BPV points	10
Convoy	150 BPV points	18

The BPV points allowed for defending units do not include the base (or its refits), but do include all Commander's Options (and ship refits), as well as all modules or pods added to the base. The "convoy" consists of two large and four small freighters; points may be spent to convert one freighter to an armed freighter or Q-ship.

For Orion bases (without phaser-IVs), delete two Banshees for each phaser-4 turned into a phaser-1.

(SM13.45) BANSHEES

(SM13.451) MOVEMENT: Banshees have a turn mode of 1 and a constant speed of 32. Banshees cannot HET. Banshees ALWAYS move at the end of Step 4 of (C1.313) on a given impulse.

Banshees move by automatic rules, based on a priority system given below. Each Banshee is moved one at a time (because of condition #3 and #4), but all such movement is simultaneous. Establish an order for the Banshees at the start of the scenario, and always move the Banshees in the same order. Step #3 can cause Banshees to fire their venom; if several Banshees try to enter the same hex and/or fire, these will be resolved one at a time, and if the target is destroyed, other Banshees (moving later in the same impulse) will be treated as if that target was not present.

1. If a Banshee is within 4 hexes of an armed mobile unit (see definition below), it will attempt to evade that unit (C1.3223). While doing so, it will not violate condition #3 below unless it is impossible to avoid doing so. If a Banshee is within 4 hexes of multiple AMUs, it will select the hex which is more than 4 hexes from the maximum number of AMUs currently within 5 hexes. If no such hex exists, select the hex which is more than 3 hexes from the maximum number of AMUs currently within 5 hexes (or 2, or 1 hexes from such units). If two or more such hexes exist, select the one closest to the target (condition #2). If two or more of those hexes exist, select either unless condition #4 forces one to be selected over the other.
2. If condition #1 does not apply, a Banshee will attempt to move toward the base (or other designated target) as a seeking weapon.
3. While performing #2, a Banshee will not voluntarily enter a hex within 4 hexes of an armed mobile unit. (It might be forced to do so by turn modes, multiple ships, etc.) For example, if a ship was in the base hex, the Banshee would turn away and maintain range 5 (firing at the ship). If no possible hex is available which does not violate this condition, this condition does not apply and is ignored. Note that this step can trigger firing by the Banshee; see (SM13.4521).
4. While performing #1 or #2, and if #3 does not apply, a Banshee will not enter a hex containing another Banshee if another hex is equally acceptable under the seeking weapon rules. A Banshee will not enter a hex containing six other Banshees unless it is absolutely impossible not to do so within the rules (excepting the seeking rules).

ARMED MOBILE UNIT (AMU): Any unit capable of movement and armed with two direct-fire weapons not counting ADDs and phaser-3s. Phaser-Gs and plasma torpedoes/racks are DF weapons for this purpose. As ships become damaged, they may no longer qualify as armed mobile units. The arming status of the weapons is not relevant. Uncrippled fighters, interceptors, and PFs are always considered armed mobile units, regardless of the state or type of weapons.

(SM13.452) ATTACKS: Each Banshee can fire one pulse of plasma venom per turn. There is no minimum delay between venom shots on subsequent turns.

(SM13.4521) A Banshee will fire its venom the first time in a given turn that it tries to move into a hex within 4 hexes of an armed mobile unit and is prevented from doing so by condition #3, or succeeds in doing so despite condition #3. (The armed mobile unit in question will be the target.) This fire will be resolved immediately after the Banshee has moved. Each Banshee will move (and possibly fire) in sequence; see (SM13.451).

(SM13.4522) If it has not fired previously during that turn, a Banshee will fire at any unit which fires direct-fire weapons at it; this will be simultaneous return fire.

(SM13.4523) The Venom Bolt does 5 points of damage and automatically hits its target despite all modifiers, shifts, EW, terrain, cloak, etc. Firing arc is 360°, and range is 30. The Banshee must have a line-of-sight to its target to accept it. If more than one valid target (i.e., one causing the Banshee to fire, by firing or by condition #3) is available, the Banshee will fire at the closest. If two or more are equally close, select one by a random die roll. All Banshees in a given hex, entering a given hex, will fire at the target selected by the first of them to fire (until that target is destroyed).

(SM13.453) KILLING BANSHEES: Each Banshee is destroyed by 12 points of damage. Banshees do not have MCIDS (E6.0).

(SM13.4531) Banshees have a small target modifier of 20 ECM points at ranges of 5 or more, and no modifier at ranges of 0-4. (Fighters, with their weaker scanners, have this 20 ECM penalty at all ranges.) CONFIRMED: Twenty points of ECM provides the properly-balanced die-roll shift.

(SM13.4532) Banshees have 51 points of ECM for use against all seeking weapons regardless of the range to the guiding unit. (CONFIRMED: Fifty-one points of ECM. This number is calculated to provide a balanced kill ratio against ships with maximum ECCM applied.)

(SM13.4533) Banshees are acceptable aegis targets. They are size class 6. They count as a fighter for purposes of crew ratings [(K8.0) or (J6.0)].

(SM13.4534) Banshees will not detonate automatic mines and will not be harmed by mine explosions. Banshees cannot be damaged by (D5.0) explosions.

(SM13.4535) ESGs will not damage Banshees as they are plasma-based creatures.

(SM13.454) BREEDING: The objective of the Banshees is to breed. Banshees can only breed while inside something (they were originally born in caves in asteroids) but while in a hard vacuum and no gravity.

(SM13.4541) When a Banshee reaches the base (or other target), it will immediately cause 50 damage points (scored as the impact of a seeking weapon) and then die (i.e., is removed from play). If several Banshees arrive simultaneously, they resolve damage one at a time. If the base is destroyed by a given Banshee, others that arrived at the same time but were resolved later will breed (SM13.4542). The Banshee which actually destroyed the base cannot breed regardless of the amount of damage it actually used in destroying the base.

(SM13.4542) When the base is "destroyed," it does not explode; it has simply been reduced to a hollow lifeless hulk that the Banshees can use for breeding purposes. Breeding is instantaneous with the arrival of the next Banshee and releases 72 additional Banshees (total, not for each breeding Banshee) and ends the scenario. All surviving (and newborn) Banshees then organize themselves into one or more hordes and go seek some other target.

(SM13.4543) The player CANNOT destroy his own target unit (base, freighter, etc.) since the wreckage left to the Banshees will be used for breeding.

(SM13.4544) An armed mobile unit size 4 or larger which loses enough weapons or power to no longer qualify as such will be considered a valid breeding target by the Banshees. Banshees cannot breed in PF hulks, which made PFs the defense of choice against this threat.

(SM13.455) OTHER BANSHEE RULES

(SM13.4551) Banshees cannot be tractored or boarded.

(SM13.4552) Banshees can be displaced or placed in stasis, but this is done against individual Banshees, not an entire swarm.

(SM13.4553) Banshees are affected normally by webs, except that any Banshee that spends an entire turn in a web hex will leave that hex on impulse #32. Banshee venom can fire through webs.

(SM13.5) VICTORY CONDITIONS: If the Banshees are destroyed and the base survives, the level of victory is determined by what percentage of the defending forces have been destroyed.

0-20%	21-50%	51-70%	71+%
Decisive	Tactical	Draw	Disaster

To determine these percentages, take the BPV of the ships other than the base (and the base's modules) and then calculate victory points (S2.21) for damage to those ships and express this as a percentage.

If the Banshees succeed in breeding (SM13.454), the player loses the scenario.

(SM13.6) VARIATIONS are endless since any race can be used, and players have a choice of ships. Players could consider other possible targets of attack, such as an FRD or a crippled warship.

(SM13.7) BALANCE: The scenario can be balanced for players of different skill levels by increasing or reducing the number of Banshees.

(SM13.8) TACTICS: Your defending units will have to do two things at once. First, keep the Banshees away by getting in their way, and second, run them down and kill them. One key tactic is to allow a very carefully determined number of Banshees to "leak" through the defenses each turn so that the base can use its weapons to kill them. Avoid sending a unit into a head-on confrontation with a lot of Banshees as they will all fire and cave in the front shield.

You can have units fire at Banshees to provoke their fire (allowing other units to get closer and fire at them), but the provoking units must either be small ones you can afford to lose (shuttles) or large ones able to withstand the damage. Don't try this with large groups of Banshees.

(SM13.9) PLAYTESTERS' COMMENTS: An interesting and lively scenario. Time is the one thing you do not have. Engage as quickly as possible with direct-fire weapons. With the larger bases, the huge number of Bashees makes the scenario tedious without team play.

(SM13.X) DESIGNER'S NOTES: We went looking for a monster that would be particularly suited to PFs. It needed to be very fast but easy to kill, meaning that for the same BPV you could have a ship that killed one Banshee per turn or three PFs that killed three per turn.

In the earliest playtests, players adopted the tactic of stacking all of the AMUs in the base hex and letting the Banshees circle around pointlessly just within phaser-4 range. After a couple of minor rules adjustments, this tactic is now suicide, as the Banshees will blow up units at regular intervals, and the explosions will damage everyone else in the hex. Even so, keeping the Banshees at range 5 from a phaser-4 is a valid concept.

END SCENARIO SECTION, MODULE K

(U9.0) PF CAMPAIGN GAME

This campaign game simulates the problems faced by a sector PF commander. The campaign consists of several rounds, each consisting of five scenarios. Each player will commit his PF flotillas to several of these scenarios in an attempt to gain an overall superiority in the sector.

(U9.1) CAMPAIGN ORGANIZATION

(U9.11) PLAYERS: This is a campaign for two players, known as player A and player B. While any races could be used, historically the players should select two opposing races with an adjoining border.

(U9.12) ROUNDS: Any number of rounds (each covering an arbitrary period defined as a "month") can be played, but the players should establish this number before beginning the scenario. Three or six are recommended; up to 100 could be played.

Note that as each scenario could take an hour to play, two players would be able to complete only one round in each gaming session. A club with several members, however, could play one round of the campaign at each session (with all of the scenarios being played simultaneously) without significantly reducing their other gaming.

(U9.13) SCENARIOS: Each round consists of five scenarios (U9.3).

(U9.2) CAMPAIGN SEQUENCE OF PLAY

Each round of the campaign consists of the following steps:

1. Players commit their forces to the five scenarios.
2. Play the scenarios in order. In each case, determine any random events (U9.44) and then play the scenario.
3. Record-keeping phase.
   A. Determine surviving PFs and crews.
   B. Add replacement PFs.
   C. Reorganize flotillas.

(U9.3) MANAGEMENT OF FORCES

Each player must manage his available combat forces carefully and continually to get the most out of them.

(U9.31) INITIAL FORCES: Each player begins the campaign with the following forces:

One battle station, with one PF and two fighter modules.
One fighter squadron, with class-II fighters (at BATS).
Three PF flotillas, each with one leader and one scout.

(U9.32) REINFORCEMENTS AND REPLACEMENTS: Each round, during the record-keeping phase, each player receives replacements for all lost fighters and shuttlecraft. Each player also receives one complete PF flotilla, including one leader, one scout, and four standard PFs. Additionally, each player receives one additional standard PF for each scenario that he won during the round just completed. All ammunition (drones, PPTs, T-bombs, etc.) are replaced.

If the BATS belonging to one player is destroyed, replace it (in future rounds) with a war cruiser PFT (Fed NPF, Klingon D5P, Romulan SpH-E, Kzinti MPFT, Gorn HDP, Tholian PFW, Hydran NPF, Lyran PFW, ISC PFT) and change that scenario to a floating map. (Also note that the fighter squadron will be permanently lost.) If the PFT is destroyed, replace it with a large auxiliary PFT. If that ship is destroyed, replace it with a small auxiliary PFT. If that ship is destroyed, it is replaced with an identical unit.

(U9.33) DEPLOYMENT PHASE: During the deployment phase, the players can deploy their forces to the five scenario zones (secretly and simultaneously) as follows:

Each PF flotilla is assigned to a scenario. More than one flotilla may be assigned to a given scenario, but no flotilla may be divided between two or more scenarios.

No more than two flotillas can be assigned to the scenario including the enemy base unless one full-strength flotilla is assigned to each of the other four scenarios.

The battle station does not move.

The fighter squadron will remain at the base unless there is only one operational PF flotilla. In that case, the squadron can be assigned to the scenario closest to the base. (Scenario II for player A; scenario IV for player B.)

Note that it is entirely possible that a scenario may have forces from only one player. In that case, that player automatically wins. It is also possible that a scenario may have no forces from either player, in which case it is considered a draw.

(U9.34) RECORD-KEEPING PHASE: During the record-keeping phase, each player must reorganize his surviving forces. The following procedure is used:

A. DETERMINE SURVIVING PFs AND CREWS: All surviving PFs and fighters are fully repaired.

In the case of a destroyed PF [when using (U9.61) below], roll a die with a 1-3 indicating that the crew has survived in their pod and has been rescued.

B. ADD REPLACEMENT PFs: Add the reinforcements/replacements specified in (U9.32) to the surviving forces. Note that the number of PFs lost or remaining has no effect on the rate these reinforcements arrive.

C. REORGANIZE FLOTILLAS: The key here is in (U9.33). As no flotilla can be divided between scenarios, the number of flotillas that a player can organize will directly determine the number of scenarios he can send forces to. It is not, however, necessarily a good idea to create three small flotillas out of two large ones, as these small forces would quickly lose the scenario to full strength flotillas that they may encounter.

The available PFs are organized into "operational flotillas" within the following restrictions:

1. No flotilla can contain more than six PFs.
2. No flotilla can contain less than three PFs.
3. No flotilla can contain more than one PF-Leader unless every flotilla has a PF-Leader.
4. No flotilla can contain more than one PF-Scout unless every flotilla has a PF-Scout.

A player is not required to assign all of his PFs to operational flotillas. Any PFs not assigned to an operational flotilla are not used during the current round; they can be sent to "training" (U9.61). (As a partial exception to this, one or two leftover PFs can be assigned to the base defense scenario in addition to any flotillas sent there.)

(U9.4) SCENARIOS

(U9.41) SCENARIOS: Each round consists of five scenarios. These scenarios take place in five non-adjacent areas as shown in the sketch map below:

(U9.42) SCENARIO SET UP: The set up for each scenario is defined in the following rules. Note that a flotilla or other group without a scout is at WS–I, not WS–III.

(U9.421) SCENARIO I: Map is fixed. Units leaving the map have disengaged and cannot return.
Player A battle station in 2215.
Fighters and any PFs within 12 hexes of the BATS.
Player B forces enter on any map edge on turn 1.
All units: WS–III, speed max, facing optional.

(U9.422) SCENARIO II: Use a floating map.
Player A forces enter map edge 01xx on turn 1.
Player B forces enter map edge 42xx on turn 2.
All units: WS–I, speed max, facing opposite map edge.

(U9.423) SCENARIO III: Use a floating map.
Player A forces enter map edge 01xx on turn 1.
Player B forces enter map edge 42xx on turn 1.
All units: WS–I, speed max, facing opposite map edge.

(U9.424) SCENARIO IV: Use a floating map.
Player A forces enter map edge 01xx on turn 2.
Player B forces enter map edge 42xx on turn 1.
All units: WS–I, speed max, facing opposite map edge.

(U9.425) SCENARIO V: Map is fixed. Units leaving the map have disengaged and cannot return.
Player A forces enter on any map edge on turn 1.

Player B battle station in 2215.
Fighters and any PFs within 12 hexes of the BATS.
All units: WS–III, speed max, facing optional.

(U9.43) SCENARIO LENGTH: Each scenario continues until all of the forces belonging to one player have been destroyed, captured, or have disengaged.

(U9.44) RANDOM EVENTS AND VICTORY CONDITIONS: To add interest to the scenario, roll two dice for each scenario (immediately prior to playing it) and follow the instructions below as indicated by the die roll. Alternatively, consider every scenario to be "no random event." You could also use the "missions" in (SG14.9).

2: CRIPPLED CRUISER is trying to make it back to base. Determine who owns the cruiser by a die roll. The ship is in 1215 facing toward the friendly PFs.

Select a war cruiser of the appropriate race, and apply 70 damage points to the unreinforced #1 shield. Then repair the shield to a strength of 10 boxes, and repair four other boxes selected by the player (exhausting the capabilities of continuous damage repair).

In scenarios of this type, victory is determined by the status of the cruiser at the end of the scenario. If the cruiser is destroyed, the attacking (non-owning) player wins. If the cruiser survives, the owning player wins.

(Note: This result is ignored in scenarios I and V. Those scenarios are considered "no random event" scenarios on a roll of "2.")

3: NO RANDOM EVENT. Proceed as per (U9.42). Use the Modified Victory Conditions for this scenario.

4: RESCUE. The mission is to rescue the survival pods from a previous battle. It is not important which side the crews in the pods belong to as prisoners are as valuable as rescued crews.

Place five capsules (use satellite base counters) on the map as follows. Place the first one in 2215. Then player A places the second one anywhere within three hexes of the first. Then player B places the third one anywhere within six hexes of the second, but not within three hexes of the first. Then player A places the fourth one within three hexes of the third, but not within three hexes of any previous one. Then player B places the final pod within six hexes of the fourth one but not within three hexes of any previous one.

Recovery of the survival pods is accomplished by (K1.93). Each pod is worth 10 points. Use the Standard Victory Conditions to determine who won the scenario.

(Note: This result is ignored in scenarios I and V. Those scenarios are considered "no random event" scenarios on a roll of "4.")

5: NO RANDOM EVENT. Proceed as per (U9.42). Use the Modified Victory Conditions for this scenario.

OPTIONAL: Add one small freighter, player A, hex 2215, facing C, speed 5, WS–0. (See #9; players must decide in advance to use these options.)

6: CONVOY consisting of four small freighters, one large freighter, and one police ship is in the area.

In scenarios II, III, and IV, set these forces up within four hexes of 2215; roll a die to determine their initial facing. In scenarios I and V, set these forces up within four hexes of 1010 (facing C) and move the BATS to 3020.

In scenarios I and II, the convoy belongs to player A. In scenarios IV and V, it belongs to player B. In scenario III, toss a coin to determine who owns the convoy.

In all cases, the convoy is at speed 10 and WS–I.

In scenarios with a convoy, victory is determined by the status of the convoy. If the attacking (non-owning) player destroys three of the convoy ships (each crippled ship counts as 1/2 of a destroyed ship), he wins the scenario. If the attacking player fails to accomplish this mission, the convoy-owning player wins the scenario.

7: NO RANDOM EVENT. Proceed as per (U9.42). Use the Modified Victory Conditions for this scenario.

8: CONVOY consisting of six small freighters, two large freighters, one large ore carrier, one light tactical transport (with cargo pod), and one police ship is in the area. Use same set up as #6.

9: NO RANDOM EVENT. Proceed as per (U9.42). Use the Modified Victory Conditions for this scenario.

OPTIONAL: Add one small freighter, player B, hex 2215, facing F, speed 5, WS–0. (See #5; players must decide in advance to use these options.)

10: MINE LAYING MISSION: (Toss a coin to determine which player has been assigned this mission.) Fleet command has temporarily assigned three minelaying PFs which are added to your forces. To win the scenario, you must lay at least ten large mines within six hexes of 2215. No mine can be laid within two hexes of another mine. (Note: This result is ignored in scenarios I and V. Those scenarios are considered "no random event" scenarios on a roll of "10.")

11: NO RANDOM EVENT. Proceed as per (U9.42). Use the Modified Victory Conditions for this scenario.

12: COMMANDO RAID. Class-M planet in 2215. Ground combat locations at 2215-B and 2215-E. Both players received (temporarily) three ground assault PFs from fleet command. Use Modified Victory Conditions; score five additional points for every complete turn that one BP remains (and survives) at a ground combat location.

(Note: This result is ignored in scenarios I and V. Those scenarios are considered "no random event" scenarios on a roll of "12.")

(U9.5) CAMPAIGN VICTORY

Victory in the campaign is determined by the total number of scenarios that each player has won when the accepted number of rounds has been played. Note that in longer campaigns the players will tend to ignore the "victory conditions" in early scenarios and seek to establish a numerical superiority through attrition.

(U9.6) OPTIONAL VARIATIONS

(U9.61) CREW STATUS: Use the Crew Quality rules (K8.0) to record the status of each crew. Note that crews and PFs must be recorded separately.

The crews of destroyed PFs have a 50% chance of survival and rescue. (Roll a die for each individual crew.) Ignore the crew units rescued in Random Event #3 scenarios.

Assume that the initial crews are all of "good" quality. Assume that arriving (reinforcement) PF-Leader and PF-Scout crews are good, but that all other arriving PF crews are "green."

Assume that the bonus PFs received for scenario victories are without crews. Rescued crews can be assigned to these PFs. Alternatively, you can remove the green crews from arriving PFs and give those ships to rescued better crews.

Crews cannot conduct training (K8.34) unless they have a PF assigned to them.

(U9.62) CONVENTIONAL FORCES: Add to the standard forces of each player one war cruiser, one frigate, and two police ships. Add another police ship after every third round, another frigate after every fourth round, and another war cruiser after every sixth round.

(U9.63) THE MARCH OF TECHNOLOGY: Replace each PF flotilla in the starting forces with a squadron of class-II fighters. Reinforcements are as follows:

ROUND	REINFORCEMENT
1-2	12 Class-II fighters
3-4	6 Heavy fighters
5-6	6 Interceptors
7-8	PF Flotilla
9+	PF Flotilla (shield refits)

Units of the five different types cannot be combined in squadrons/flotillas, but of course two or more squadrons/flotillas could be sent to the same scenario. The "bonus" reinforcements for scenario victories are one unit of the appropriate type.

To be more historically accurate, each type of unit should be received for 12-18 rounds. This would then cover the historical time period from Y175 through Y182.

(U9.64) DEATH-RIDERS could be used to attack the enemy base. See (K7.2) Autonomous Death-Riders for details.

END OF (U9.0) MODULE K

(Z13.0) NOTES ON MODULE K

(Z13.1) PRODUCT ORGANIZATION, COMPONENTS

STAR FLEET BATTLES
CAPTAIN'S MODULE K: FAST PATROL SHIPS
is a modular supplement for the Star Fleet Battles Captain's Edition game system. To use this product, you MUST have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need ADVANCED MISSIONS and the two New Worlds modules.

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

This module adds many new fast patrol ships, tenders, scenarios, campaigns, and rules (relating to the above) to the Star Fleet Battles game system.

A complete copy of Module K includes:
64-page rulebook
64-page SSD book
two sheets of counters (total 216)

(Z13.2) DESIGNER'S NOTES

This module provides a complete history of the development of attrition units during the second half of the General War. The earliest attrition units, fighters, were developed in Module J.

Both Interceptors and PFs were designed as attrition units: small fighting units that could be quickly produced in factories. Their primary advantage over fighters was range and their ability to repair themselves (albeit to a limited extent) and to reload their energy-based weapons. Interceptors showed that the concept was valid, but that a larger hull was necessary. The PF is, simply, the largest hull that can operate on the unstable "hot warp" engines first developed by the Lyrans.

Several important design concepts deserve separate mention.

INTERCEPTOR SHIELDS: The concept of two 180° shields on an interceptor solved several game problems. Interceptor shields obviously had to be weaker than PF shields, but those shields were already barely able to stop a single drone or heavy weapon. The original 6-box shields would have been little better than nothing. We considered a unitary shield (such as that used by fighters), but Ray Olesen pointed out the need to have some shielding left to protect the ship in a retreat.

PF LEADERS: The problem is that the PF engines provide a very definite limit on how big something can be and still act like a PF. Under no circumstances can more weapons or engines be added as these are already at their limits. Leaders were intended to provide certain special functions (shuttle, transporter, tractor).

FEDERATION PFs, PFTs, AND INTERCEPTORS: The Federation never built PFs or Interceptors. The decision seems to have been a philosophical one, and not everyone in Star Fleet agreed with it. But the records do not show a mere lack of data on Federation PFs (hinting that the file on such vessels may yet be found and translated), but contain repeated clear statements that no such ships were even designed.

For this reason, the PF, NPFT, and Interceptor are labeled as "conjectural," which is defined by Webster as "in the nature of guesswork." No such ships existed, but if they had, the designer and committee are convinced that they would look very much like the designs published here.

The Thunderbolt-class PF and the Mustang-class Interceptor are the most controversial item ever published. The Committee was clearly not comfortable with such units. Even so, there were three reasons for printing a Federation PF. The first was because of widespread demand for one, and the refusal of many players to accept its absence. By 1985, there had been at least 300 proposals received from players. All were discarded or returned "because the Federation never built PFs."

The second reason was to allow the Federation players something they could use in generic scenarios and mini-campaigns that call for each player to use a "PF flotilla from his race."

The third reason, and the one that finally secured Committee approval, was the discovery that many campaigns already included locally-designed Federation PFs, presumably because the Federation player talked his opponents into it. Publishing the Thunderbolt-class in this product will, at least, allow those campaigns already using Federation PFs to use the "official" one.

The use of this "conjectural" unit is left up to the players. If the members of a campaign decide to allow its use, so be it. If not, that is their business. The designer and publisher take no position on whether such a unit should or should not be used. If you want a Fed PF in your campaign, here it is. If you don't, please ignore it.

Two aspects of this most controversial unit were, in themselves, the subject of extreme controversy. The first of these is the gatling phaser. Many players assumed that, since the Federation had that equipment, it would use it on a PF. Closer analysis shows, however, that the ship-mounted gatling is in VERY limited Federation service (only on carriers and their escorts). Under no circumstances should that weapon be installed on a Federation PF, or indeed on any PF except a Hydran (or possibly Orion).

The second aspect is the range of the photon torpedo. As Federation PFs were never built, there is some dispute as to whether the photons on such a craft can fire 30 hexes. This was finally resolved with the decision that photons on PFs and fighters are limited to range 12.

In the end, the Federation PF was published because some players wanted one, and our responsibility is to provide a "correct" unit for use. Those who wish to ignore it may continue to do so.

NOTES ON THE 1991 REVISIONS TO PFs: Veteran players of SFB know that the PFs were originally published in the ancient Designer's Edition and again in the subsequent Commander's Edition. When they were brought forward to the Doomsday Edition, we added some new material and revised some of the older material and designs. New players just coming into the system will find these following notes irrelevant as they never had to deal with the old versions.

There are three "new" rules.

K6 Engine Degradation is intended to reflect those few cases where PFs were forced into combat at the end of their patrol range. The trigger levels were set intentionally too high for them to ever come into play, thereby allowing each scenario where the rule is used to set pre-scenario points and target engine failure for key turns.

K7 Death-Riders were created by Steve Petrick from two slightly different sets of special scenario rules. As veteran players know, many rules in SFB began as special scenario rules and then were re-written for standard use in other scenarios.

K8 isn't really new; it's just a re-edit of the old Fighter Pilot rule (J6.0). The old Commander's Edition simply said that PFs could use J6 and never really got around to explaining how.

We looked at each PF and found most of them adequate and not overbalanced. A few, however, were revised.

The Orion was well-known to be ridiculously overgunned with six heavy weapons and a phaser. Few used it in its original form, and we are indebted to years of player comments for the new design. It's still the most dangerous PF in space, but now it's not a gamebreaker.

The Hydrans lost a gatling (replaced with a ph-2), and the Hellion got back the phasers it needed in exchange for the power it didn't. The gatling disappeared when we ran a complete firepower analysis (with six levels of EW adjustment) and found the Hydrans out of line. Swapping one gatling for a ph-2 left them the most dangerous close-range opponent, but no longer instant death.

The Lyrans, who (the saying goes) invented PFs, were cursed with a long series of bad PF designs in the old editions, and months were spent developing the new one. The phaser-1s disappeared because history shows that there were still lots of Lyran DWs and CWs with phaser-2s, and it make no sense for the Lyrans to waste their limited supply of good fire controls on PFs.

The Feds (who never built PFs) were given the best heavy fighter in the game, the F-111. It's not a PF, but it's not bad.

The largest change was that all of the variants now have their own SSDs, and most of these were adjusted by a box or two once we actually had an SSD to look at and realized that some of the cargo PFs had 3 boxes while others had 5. Everything is neatly laid out now, so you need not trouble yourself with converting SSDs.

Survive and succeed!

Stephen V Cole, Professional Engineer, Designer of SFB

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(Z13.4) PUBLISHER'S INFORMATION

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(Z13.5) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

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We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log. All future products for the STAR FLEET UNIVERSE will be prepared by ADB, Inc.; all questions relating to existing products will be answered by ADB, Inc.

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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

GENERAL UNITS USED BY SEVERAL FLEETS (R1.0)

LARGE FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES														
AxPFL	40	4	130/80	3–6	0.67	–	3	D	27B	PF	6	11	6	P,ML,◆
AxSCS	48	4	150/90	3–6	0.67	1+2	3	D	31	SCS	6	11	6	D%,V, P,ML,◆
SMALL FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES														
AxPFS	20	2	70/50	3–6	0.33	–	4	C	27A	PF	3	6	3	P,ML,◆
SMALL AND MEDIUM GROUND BASES (R1.0)														
GPF	10	2	15	–	■	–	5	–	28J	PF	4	0	0	P,◆
GPC	24	6	30	–	■	0+1	5	–	28K	SCS	6	0	0	P, V,◆
GFC	30	6	30	–	■	0+2	5	–	28K1	SCS	6	0	0	V,◆, Fed
BASE AUGMENTATION MODULE (R1.0)														
PFM	8	0	12	–	■	–	5°	–	16	PF	2	+0	+0	P, N-A
F1M	8	0	12	–	■	0	5°	–	16	181	2	+0	+0	V, N-A, Fed

NOTES: A. Class A Augmentation Module
PF in date column indicates unit is available when PFs become available to that race. SCS indicates unit available with SCS of that race.

THE FEDERATION STAR FLEET (R2.0)

WAR CRUISER (NEW LIGHT CRUISER) VARIANTS														
NVH	38	8	110/90	4–6	0.67	1+2	3	C	56	177	6	14	6	D%,V,◆
NPF	38	8	110/90	4–6	0.67	1	3	C	56A	181	6	14	6	CJ,P,◆

THE KLINGON DEEP SPACE FLEET (R3.0)

BATTLECRUISER AND WAR CRUISER VARIANTS														
D7P	44	8	113	5–6	1.00	1	3	B	22A	180	7	17	8	P,◆
D6P	44	8	113	5–6	1.00	1	3	B	22	179	7	17	8	P,◆
D5P	44	6	125/100	5–6	0.67	1	3	B	60	179	6	14	6	P,◆

THE IMPERIAL ROMULAN FLEET (R4.0)

SPARROWHAWK WAR CRUISER VARIANT														
SPE	38	6	123	5–6	0.67	1	3	B	18	182	7	14	6	P,◆
SKYHAWK DESTROYER VARIANT														
SKC	24	6	93	6	0.50	–	4	A	23	182	4	10	5	P
HAWK LIGHT CRUISER VARIANT														
CH	21	4	93/58	5–6	0.50	1	4	D	13	182	5	9	6	P,✱

NOTE: All Romulan ships include the cloaking device except for freighters, Q–ships, pods, pallets, and the Snipe–P police ship.

THE KZINTI BATTLE FLEET (R5.0)

DREADNOUGHT VARIANTS														
SSCS	70	30	251	4–6	1.50	3+6	2	E	24	196	12	32	10	P, V,◆
SCS	65	24	224	4–6	1.50	3+3	2	E	11	181	12	32	10	P, V
DESTROYER VARIANT														
PFT	30	8	86/73	5–6	0.50	1	4	B	22	181	4	11	6	P,◆

All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).

THE GORN CONFEDERATION FLEET (R6.0)

HEAVY DESTROYER (WAR CRUISER) VARIANT														
HDP	32	10	126/106	5–6	0.67	1	3	C	26	182	6	14	6	P,◆
DESTROYER VARIANT														
PFT	20	4	87/72	4–6	0.50	1	4	C	14	182	4	8	4	P,◆

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
THE THOLIAN DEFENSE FLEET (R7.0)														
WAR CRUISER VARIANT														
PFW	32	8	132/102	5–6	0.67	1	3	B	38	181	6	13	6	P,◆
DESTROYER VARIANT														
PFT	20	6	70	5–6	0.50	1	4	A	8	180	5	7	3	V, P,◆
THE ORION PIRATES (R8.0)														
BATTLE RAIDER VARIANT														
BRP	26	10	125	6	0.67	1	3	A	19	180	6	23	6	P
SALVAGE CRUISER VARIANT														
PFT	36	18	134/94	4–6	0.67	2	3	C	9	180	5	23	6	P
THE ROYAL HYDRAN FLEET (R9.0)														
LIGHT CRUISER (WAR CRUISER) VARIANT														
NPF	34	8	118/103	5–6	0.67	1	3	B	37	180	7	12	6	P,◆
OTHER HYDRAN SHIPS														
PFT	24	6	78/40	3–6	0.67	1	3	D	12	180	8	12	6	P,◆
TUG PALLETS														
P–PF	12	4	36/24	–	■	–	4°	–	28	180	4	+1	+0	P,◆
THE LYRAN STAR EMPIRE (R11.0)														
WAR CRUISER VARIANT														
PFW	36	8	132/102	5–6	0.67	1	3	B	28	178	8	13	6	P,◆
DESTROYER VARIANT														
PFT	28	4	82/52	6	0.50	1	4	B	10	178	5	9	5	P,◆
THE WYN CLUSTER DEFENSE FORCES (R12.0)														
SMALL AUXILIARY WARSHIPS														
AxPFS	20	2	70/50	3–6	0.33	–	4	C	8	179	3	6	3	N2, ML,P,◆
LARGE AUXILIARY WARSHIPS														
AxSCS	48	4	150/90	3–6	0.67	1+2	3	D	13	181	6	11	6	ML,D%,V,P,N2,◆
THE INTERSTELLAR CONCORDIUM FLEET (R13.0)														
DREADNOUGHT VARIANT														
SCS	70	20	248	3–6	1.50	4+4	2	E	4	183	14	31	10	P,V
LIGHT CRUISER VARIANT														
PFT	36	10	160/140	5–6	0.67	2	3	C	15	183	6	17	6	P,◆

NOTES
N2: Limited deployment. See (R12.1F).
ML for WYN ships is modified by (R12.1E).
See (S8.222) for data on WYN Command Ratings.
All WYN ships (excepting PFs) have an assumed command rating of 10 while inside the cluster.

ANNEX #3B MASTER FAST PATROL SHIP CHART

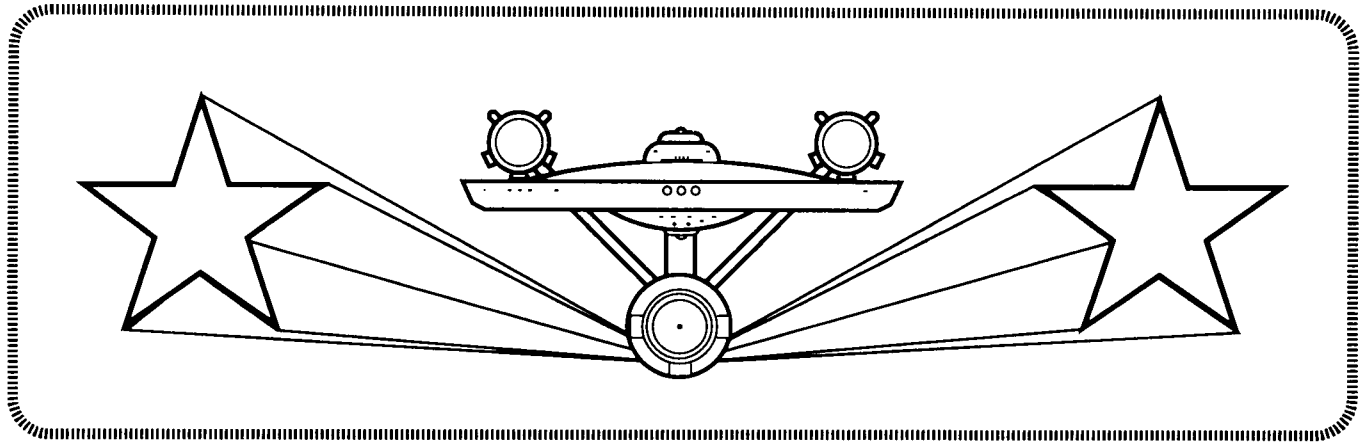
Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
GENERAL VARIANTS AND VERSIONS														
PFC	3	1	20	6	0.20	–	5	AA	PF1	–	1	8	3	
PFS	3	1	100/50	6	0.20	–	5	AA	PF2	–	1	8	3	◆
PFF	3	1	30	6	0.20	–	5	AA	PF5	–	1	8	3	VF
PFL	4	2	40/50	6	0.20	–	5	AA	PF6	–	1	8	3	
PFG	8	11	25	6	0.20	–	5	AA	PF3	–	1	8	3	
PFM	3	1	25	6	0.20	–	5	AA	PF4	–	1	8	3	MS
FEDERATION STAR FLEET (Conjectural Units)														
PF	3	1	20/40	6	0.20	–	5	AA	PF1	181	1	8	3	CJ
PFB	3	1	20/40	6	0.20	–	5	AA	PF2	181	1	8	3	CJ
PFD	3	1	20/40	6	0.20	–	5	AA	PF3	181	1	8	3	CJ
PFE	3	1	20/40	6	0.20	–	5	AA	PF4	181	1	8	3	CJ
PFP	3	1	20/40	6	0.20	–	5	AA	PF6	181	1	8	3	CJ
PFF	3	1	30	6	0.20	–	5	AA	PF5	–	1	8	3	CJ, VF
INT	2	1	15/22	6	0.17	–	5	AA	PF0	179	1	5	3	CJ
KLINGON DEEP SPACE FLEET and INTERNAL SECURITY FORCES														
G1	3	1	20/38	6	0.20	–	5	AA	PF1	179	1	8	3	
G1B	3	1	20/38	6	0.20	–	5	AA	PF5	180	1	8	3	
G1D	3	1	20/38	6	0.20	–	5	AA	PF4	180	1	8	3	
G1K	3	1	20/38	6	0.20	–	5	AA	PF2	180	1	8	3	
G1P	3	1	20/38	6	0.20	–	5	AA	PF3	180	1	8	3	
G1N	4	2	50	6	0.20	–	5	AA	PF6	180	1	8	3	Special rules
H1	2	1	15/22	6	0.17	–	5	AA	PF0	177	1	5	3	
ROMULAN IMPERIAL FLEET														
CEN	3	1	20/44	6	0.20	–	5	AA	PF1	182	1	8	3	
CEN-E	3	1	22/46	6	0.20	–	5	AA	PF3	182	1	8	3	
STH-A	3	1	33/47	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-B	3	1	33/47	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-C	3	1	23	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-D	3	1	33/47	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-E	3	1	33/47	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-F	3	1	33	6	0.20	–	5	AA	PF2	184	1	8	3	VF
STH-G	8	11	28	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-L	4	2	43/53	6	0.20	–	5	AA	PF2	184	1	8	3	
STH-M	3	1	28	6	0.20	–	5	AA	PF2	184	1	8	3	MS
STH-S	3	1	100/50	6	0.20	–	5	AA	PF2	184	1	8	3	◆
DEC	2	1	17/25	6	0.17	–	5	AA	PF0	179	1	5	3	
KZINTI HEGEMONY FLEET														
PF-N	3	1	20/37	6	0.20	–	5	AA	PF1	181	1	8	3	
PF-D	3	1	20/37	6	0.20	–	5	AA	PF4	181	1	8	3	
Fi-Con	3	1	30	6	0.20	–	5	AA	PF3	182	1	8	3	VF
Fi-Con-S	3	1	50	6	0.20	–	5	AA	PF3	182	1	8	3	VF, ◆
Fi-Con-L	3	1	40	6	0.20	–	5	AA	PF3	182	1	8	3	VF
INT	2	1	15/22	6	0.17	–	5	AA	PF0	177	1	5	3	
MRN-A	3	1	30/37	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-B	3	1	30/37	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-C	3	1	30	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-D	3	1	30/37	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-E	3	1	30/35	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-F	3	1	30	6	0.20	–	5	AA	PF2	183	1	8	3	VF
MRN-G	8	11	30	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-J	3	1	30/37	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-K	3	1	30/37	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-L	4	2	(+20)	6	0.20	–	5	AA	PF2	183	1	8	3	
MRN-M	3	1	30	6	0.20	–	5	AA	PF2	183	1	8	3	MS
MRN-S	3	1	100/50	6	0.20	–	5	AA	PF2	183	1	8	3	◆

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
GORN CONFEDERATION FLEET														
Pter PF	3	1	20/40	6	0.20	–	5	AA	PF1	182	1	8	3	
Pter PFE	3	1	20/40	6	0.20	–	5	AA	PF2	182	1	8	3	
Pter PFD	3	1	20/40	6	0.20	–	5	AA	PF3	182	1	8	3	
INT	2	1	15/22	6	0.17	–	5	AA	PF0	179	1	5	3	
THOLIAN DEFENSE FORCES														
Arachnid	3	1	20/38	6	0.20	–	5	AA	PF1	180	1	8	3	
Ar–P	3	1	20/38	6	0.20	–	5	AA	PF3	181	1	8	3	
Ar–W	3	1	20/38	6	0.20	–	5	AA	PF2	181	1	8	3	
Ar–PW	3	1	20/38	6	0.20	–	5	AA	PF4	181	1	8	3	
INT	2	1	15/22	6	0.17	–	5	AA	PF0	179	1	5	3	
ORION PIRATE RAIDERS														
BUC	3	1	20/36	6	0.20	–	5	AA	PF1	180	1	13	3	
BRG	2	1	15/22	6	0.17	–	5	AA	PF0	179	1	8	3	
HYDRAN ROYAL FLEET														
HAR	3	1	20/37	6	0.20	–	5	AA	PF1	180	1	8	3	
HEL	3	1	24/42	6	0.20	–	5	AA	PF2	180	1	8	3	
HOW	3	1	20/37	6	0.20	–	5	AA	PF3	181	1	8	3	
VAL	3	1	18/28	6	0.20	–	5	AA	PF4	181	1	8	3	VF
INT	2	1	15/22	6	0.17	–	5	AA	PF0	179	1	5	3	
LYRAN STAR EMPIRE FLEET														
Bob–A	3	1	20/37	6	0.20	–	5	AA	PF1	178	1	8	3	
Bob–P	3	1	20/30	6	0.20	–	5	AA	PF3	180	1	8	3	
Fi–Con	3	1	20/25	6	0.20	–	5	AA	PF2	181	1	8	3	VF
INT	2	1	15/22	6	0.17	–	5	AA	PF0	176	1	5	3	
WYN CLUSTER DEFENSE FORCES														
PF	3	1	20/37	6	0.20	–	5	AA	PF1	183	1	8	3	
The WYNs use Interceptors and some PFs from other races. The above listing is the Freedom Fighter PF.														
ISC CONSTABULARY FORCES														
PF	3	1	23/40	6	0.20	–	5	AA	PF1	183	1	8	3	
PFP	3	1	23/40	6	0.20	–	5	AA	PF3	183	1	8	3	
PFE	3	1	23/40	6	0.20	–	5	AA	PF2	183	1	8	3	
INT	2	1	15/22	6	0.17	–	5	AA	PF0	180	1	5	3	

NOTES

All PFs are Nimble, but are not marked "N" in the notes column. They do not have the double HET bonus.
VF = Fi-Con PF, carries (but cannot service) fighters.
BPVs do not include the shield refit, except for the Romulan StarHawk, which was not built without it.

STAR FLEET BATTLES

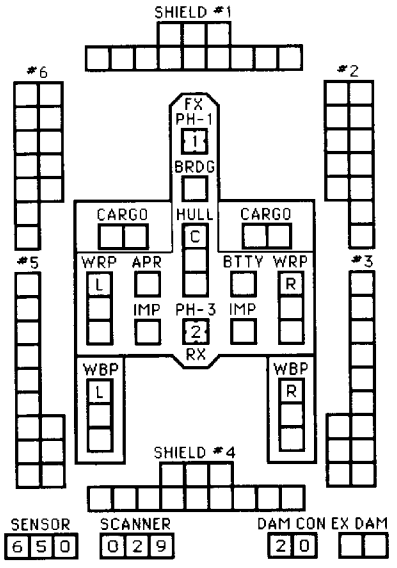


PFs and PF Tenders
MODULE K SSD BOOK

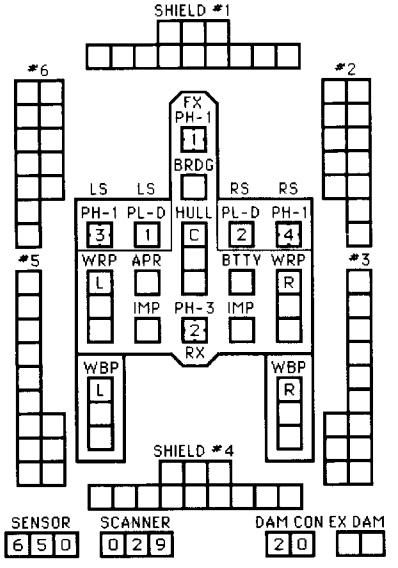
TABLE OF CONTENTS

ROMULAN STARHAWK PF VARIANTS

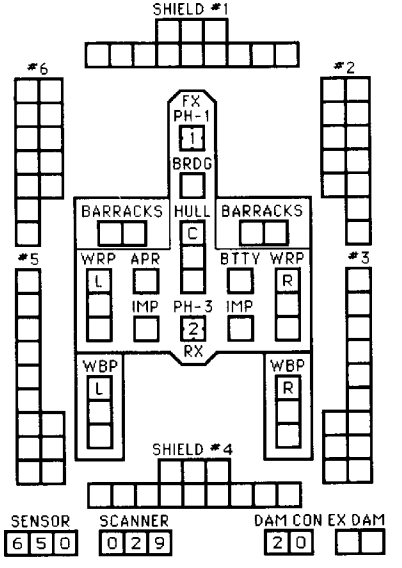
STARHAWK-C CARGO PF



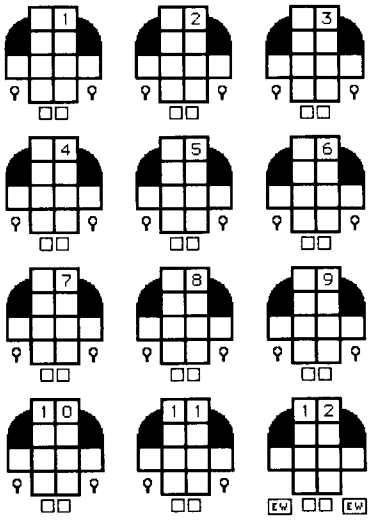
STARHAWK-E ESCORT PF



STARHAWK-G GROUND ASSAULT

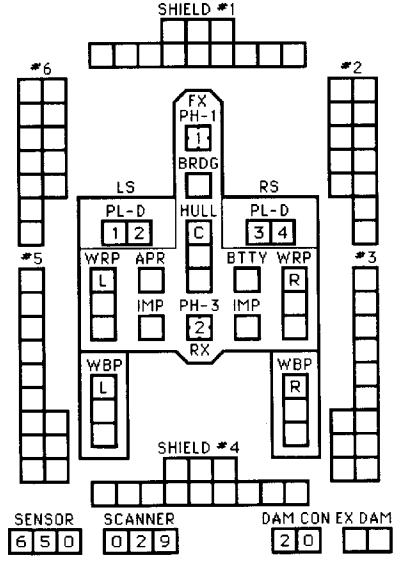


FIGHTERS FOR FI-CONS

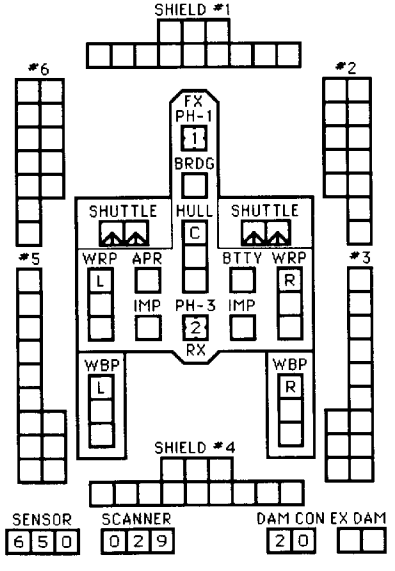


G-SF / G-FSF FIGHTERS

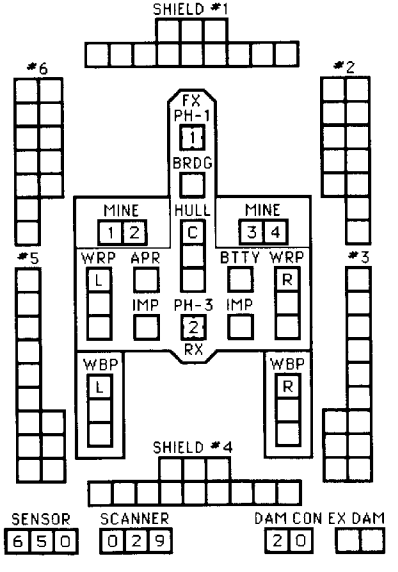
STARHAWK-D PLASMA RACK PF



STARHAWK-F FICON PF



STARHAWK-M MINE WARFARE PF



PF CHARTS

PF MINE RACKS

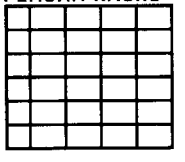
1		
2		
3		
4		

PF MINE RACKS

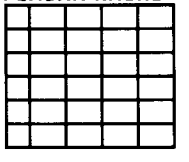
1		
2		
3		
4		

THESE PF MINE RACK CHARTS CAN BE USED FOR ANY PFM. THEY ARE NOT RESTRICTED TO ROMULAN STARHAWK PFMS.

PLASMA RACKS



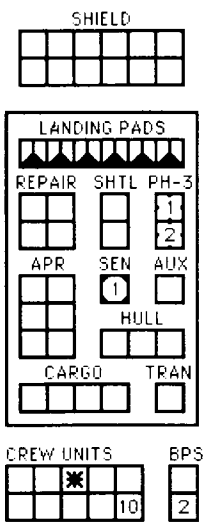
PLASMA RACKS



THESE PLASMA RACK CHARTS CAN BE USED FOR ANY PFS WITH PLASMA RACKS. THEY ARE NOT RESTRICTED TO ROMULAN STARHAWKS.

GROUND BASES

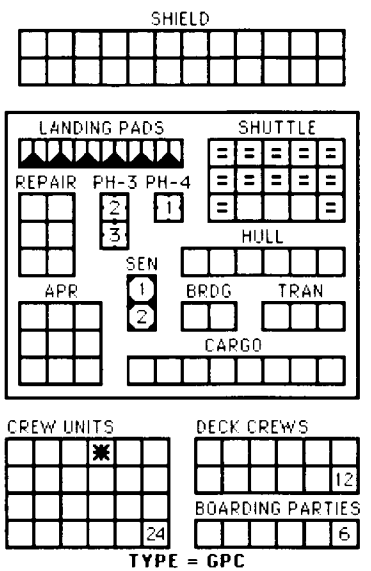
PF GROUND BASE
TYPE = GPF



BPV = 15, REF = R1.28J

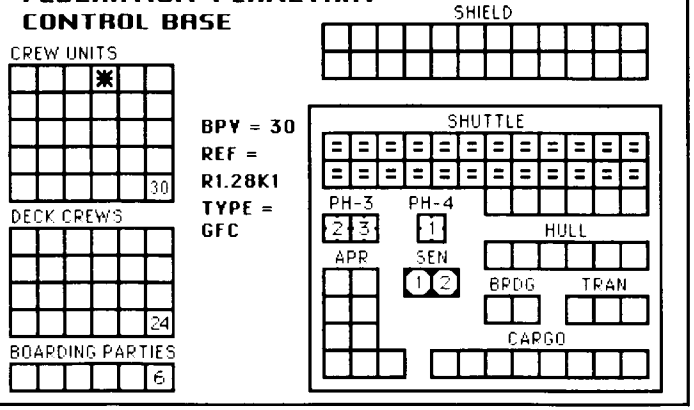
ALL WEAPONS ARE 180°

PLANETARY CONTROL BASE



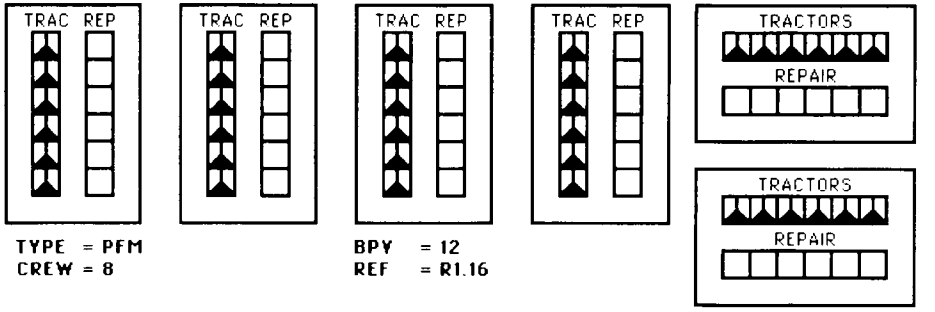
TYPE = GPC
BPV = 30 REFERENCE = R1.28K

FEDERATION PLANETARY CONTROL BASE



BPV = 30
REF = R1.28K1
TYPE = GFC

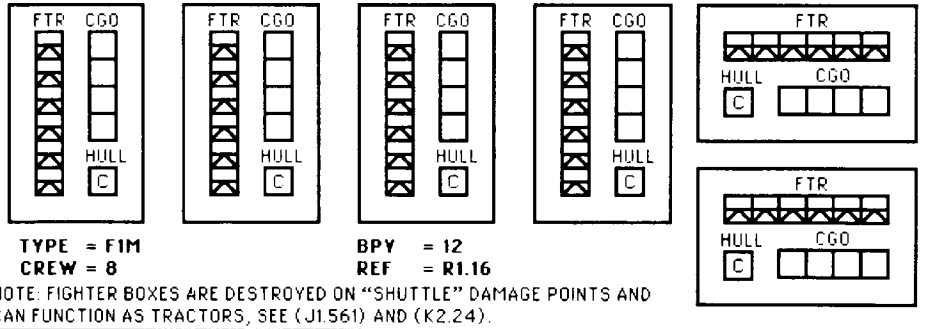
PF DOCKING MODULES



TYPE = PFM
CREW = 8

BPV = 12
REF = R1.16

F-111 DOCKING MODULES

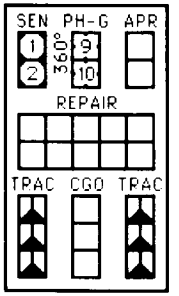


TYPE = F1M
CREW = 8

BPV = 12
REF = R1.16

NOTE: FIGHTER BOXES ARE DESTROYED ON "SHUTTLE" DAMAGE POINTS AND CAN FUNCTION AS TRACTORS, SEE (J1.561) AND (K2.24).

HYDRAN PFT PALLET



CREW UNITS
12

BOARDING PARTIES
4

POD DATA TABLE		
TYPE	=	P-PF
BPV	=	36/24
SIZE	=	4
REF	=	R9 28

AUXILIARY SPACE CONTROL SHIP

CNTR

CREW UNITS

			*						10
									20
									30
									40

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	AXSCS
POINT VALUE	=	150/90
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.31

BOARDING PRTS [ ][ ][ ][4]

PROBES [ ][ ][ ][ ][5]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

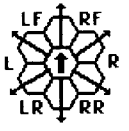
TYPE I OR TYPE II PHASER TABLE

INSERT CORRECT PHASER TABLE,
SEE (R1.27) FOR TYPE.

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 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

SCOUT FUNCTIONS SUMMARY

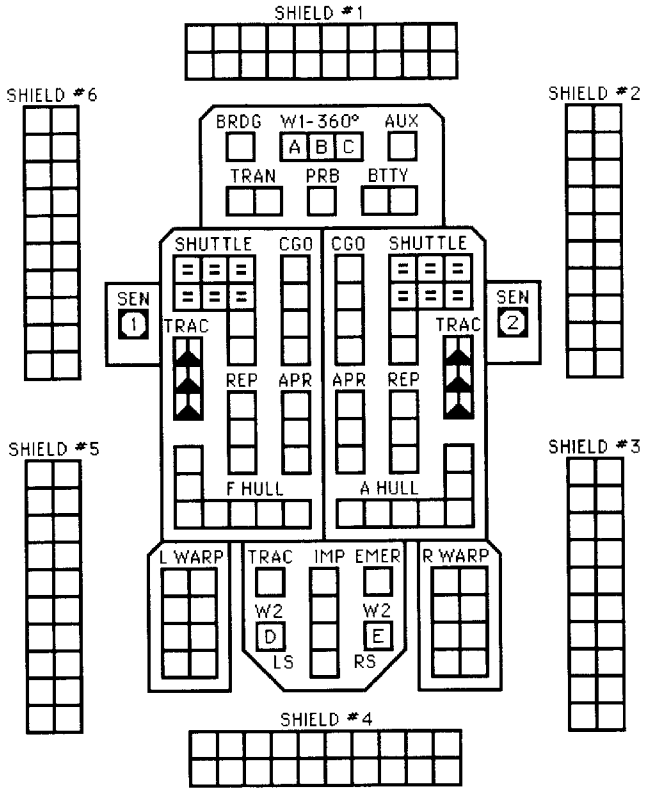
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE OF THE SHIP. SEE (R1.27).

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

INSERT WEAPON SPECIFIED BY (R1.27)



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

KLINGON ONLY SCTY [ ] SCTY [ ]

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

SMALL AUXILIARY PF TENDER

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

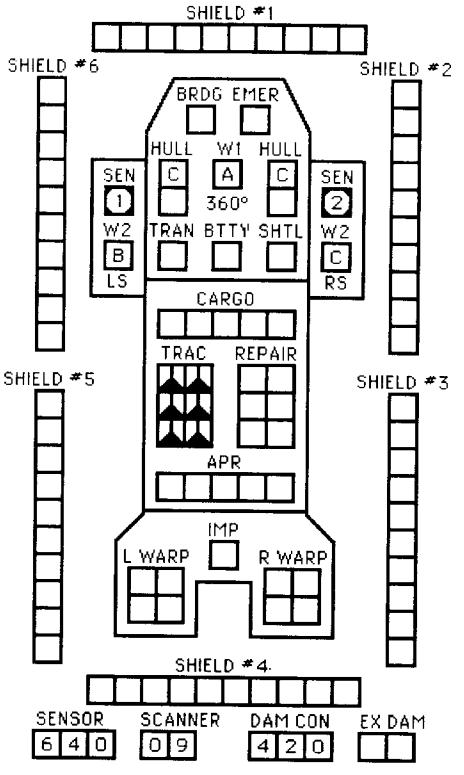
IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ] [2]

TRANSPORTER BOMBS [ ] [ ] [D] [D]

SHIP DATA TABLE		
TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR



TYPE I OR TYPE II PHASER TABLE

INSERT CORRECT PHASER TABLE, SEE (R1.27) FOR TYPE.

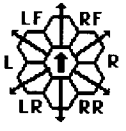
TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD [ ] [ ]	5	21-27
	6	28+

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE OF THE SHIP. SEE (R1.27).

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



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

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.

INSERT WEAPON SPECIFIED BY (R1.27)

KLINGON ONLY SCTY [ ] SCTY [ ]

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

LARGE AUXILIARY PF TENDER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

			4

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

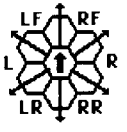
TYPE I OR TYPE II PHASER TABLE

INSERT CORRECT PHASER TABLE,
SEE (R1.27) FOR TYPE.

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 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

SCOUT FUNCTIONS SUMMARY

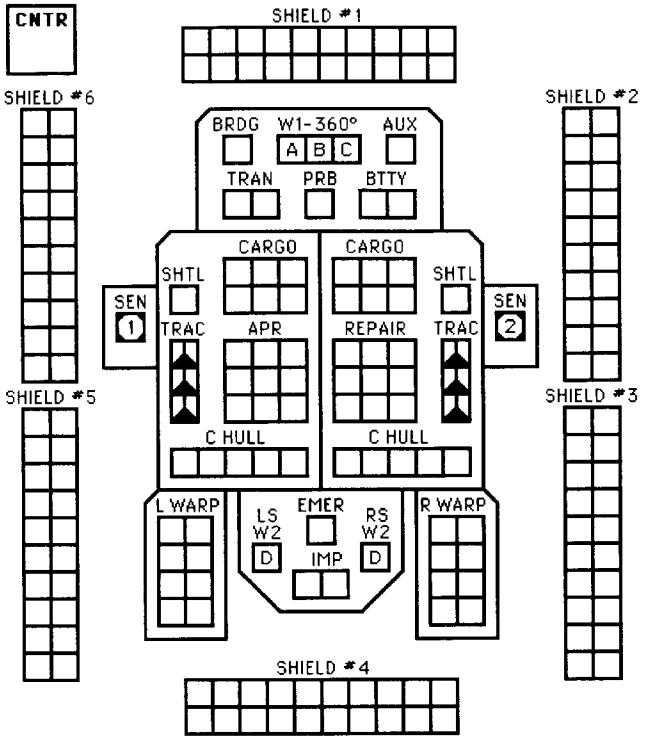
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

INSERT WEAPON SPECIFIED BY (R1.27)

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE. SEE (R1.27) FOR DETAILS.

THIS SHIP CAN ACCELERATE BY NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.



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

KLINGON ONLY SCTY SCTY

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

FEDERATION NEW HEAVY FIGHTER CARRIER

NCC-1590 USS HYUGA

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	NVH
POINT VALUE	=	110/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.56

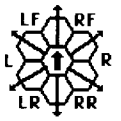
CNTR

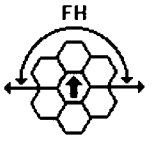
BOARDING PARTIES [8]

DECK CREWS [12]

PROBES [5]

TRANSPORTER BOMBS [D][D][D][D]





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

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

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+

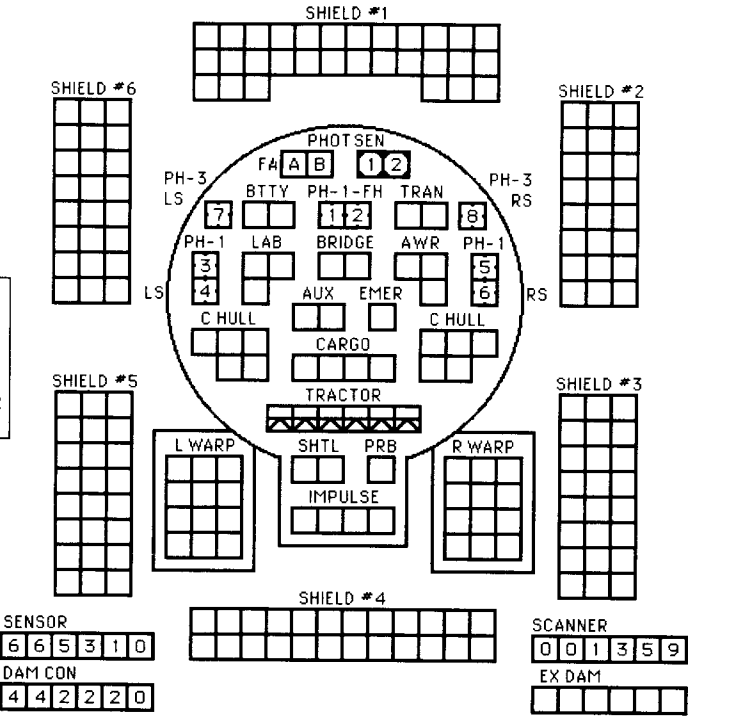
F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15

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



SENSOR [6][6][5][3][1][0]

DAM CON [4][4][2][2][2][0]

SCANNER [0][0][1][3][5][9]

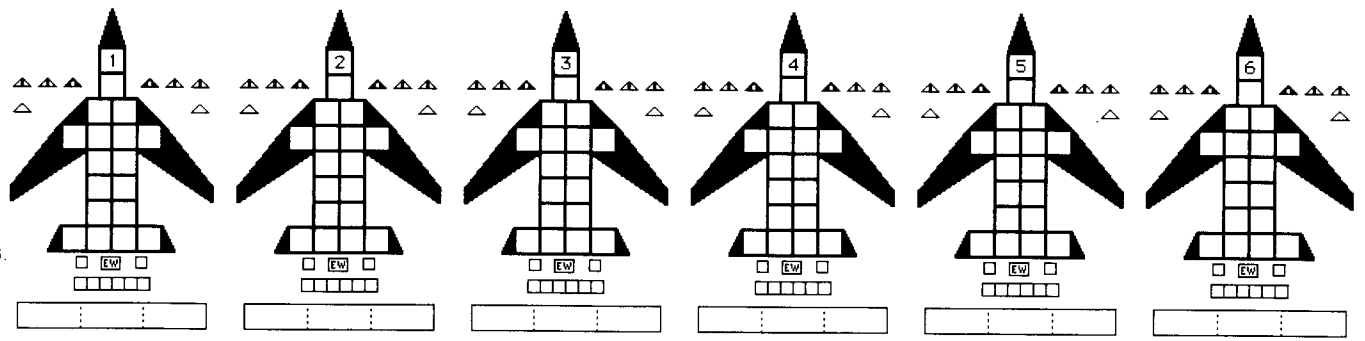
EX DAM [ ][ ][ ][ ][ ][ ]

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO 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

FEDERATION NEW PF TENDER

CONJECTURAL

CREW UNITS

		✱					10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

						8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NPF
POINT VALUE	=	110/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.56A

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
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

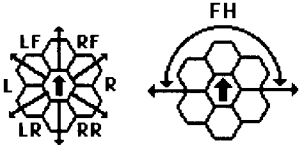
PHOTON TORPEDO TABLE

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

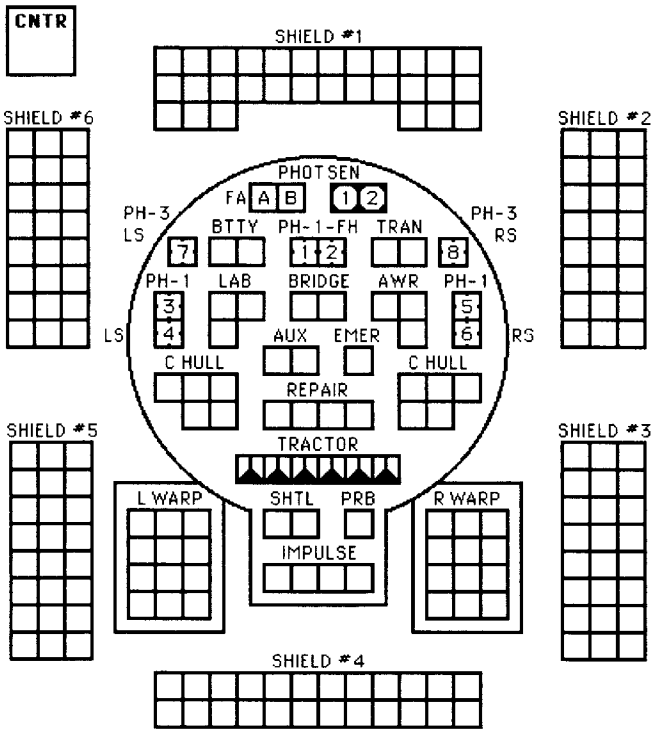
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



SENSOR						
	6	6	5	3	1	0

SCANNER						
0	0	1	3	5	9	

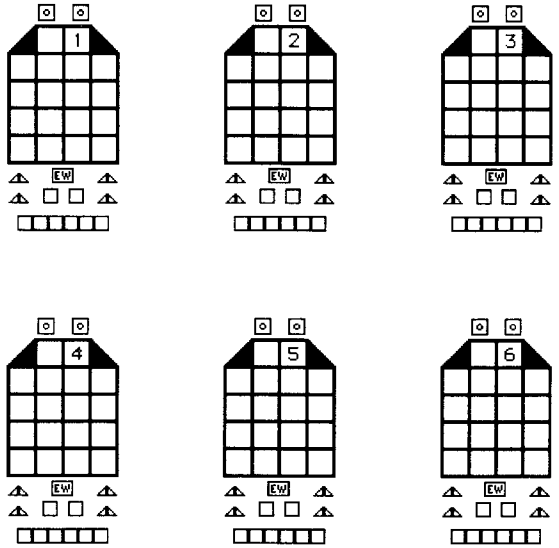
DAM CON						
4	4	2	2	2	0	

EX DAM						

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

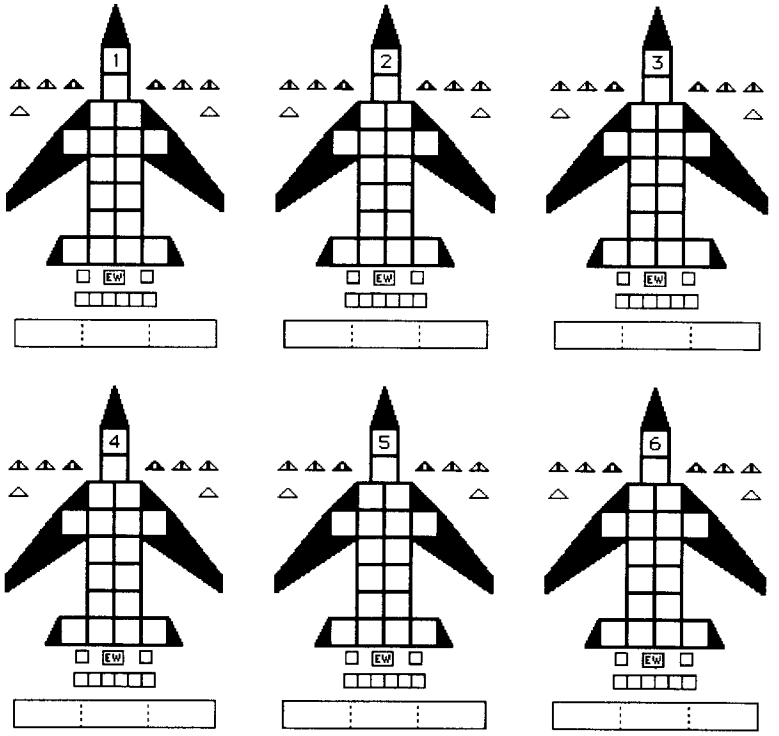
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION A-20 HEAVY FIGHTER SQUADRON



A-20 FIGHTER DATA
1xPH-2-FX
1xPH-3-RX
DOGFIGHT RATING = 0
CRIPPLE RATING = 12
SPEED = 12

FEDERATION F-111 HEAVY FIGHTER SQUADRON



F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15

(CONJECTURAL) FEDERATION MUSTANG INTERCEPTOR SQUADRON

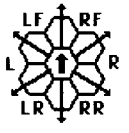
CREW		BP
1		
2		
3		
4		
5		
6		

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R2.PF0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0



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

DRONE RACKS

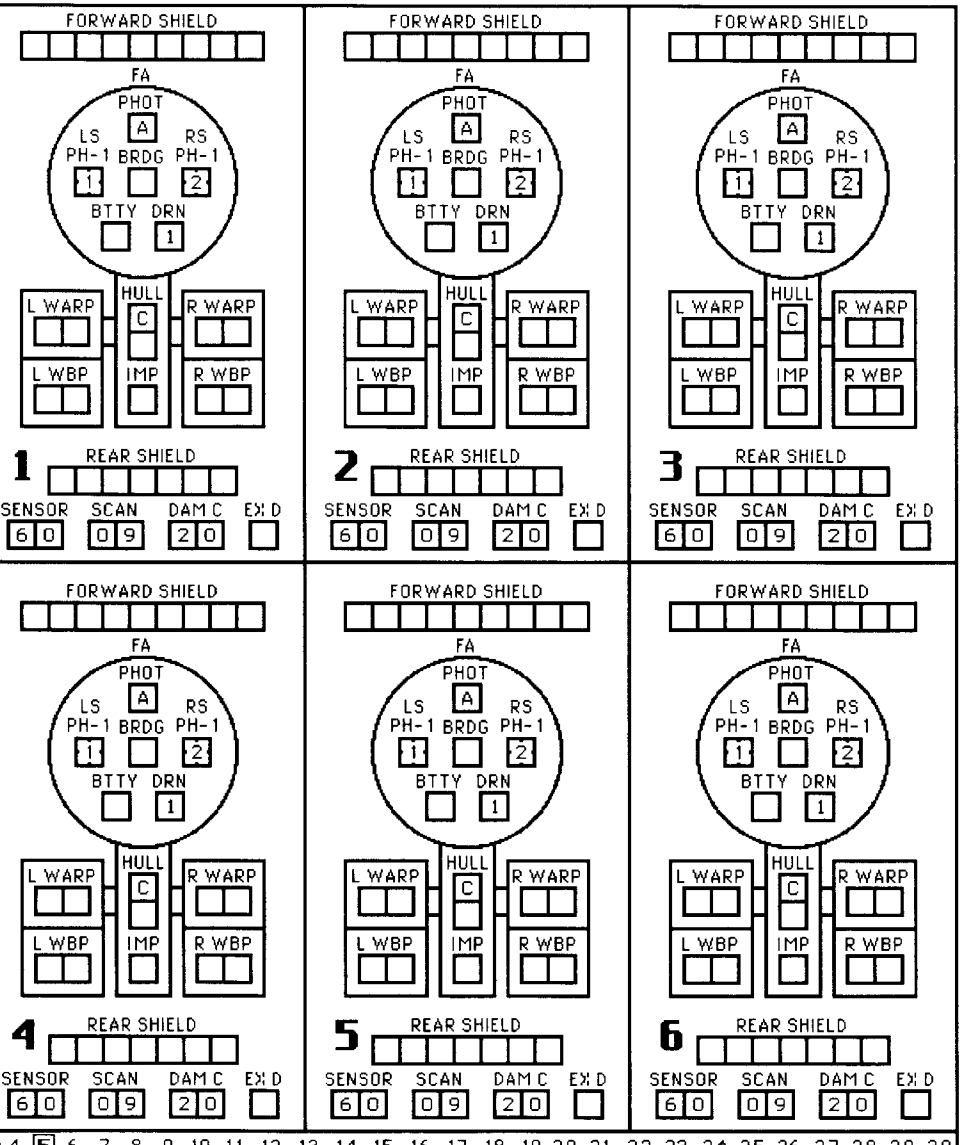
1					A
2					A
3					A
4					A
5					A
6					A

DRONE RACK NUMBERS ARE FOR THE INTERCEPTOR THE DRONE RACK IS ON, E.G. RACK #4 IS INTERCEPTOR #4'S RACK.

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
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4
DMGE, OVERLOAD	------VARIES------				NA

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			



WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

(CONJECTURAL) FEDERATION THUNDERBOLT PF FLOTILLA

PF	CREW				BP
L-1					
2					
3					
S-4					
5					
6					

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

DRONE RACKS						
1	1					G
	2					A
2	1					G
	2					A
3	1					G
	2					A
4	1					G
5	1					G
	2					A
6	1					G
	2					A

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE	
TYPE	= PF
POINT VALUE	= 20/40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R2.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +3

③ = EM COST
5 = HET COST

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

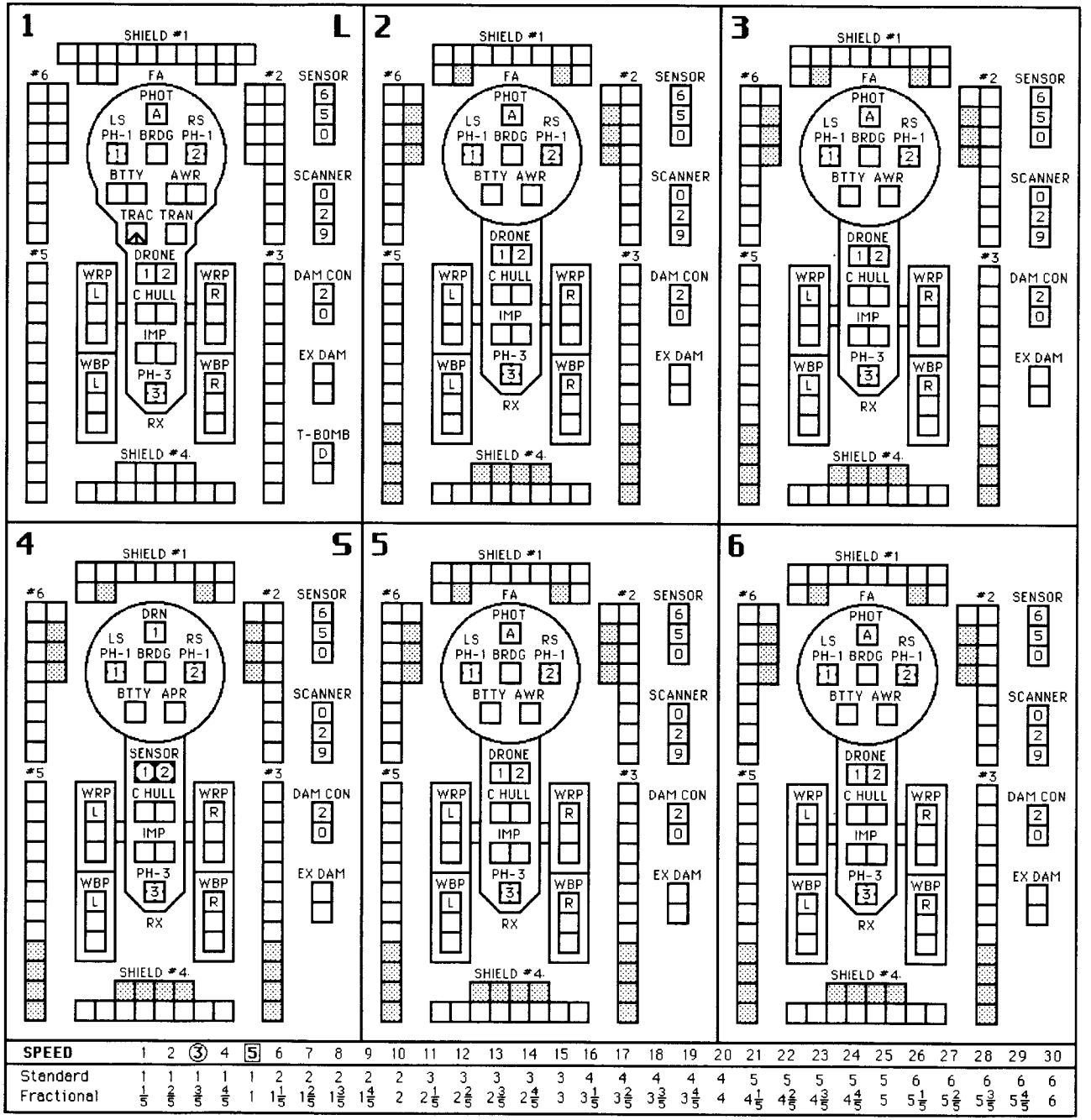
TYPE III DEFENSE PHASER

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

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

PHOTON TORPEDO TABLE

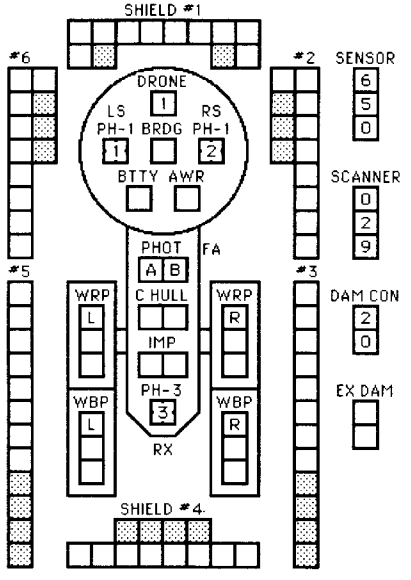
RANGE	0-1	2	3-4	5-8	9-12
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, PROX	NA	NA	NA	NA	1-4
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4
DMGE, OVERLOAD	------VARIES------				NA



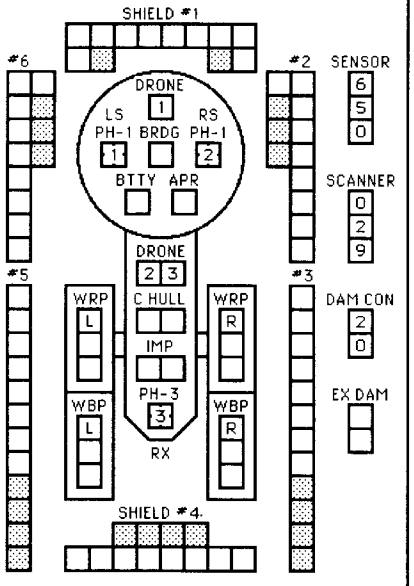
SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

FEDERATION THUNDERBOLT PF VARIANTS

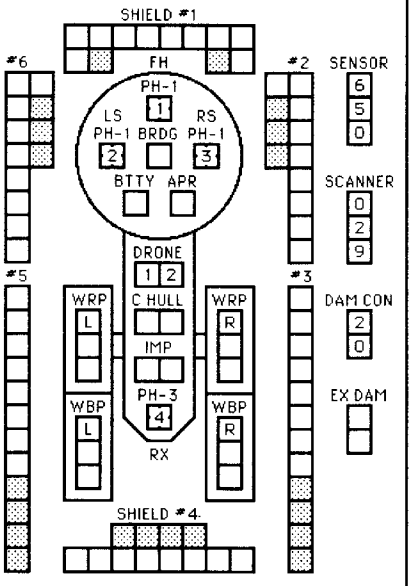
THUNDERBOLT-B ASSAULT PF



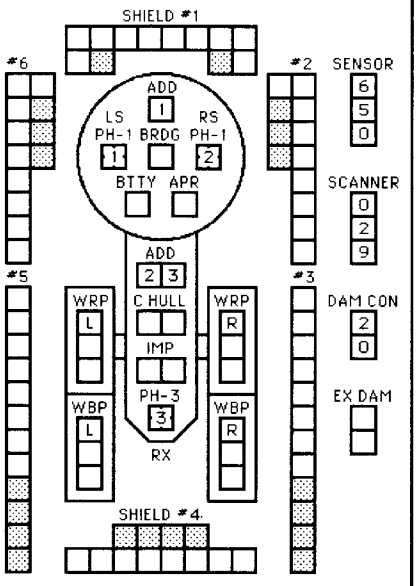
THUNDERBOLT-D DRONE PF



THUNDERBOLT-P PHASER PF



THUNDERBOLT-E ESCORT PF



CHARTS FOR PFs

DRONE RACKS

1	1	⋮	⋮	⋮	⋮	G		
	2							B
	3							B
2	1	⋮	⋮	⋮	⋮	G		
	2							B
	3							B
3	1	⋮	⋮	⋮	⋮	G		
	2							B
	3							B
4	1	⋮	⋮	⋮	⋮	G		
5	1	⋮	⋮	⋮	⋮	G		
	2							B
	3							B
6	1	⋮	⋮	⋮	⋮	G		
	2							B
	3							B

THIS DRONE RACK TABLE IS TO TRACK THE STATUS OF THE DRONE RACKS OF A THUNDERBOLT-D FLOTILLA.

PF MINE RACKS

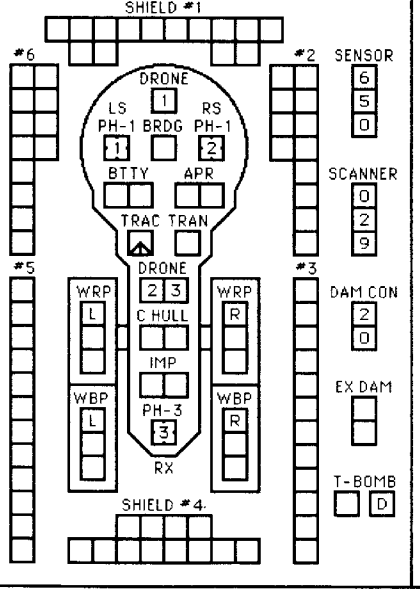
1		
2		
3		
4		

PF MINE RACKS

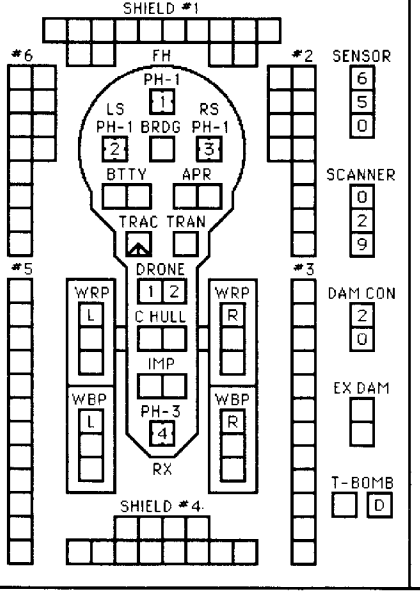
1		
2		
3		
4		

THESE PF MINE RACK CHARTS CAN BE USED FOR ANY PFM.

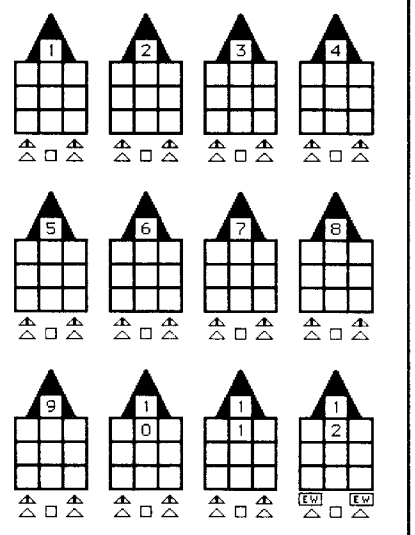
THUNDERBOLT-DL PF LEADER



THUNDERBOLT-PL PF LEADER

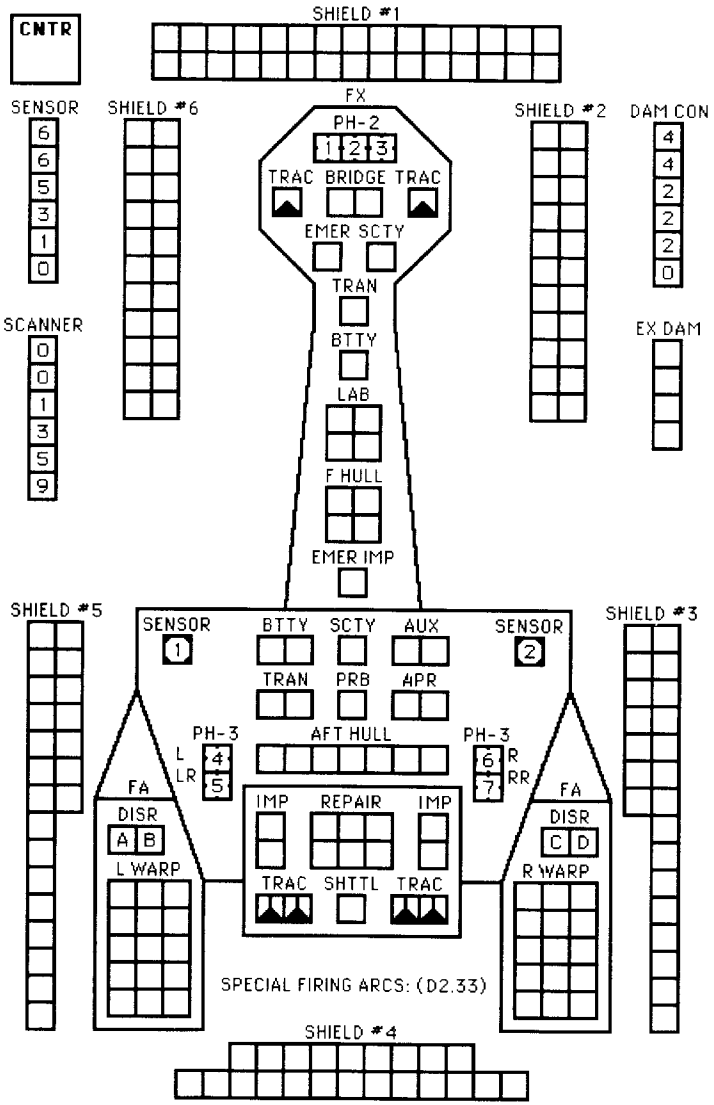


FIGHTERS FOR FI-CONS



F-18 FIGHTERS

KLINGON D6P PF TENDER



CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

							8

PROBES

				5

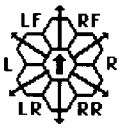
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

SHIP DATA TABLE

TYPE	=	D6P
POINT VALUE	=	113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.22
UIM REFIT	=	+5

TYPE II PHASER TABLE

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



FA = LF + RF
FX = L + LF + RF + R

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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

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.

NOTE: D7P (R3.22A) IS IDENTICAL.

HIT & RUN
UIM ☐
DERFACS ☐

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

KLINGON D5P PF TENDER

CREW UNITS

		✱						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[ ] [ ] [ ] [ ] [D] [D] [D] [D]

BOARDING PARTIES

[ ] [ ] [ ] [ ] [ ] [6]

PROBES

[ ] [ ] [ ] [ ] [5]

SHIP DATA TABLE

TYPE	=	D5P
POINT VALUE	=	125/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.60

1 UIM STANDARD

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

UIM [ ]

DERFACS [ ]

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET [ ]	4	16-21
	5	22-28
BD [ ] [ ]	6	29+

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	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

LIMITED AEGIS SYSTEM CONTROLS PH-3s.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

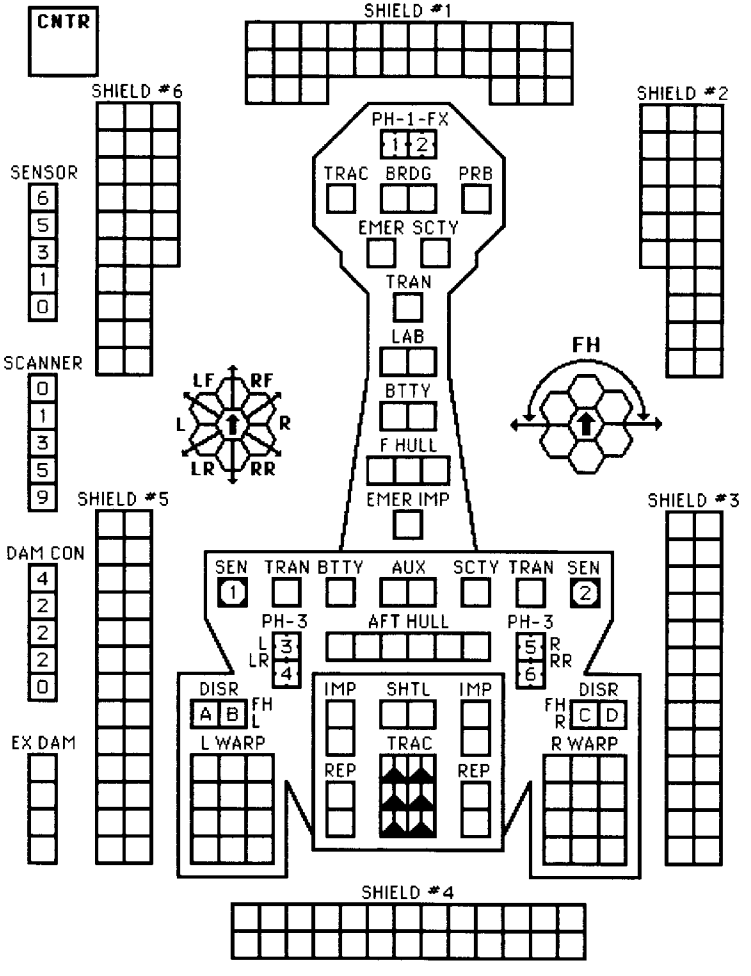
SCOUT FUNCTIONS SUMMARY

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.

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



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

FX = L + LF + RF + R

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KLINGON H-1 INTERCEPTOR SQUADRON

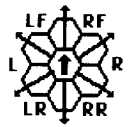
CREW	BP
1	
2	
3	
4	
5	
6	

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

INT DATA TABLE		
TYPE	=	H1
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R3.PF0

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



FA = LF + RF
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

DRONE RACKS

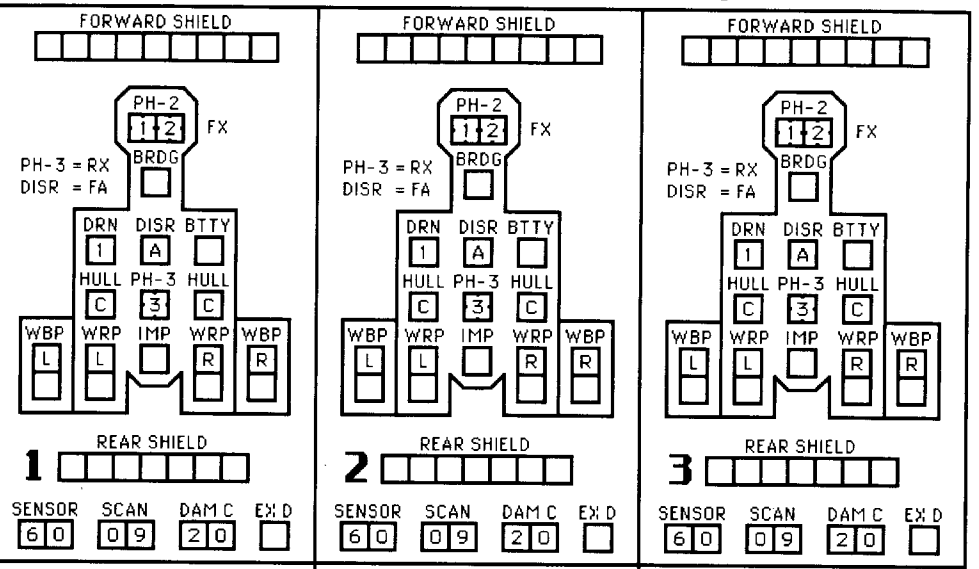
1					A
2					A
3					A
4					A
5					A
6					A

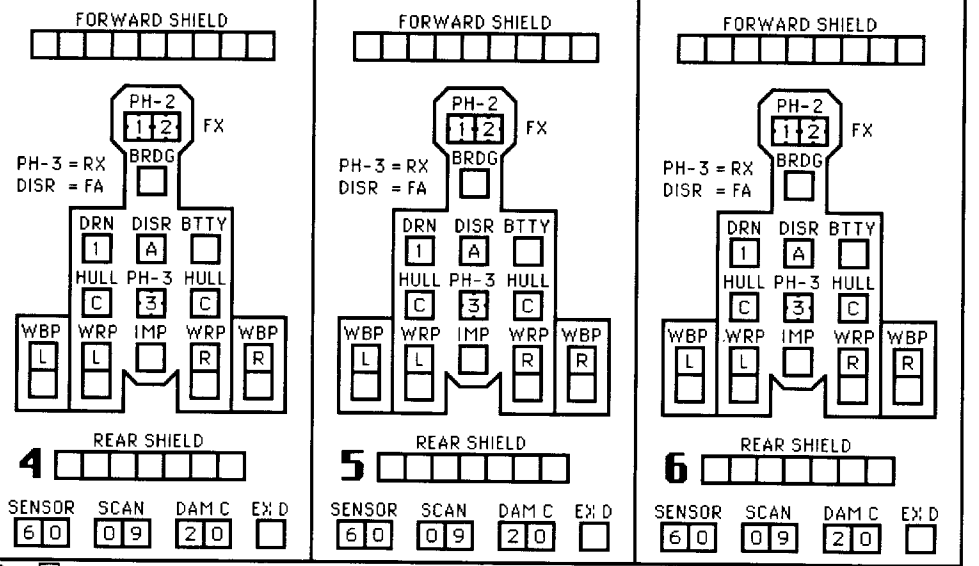
DRONE RACK NUMBERS ARE FOR THE INTERCEPTOR THE DRONE RACK IS ON, E.G. RACK #4 IS INTERCEPTOR #4'S RACK.

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
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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			





WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

KLINGON G1 PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

DRONE RACKS						
1	1					A
	2					A
2	1					A
	2					A
3	1					A
	2					A
4	1					A
5	1					A
	2					A
6	1					A
	2					A

FA = LF + RF
FX = L + LF + RF + R
SPECIAL (D2.33) ARCS.

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE	
TYPE	= G1
POINT VALUE	= 20/38
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R3.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

(3) = EM COST
[5] = HET COST

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

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

ANTI-DRONES

1						
2						
3						
4						
5						
6						

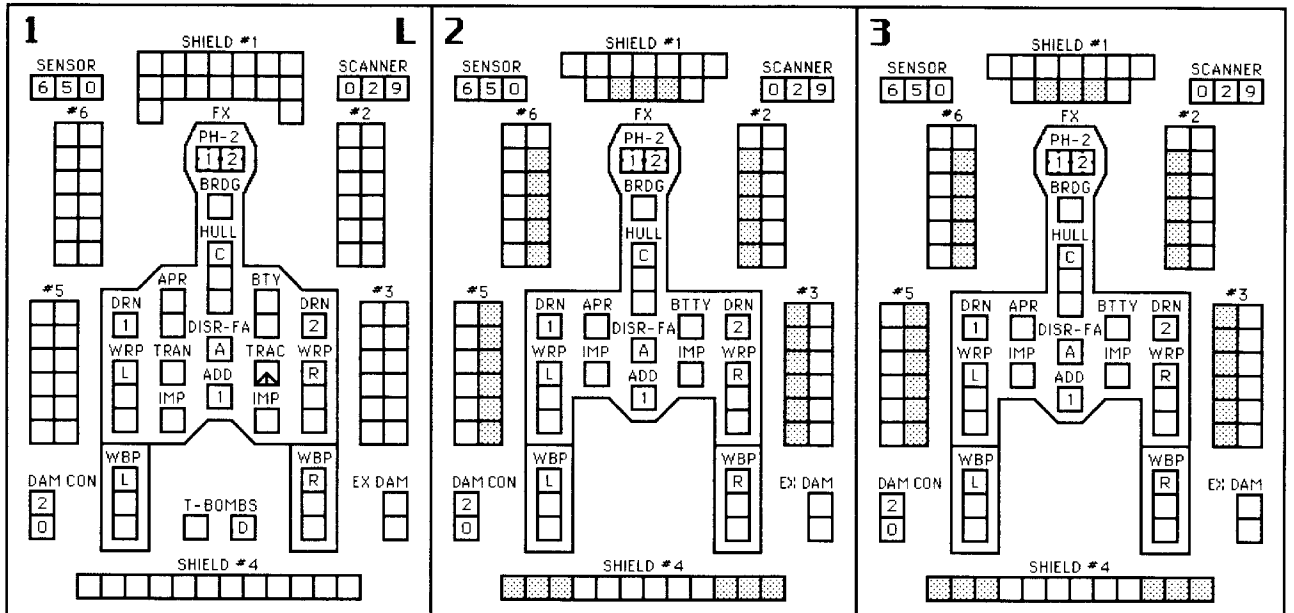
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

DISRUPTOR TABLE

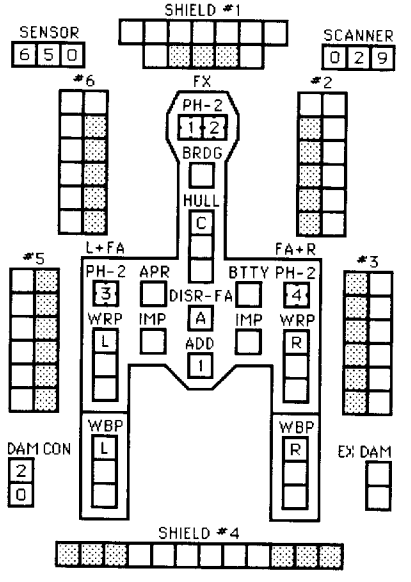
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OVLD	10	10	8	8	6	0



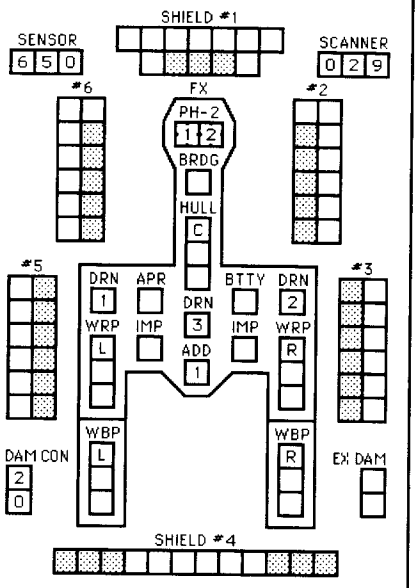
SPEED	1	2	(3)	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

KLINGON G1 PF VARIANTS

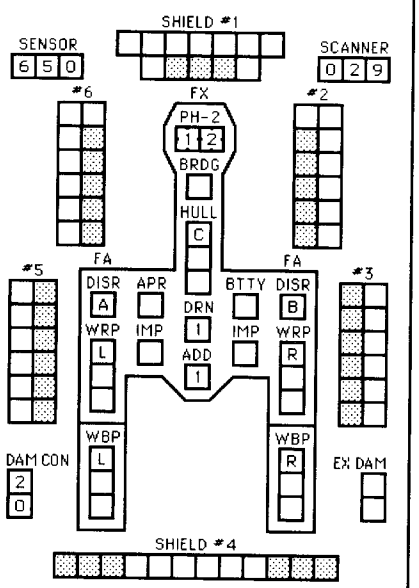
G1P PHASER PF



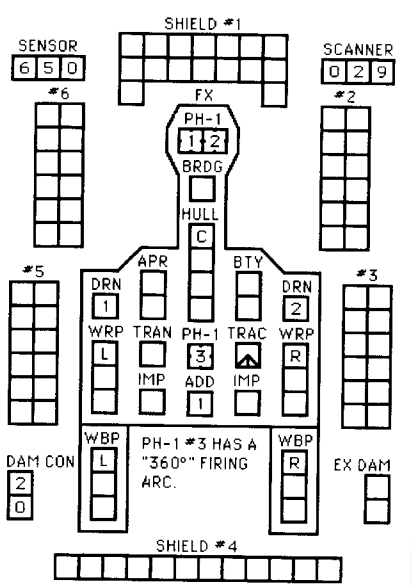
G1D DRONE PF



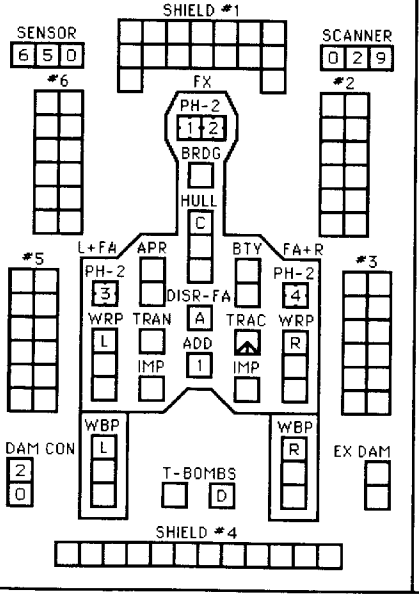
G1B ASSAULT PF



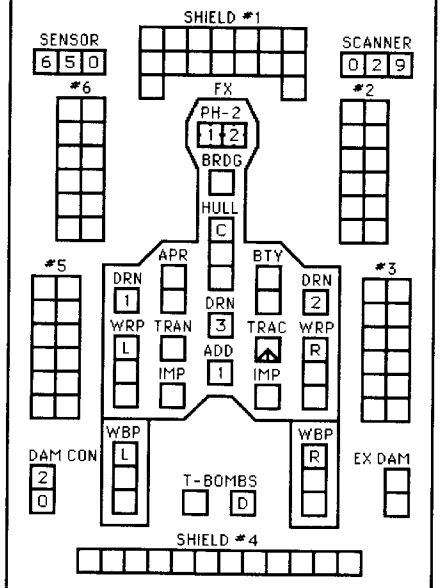
G1N COMMAND PF LEADER



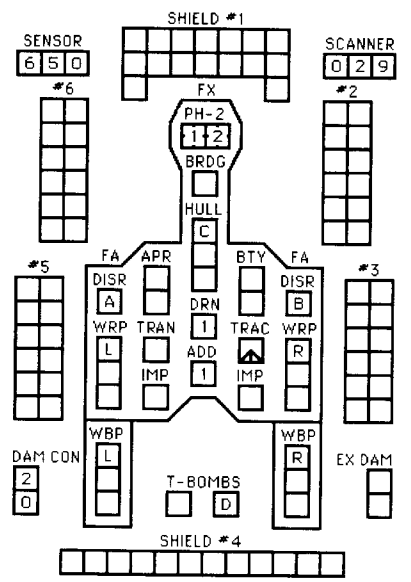
G1PL PHASER PF LEADER



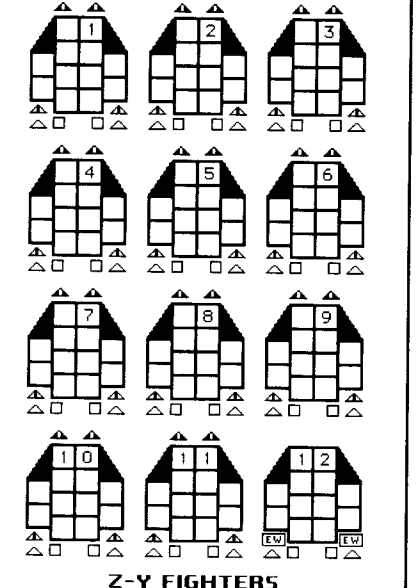
G1DL DRONE PF LEADER



G1BL ASSAULT PF LEADER



FIGHTERS FOR FI-CONS



Z-Y FIGHTERS

BOUNTY HUNTERS 701

KLINGON G1K HUNTER-KILLER PF FLOTILLA

PF	CREW			BP	
L-1					
2					
3					
S-4					
5					
6					

DRONE RACKS		
1	1	E
	2	E
2	1	E
	2	E
3	1	E
	2	E
4	1	A
5	1	E
	2	E
6	1	E
	2	E

FA = LF + RF
FX = L + LF + RF + R
SPECIAL (D2.33) ARCS.

AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

PF DATA TABLE	
TYPE	= G1K
POINT VALUE	= 20/38
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R3.PF2
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

③ = EM COST
5 = HET COST

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

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

ANTI-DRONES

1	
2	
3	
4	
5	
6	

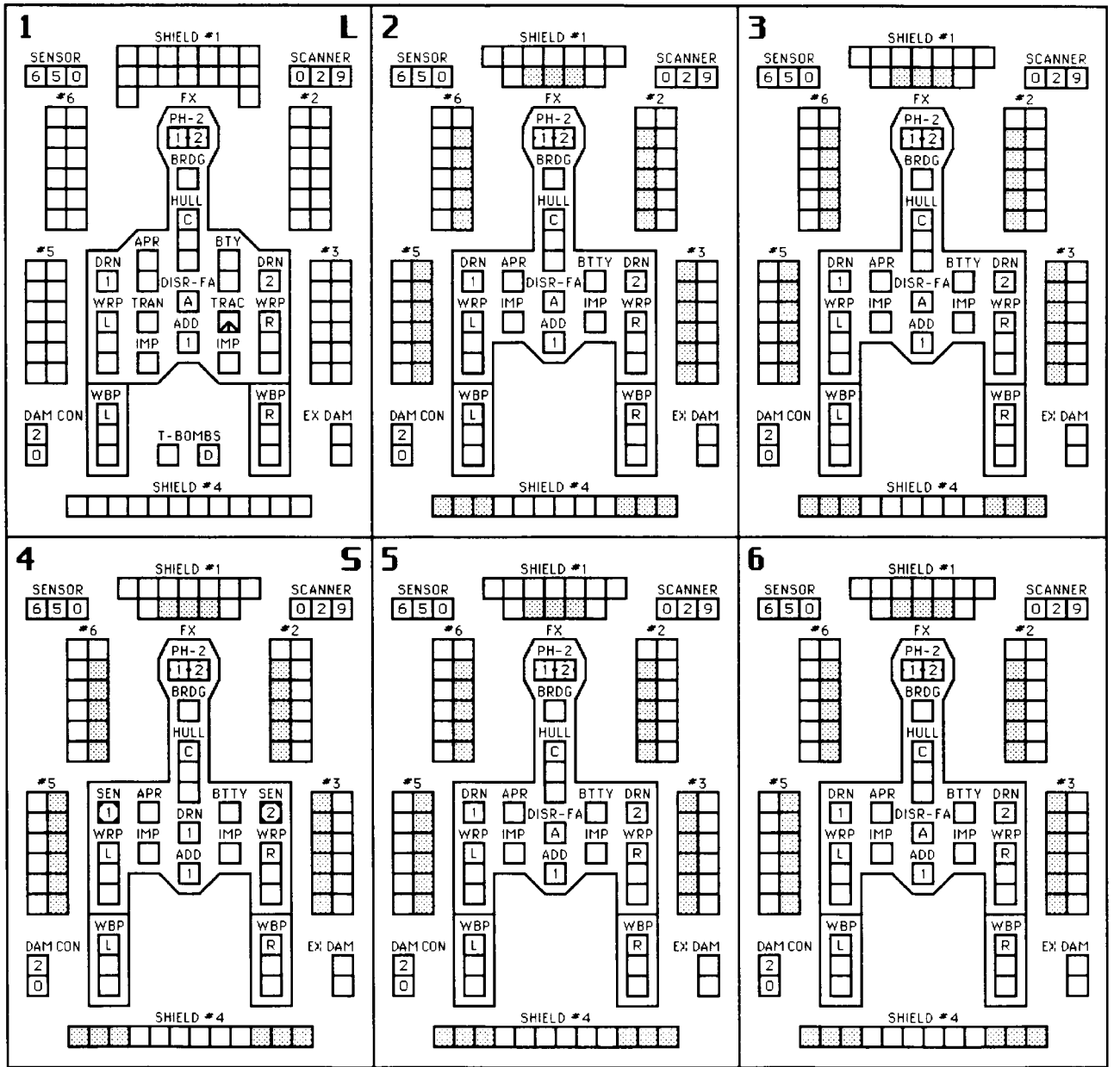
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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
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



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

ROMULAN CHICKENHAWK PF TENDER

CREW UNITS ✱ 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	CH
POINT VALUE	=	93/58
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	4/2
REFERENCE	=	R4.13
BPV INCLUDES CLOAK		

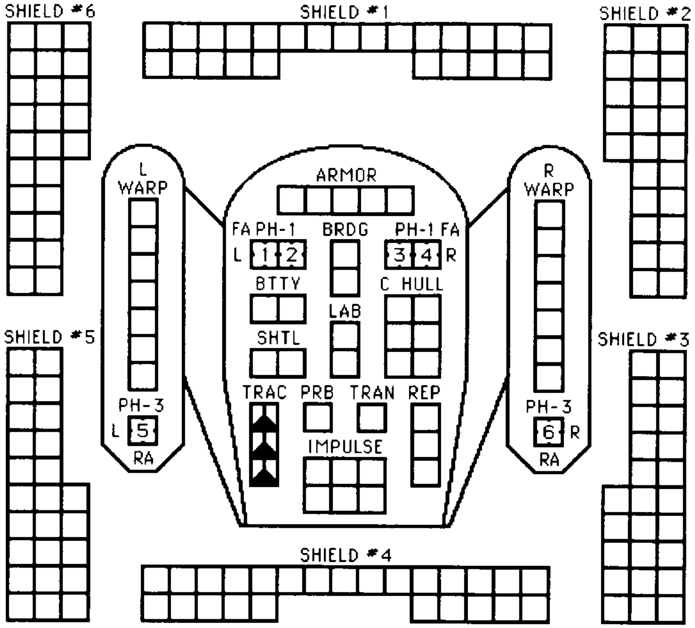
BOARDING PARTIES 4

TRANSPORTER BOMBS D D

PROBES 5

NSM

CNTR



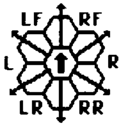
TYPE I OFFENSIVE PHASER TABLE

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
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



FA = LF + RF
RA = LR + RR

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

SENSOR 6 6 5 4 2 0

SCANNER 0 0 0 3 6 9

DAMAGE CONTROL 4 4 2 2 2 0

EXCESS DAMAGE

HIT & RUN CLOAK

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

ROMULAN SPARROWHAWK-E
PF TENDER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SPE
POINT VALUE	=	123
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.18

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 ☐

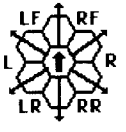
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET ☐ 4	16-21
5	22-28
BD ☐☐ 6	29+

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

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



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

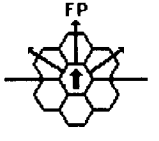
PSEUDO-PLASMA TORPEDOES

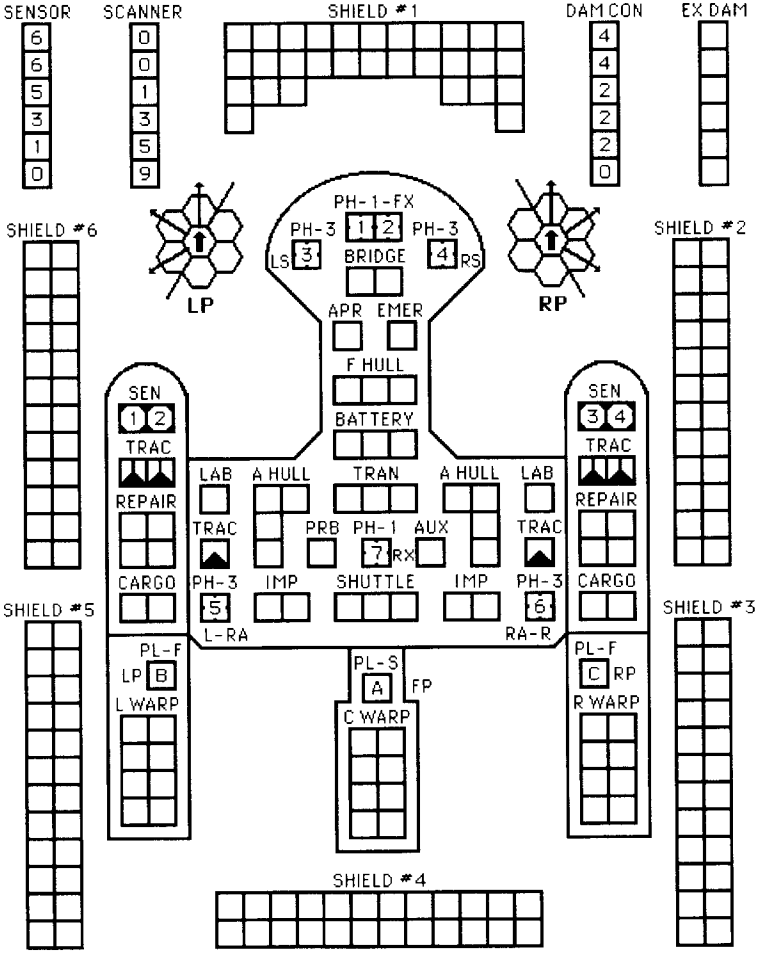
[A] S [B] F [C] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."

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
BOLT	1-4	1-3	1-2						1		





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 SKYHAWK-C
PF TENDER

CREW UNITS

10 | 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	SKC
POINT VALUE	=	93
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.23

BPV INCLUDES CLOAK

BOARDING PARTIES

6

TRANSPORTER BOMBS

D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A F | B F

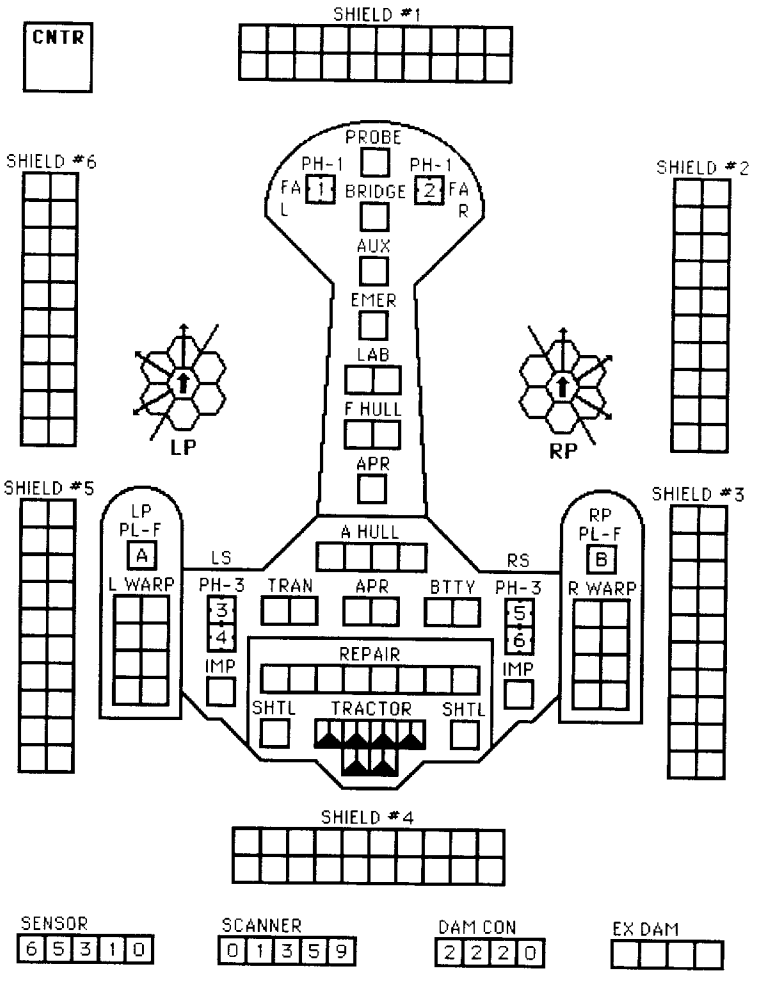
LF RF L R LR RR

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 F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

HIT & RUN CLOAK



SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

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

ROMULAN DECURION INTERCEPTOR SQUADRON

CREW	BP
1	
2	
3	
4	
5	
6	

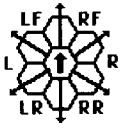
AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+

NIMBLE SHIPS

INT DATA TABLE		
TYPE	=	DEC
POINT VALUE	=	17/25
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
CLOAK COST	=	3/1
REFERENCE	=	R4.PF0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0



FX = L + LF + RF + R

TYPE III DEFENSE PHASER

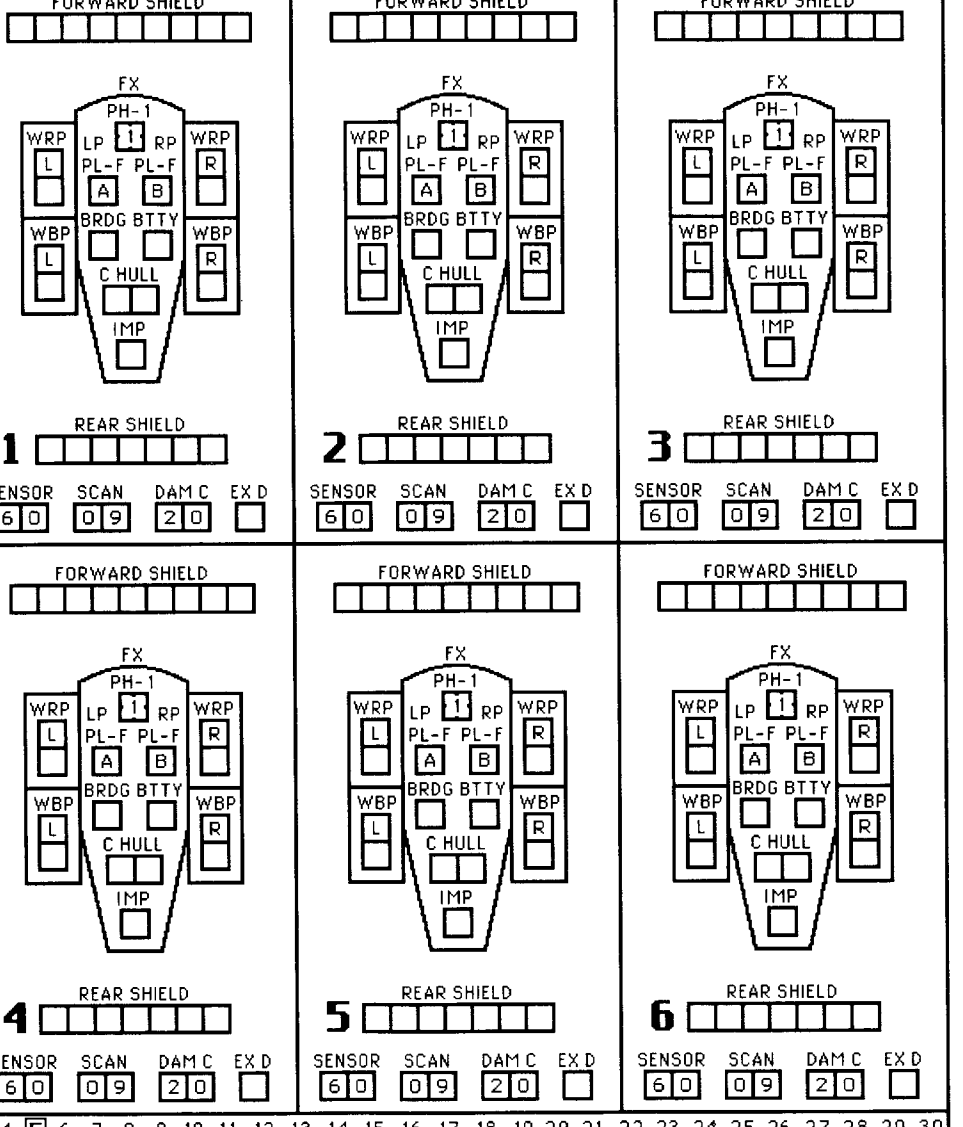
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

NOTE: NO PPTs.



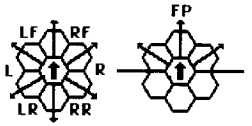
WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

ROMULAN CENTURION PF FLOTILLA

PF	CREW				BP
L-1					
2					
3					
S-4					
5					
6					

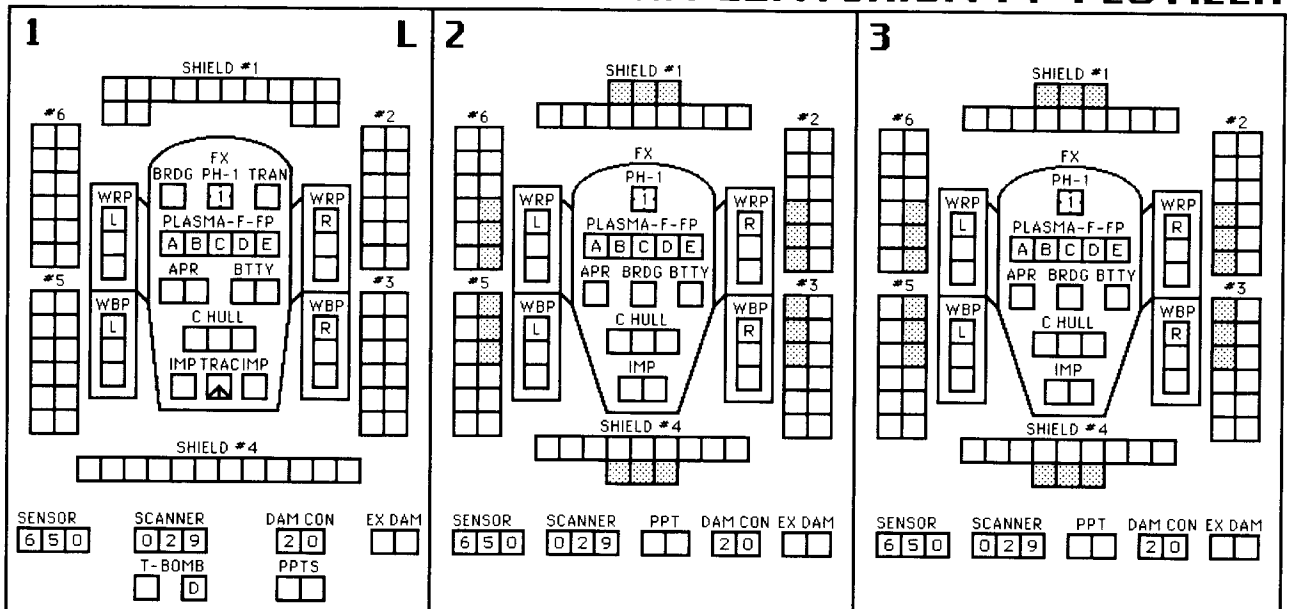
ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE



FX = L + LF + RF + R

PF DATA TABLE	
TYPE	= CEN
POINT VALUE	= 20/44
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
CLOAK COST	= 4/2
SIZE CLASS	= 5
REFERENCE	= R4.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +3

AA TURN MODE	SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

③ = EM COST
5 = HET COST

PLASMA TORPEDO WARHEAD TABLE

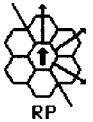
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

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

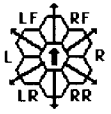
ROMULAN STARHAWK PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE



LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

PF DATA TABLE	
TYPE	= STH
POINT VALUE	= 33/47
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
CLOAK COST	= 4/2
SIZE CLASS	= 5
REFERENCE	= R4.PF2
LEADER BPV	= 40/50
SCOUT BPV	= 100/50

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

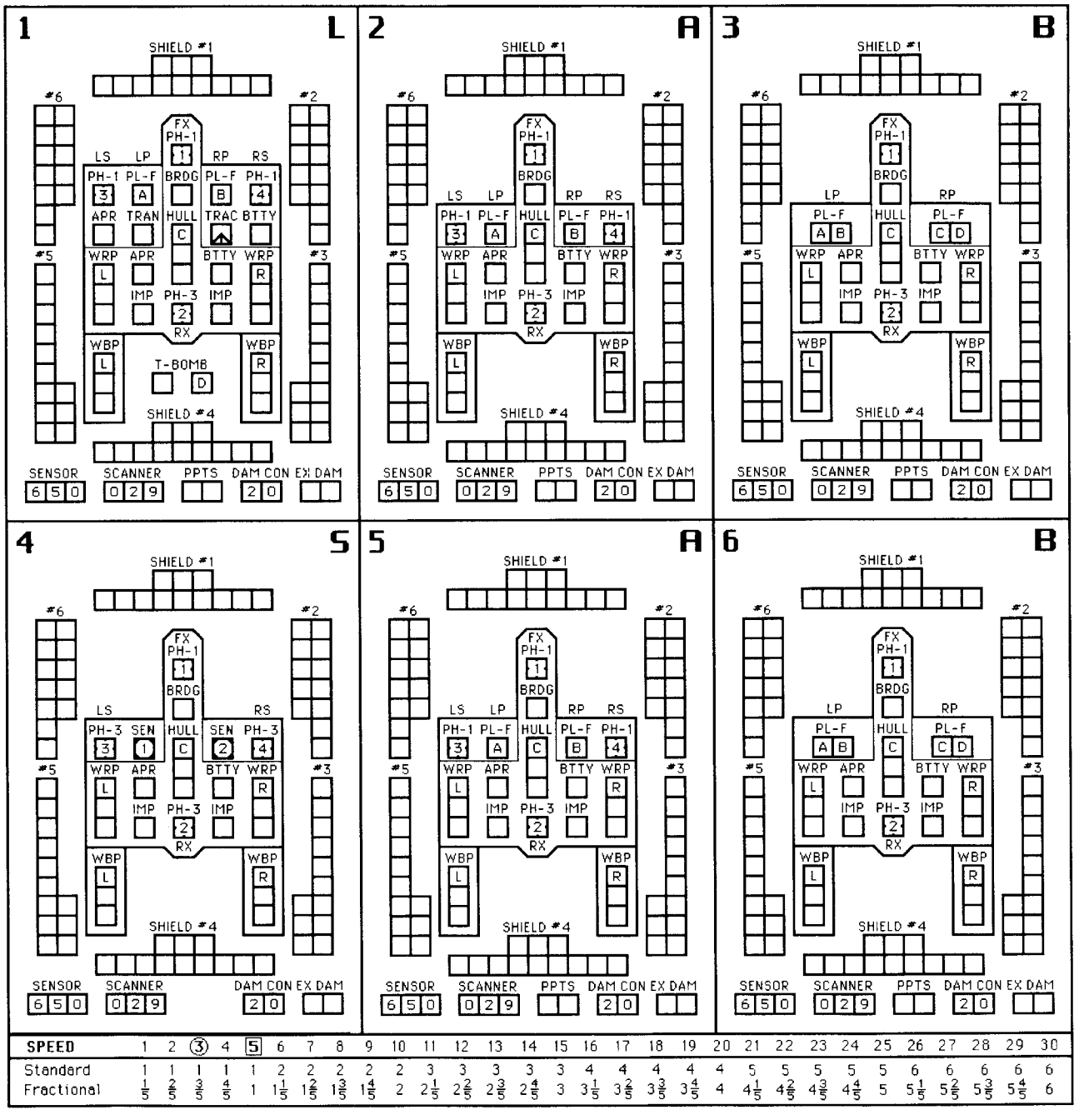
③ = EM COST
5 = HET COST

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

PLASMA-DS ARE USED BY STARHAWK-D AND -E.

PLASMA TORPEDO WARHEAD TABLE

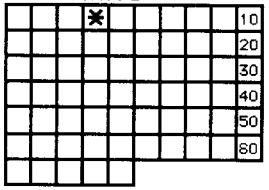
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		



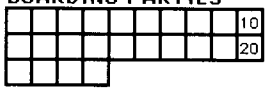
SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

KZINTI SPACE CONTROL SHIP

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D D D

DECK CREWS 10

PROBES 5

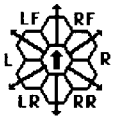
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	224
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.11

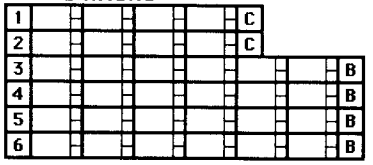
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



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

DRONE RACKS



THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. SIX OF THE DECK CREWS ARE FOR THE MRNS.

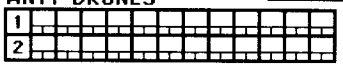
TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

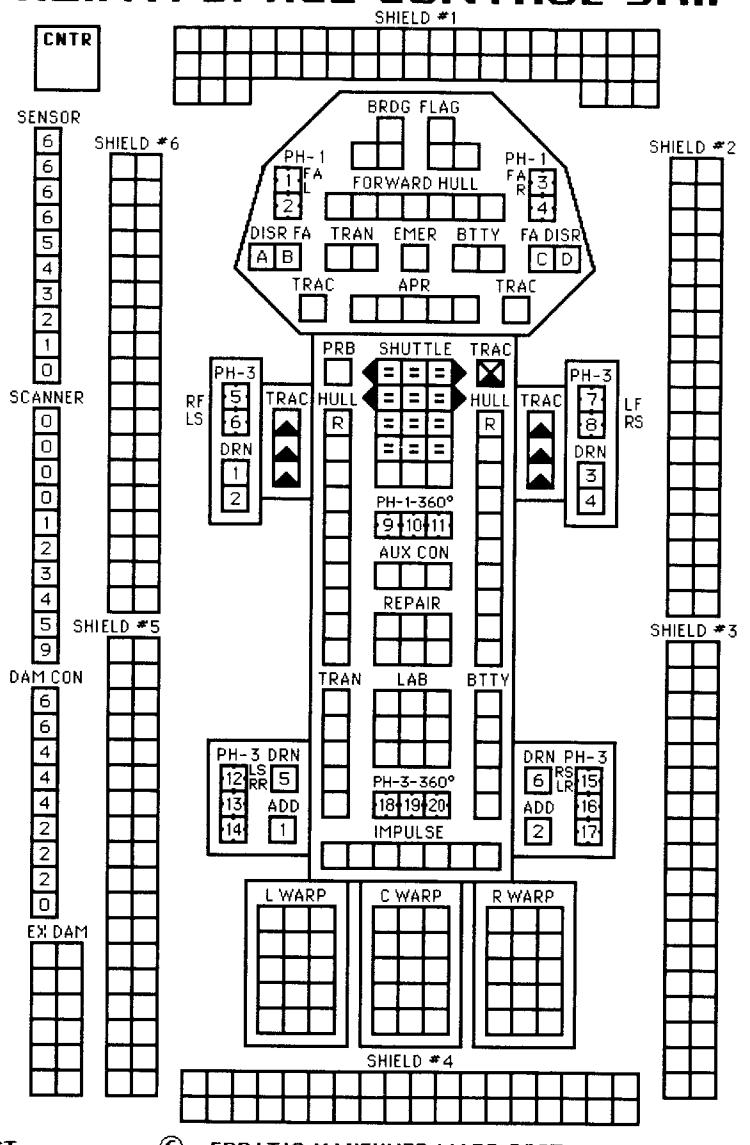
ANTI-DRONES



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

HIT & RUN DERFACS ☐



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

KZINTI PF TENDER

CNTR

CREW UNITS

		✱					10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

BOARDING PARTIES

						8

PROBES

				5

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	86/73
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.22

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

ANTI-DRONES

1											
2											

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

LF RF L R LR RR

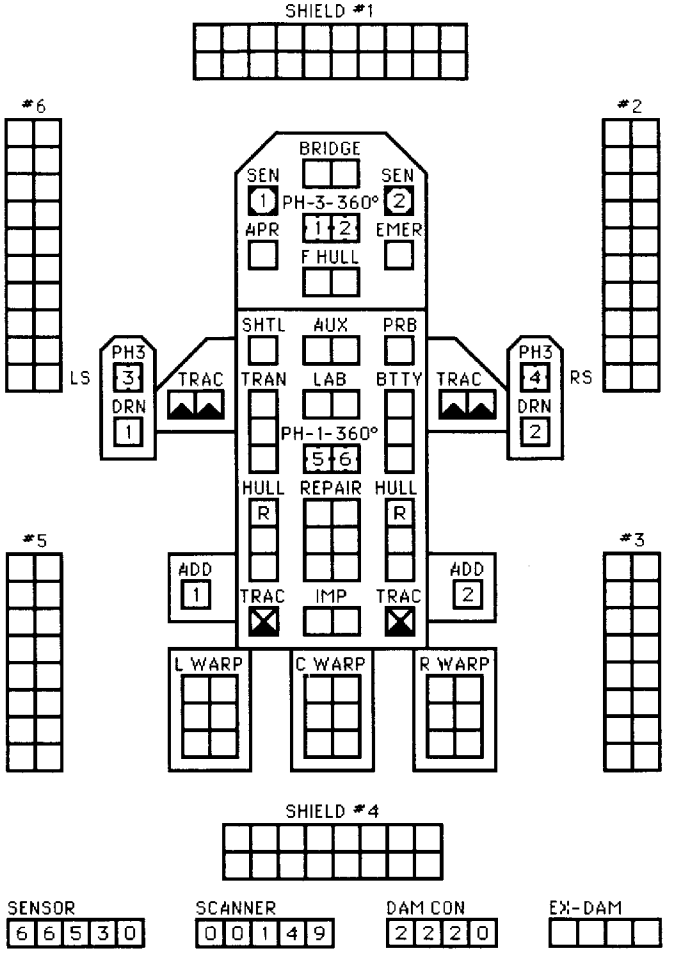
LS = LF + L + LR
RS = RF + R + RR

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.

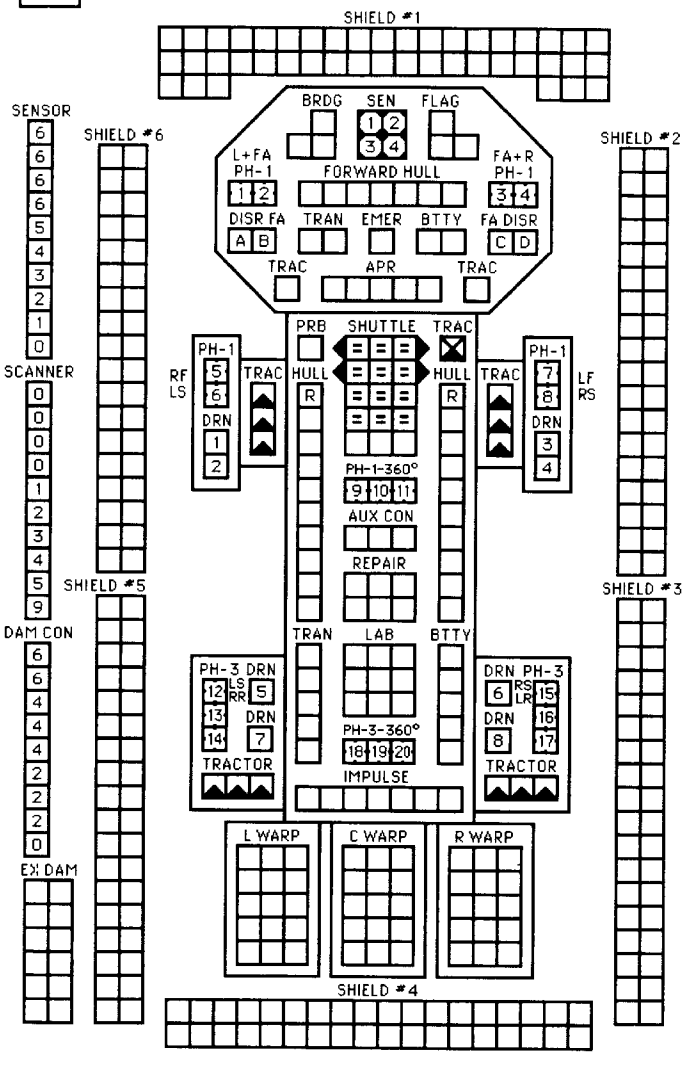
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



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	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

KZINTI SUPER SPACE CONTROL SHIP



CREW UNITS

		*					10
							20
							30
							40
							50
							60
							70

BOARDING PARTIES

										10
										20
										30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

DECK CREWS

10

PROBES

5

SHIP DATA TABLE

TYPE	=	SSCS
POINT VALUE	=	251
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.24

FULL AEGIS

CNTR

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

TURN MODE / SPEED

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+

DRONE RACKS

1												C	
2												C	
3													B
4													B
5													B
6													B
7													G
8													G

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SPECIAL SENSOR ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

HIT & RUN DERFACS ☐

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(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

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

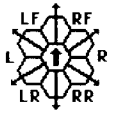
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

KZINTI MULTI-ROLE NEEDLE PF FLOTILLA

PF CREW				BP
L-1				
2				
3				
S-4				
5				
6				

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

DRONE RACKS							
3	1						A
	2						A
	3						A
	4						A
4	1						A
	2						A
5	1						ADD
	2						ADD
6	1						E
	2						E
	3						E
	4						E



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE		
TYPE	=	MRN
POINT VALUE	=	MSC
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R5.PF2
LEADER BPV	=	+20
SHIELD REFIT	=	+5

③ = EM COST
5 = HET COST

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

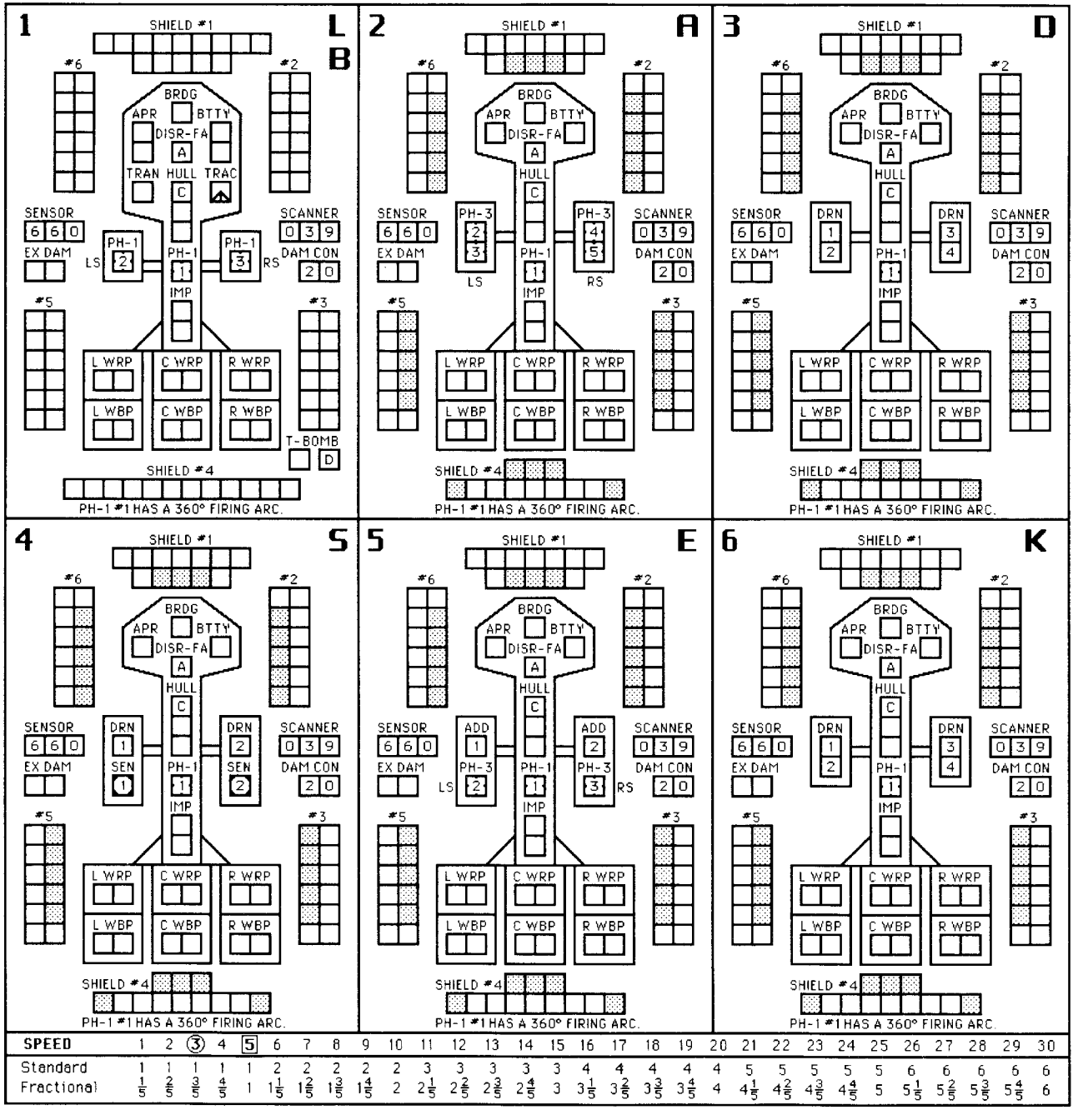
TYPE III DEFENSE PHASER

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

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

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
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



KZINTI SPIKE INTERCEPTOR SQUADRON

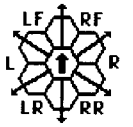
CREW			BP
1			
2			
3			
4			
5			
6			

AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R5.PF0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0



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

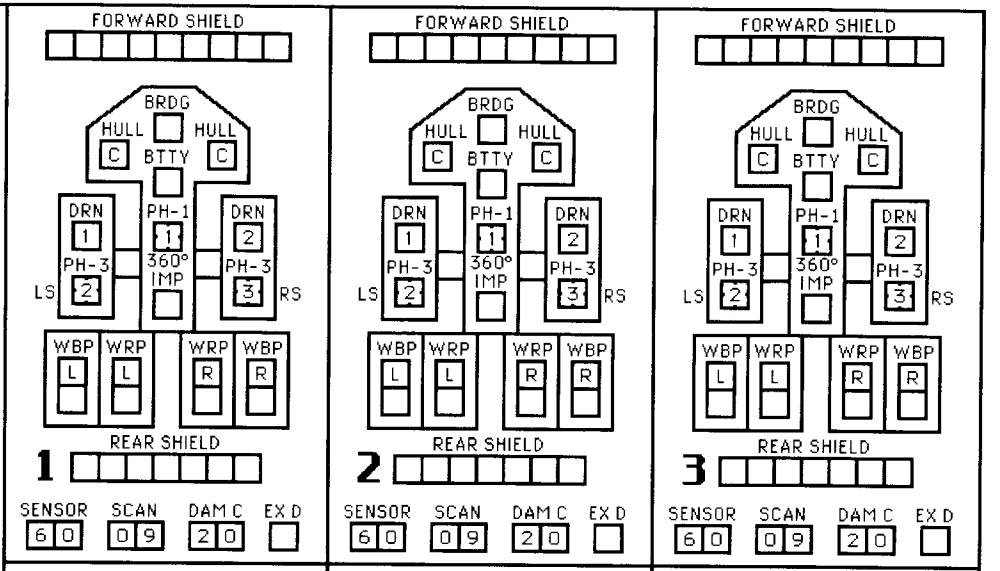
TYPE III DEFENSE PHASER

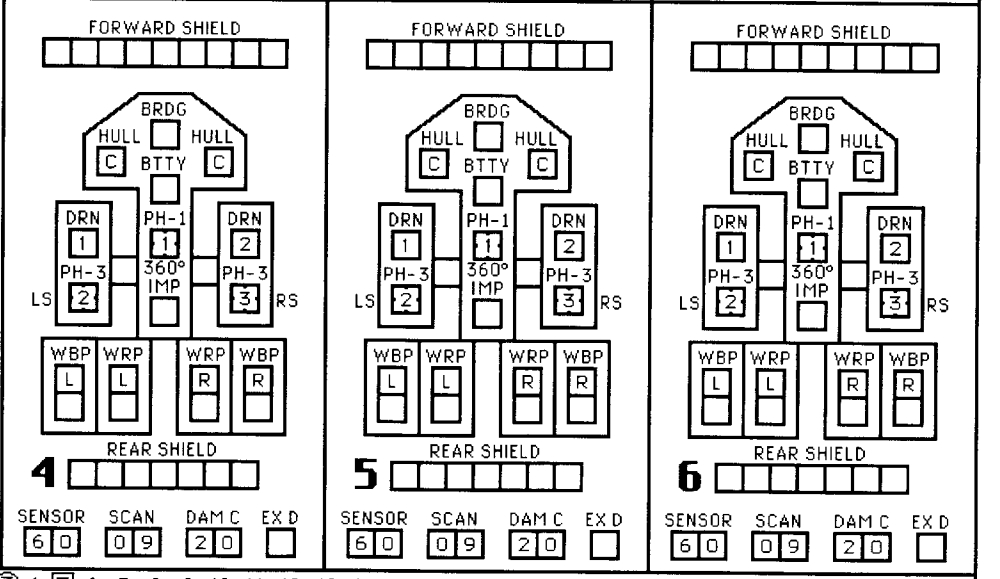
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1	1					A
	2					A
2	1					A
	2					A
3	1					A
	2					A
4	1					A
	2					A
5	1					A
	2					A
6	1					A
	2					A

CNTR	HET	BD
1		
2		
3		
4		
5		
6		





WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

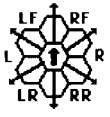
SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6	7	7	7	8
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

KZINTI NEEDLE PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

DRONE RACKS					
1	1				A
	2				A
2	1				A
	2				A
3	1				A
	2				A
4	1				A
5	1				A
	2				A
6	1				A
	2				A

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



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE	
TYPE	= PF-N
POINT VALUE	= 20/37
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R5.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

(3) = EM COST
[5] = HET COST

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

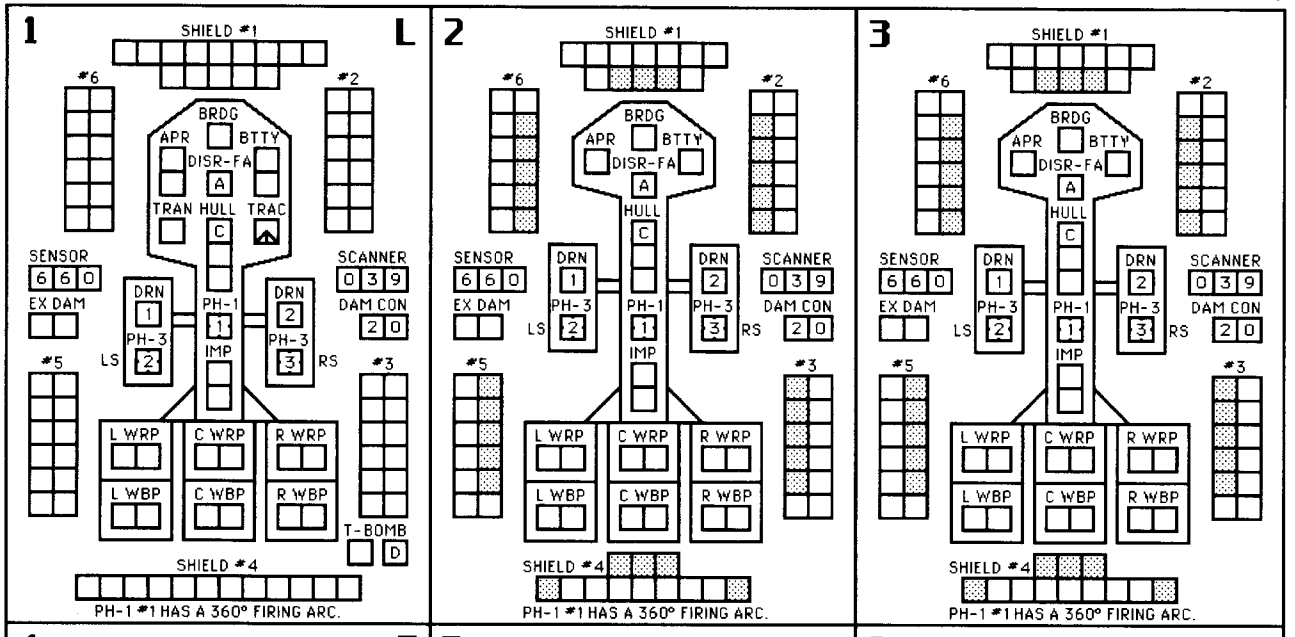
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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
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



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

KZINTI FI-CON PF FLOTILLA

23rd Fi-con Division: THE WHITE ELEPHANTS

PF	CREW			BP
L-1				
2				
3				
S-4				
5				
6				

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

DRONE RACKS

1					A
2					A
3					A
5					A
6					A

AA TURN MODE	SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

PF DATA TABLE	
TYPE	= FI-CON
POINT VALUE	= 30
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R5.PF3
F-LEADER BPV	= 40
F-SCOUT BPV	= 50
SHIELD REFIT	= +5

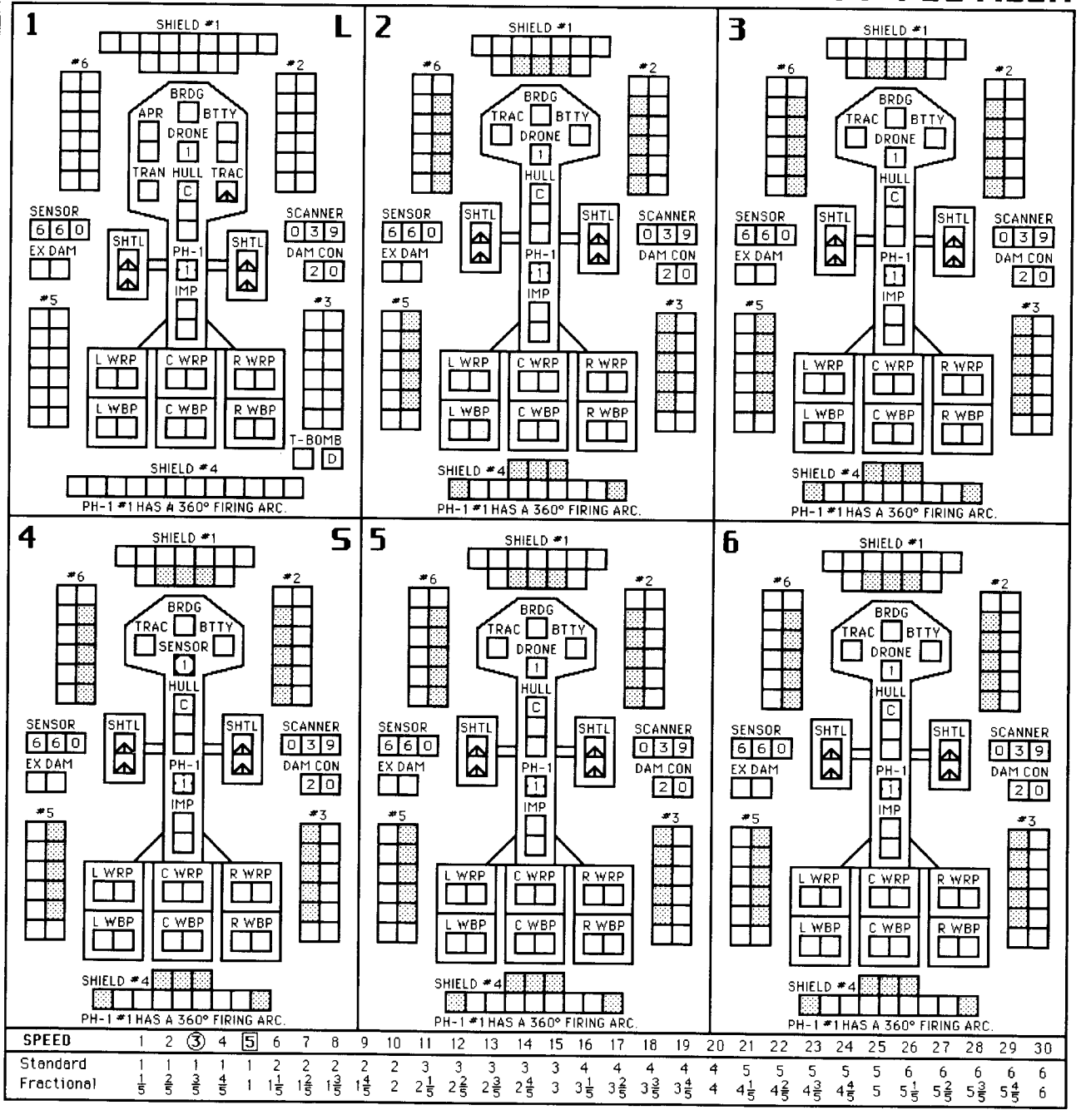
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

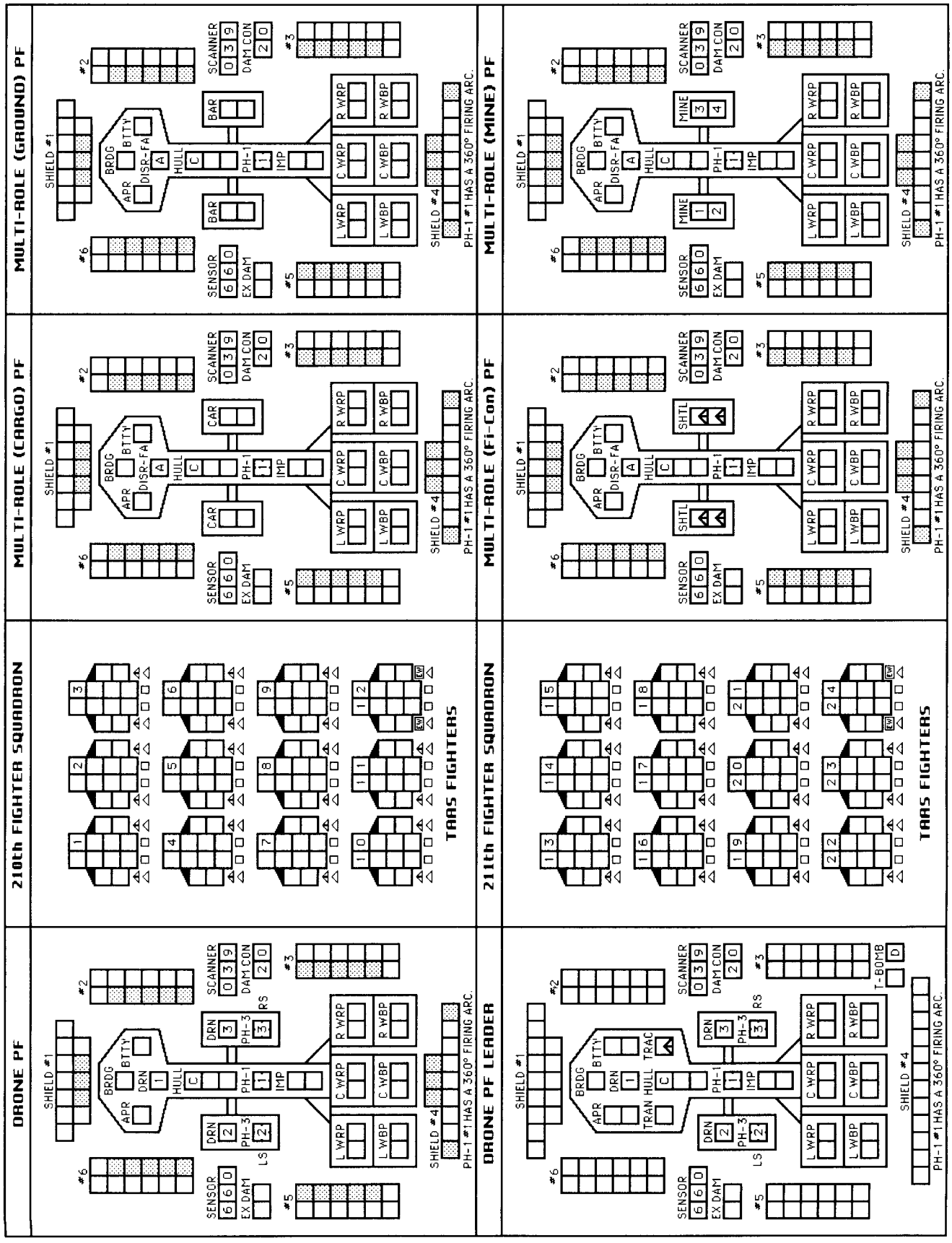
CNTR	HET	BD
1		
2		
3		
4		
5		
6		



SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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

③ = EM COST
5 = HET COST

KZINTI PF VARIANTS



GORN PF TENDER

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ][ ][20]

BOARDING PARTIES: [ ][ ][ ][4]

PROBES: [ ][ ][ ][ ][5]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
TRANSFERS POSSIBLE UNDER (J1.59).

TRANSPORTER BOMBS: [ ][ ] [D][D]

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	87/72
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.14

HAS PLUS AND D REFITS

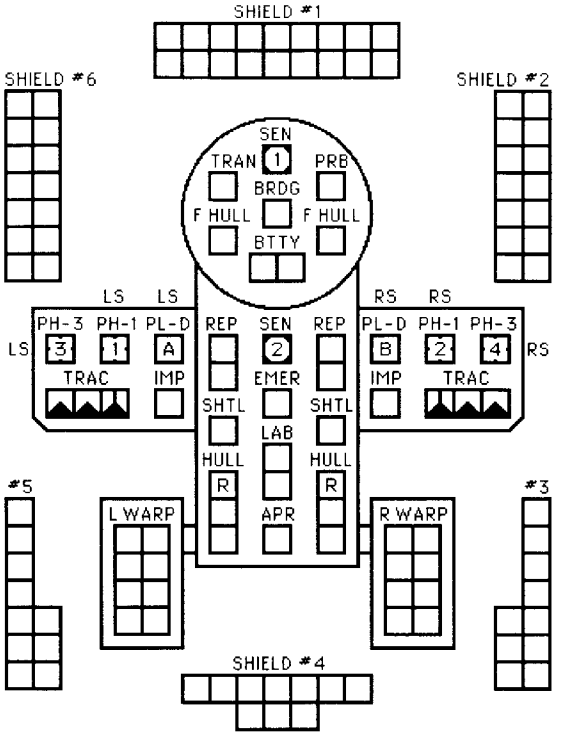
CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

EX DAM: [ ]



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-D RACKS

[1] [ ]
[2] [ ]

PLASMA-D RACKS ALWAYS HAD TWO RELOADS.

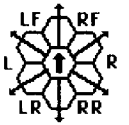
TYPE III DEFENSE PHASER

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.



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

GORN HEAVY DESTROYER PF TENDER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSFERS POSSIBLE UNDER (J1.59).

PROBES

				5

BOARDING PARTIES

									10

TRANSPORTER BOMBS

			D	D	D	D

SHIP DATA TABLE

TYPE	=	HDP
POINT VALUE	=	126/106
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.26

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

	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

PSEUDO-PLASMA TORPEDOES

A	F	B	F

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

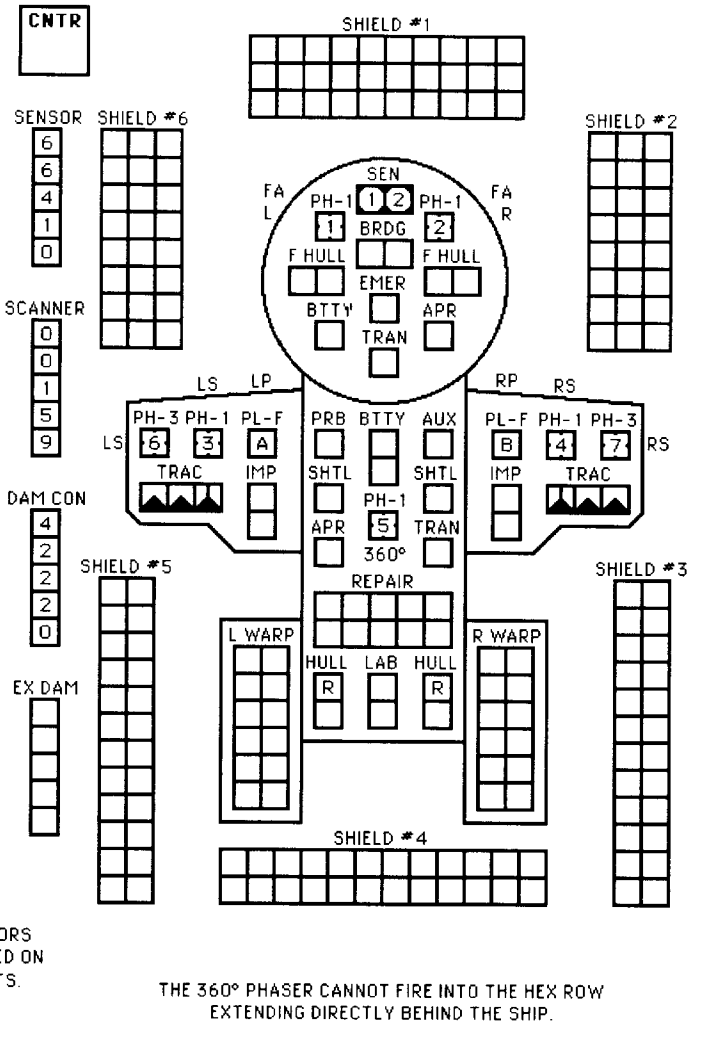
PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	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 "TORPEDO" HITS.



THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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 PTEROSAUR INTERCEPTOR SQUADRON

CREW		BP
1		
2		
3		
4		
5		
6		

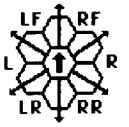
AA	TURN MODE	SPEED
	1	2-8
	2	9-16
	3	17-24
	4	25+

NIMBLE SHIPS

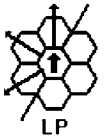
INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R6.PF0

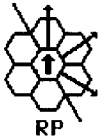
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0



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





TYPE III DEFENSE PHASER

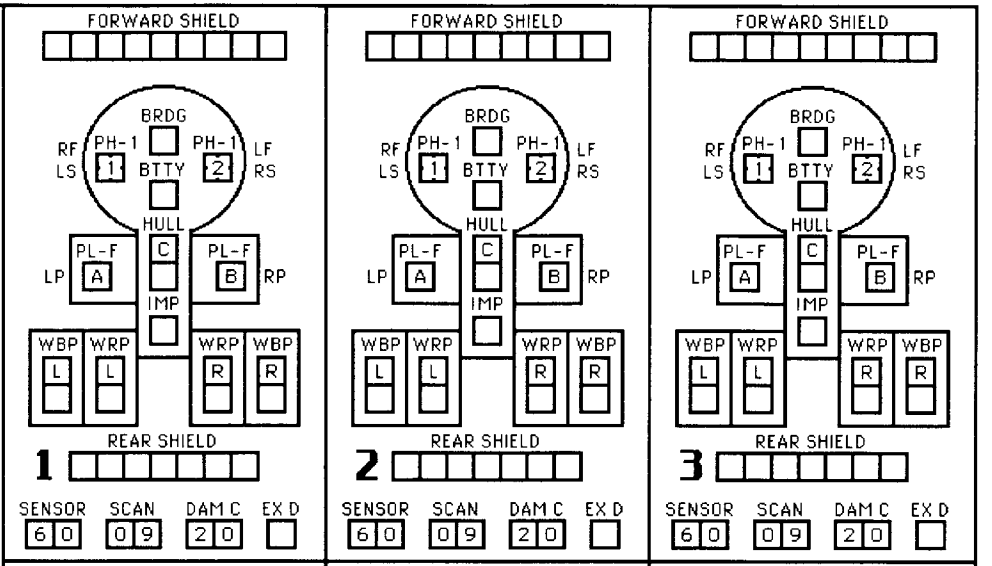
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

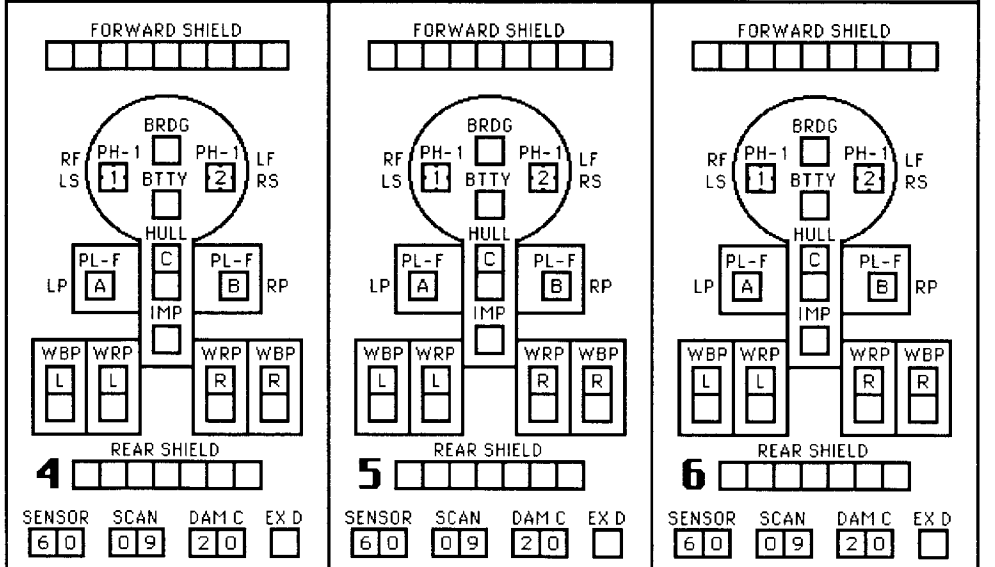
NOTE: NO PPTs.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			





WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
[5] = HET COST

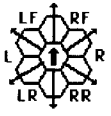
SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

GORN PTERODACTYL PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

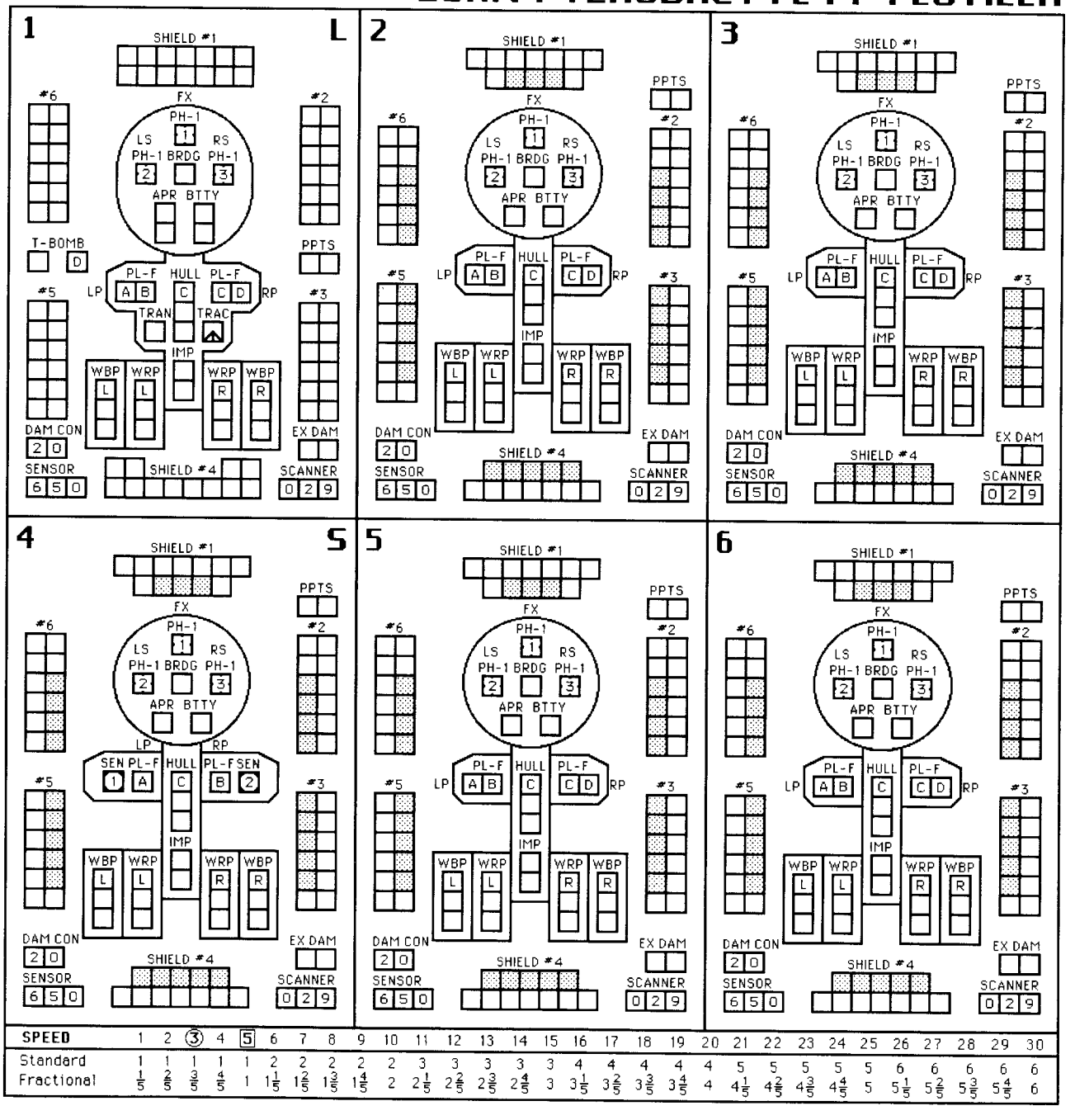
ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

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



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE	
TYPE	= PTER
POINT VALUE	= 20/40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R6.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +4



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

③ = EM COST
[5] = HET COST

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

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

THOLIAN PF TENDER

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FIGHTERS ARE IN EXTERNAL BAYS.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.8

TYPE I OFFENSIVE PHASER TABLE

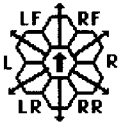
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE / SPEED

A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

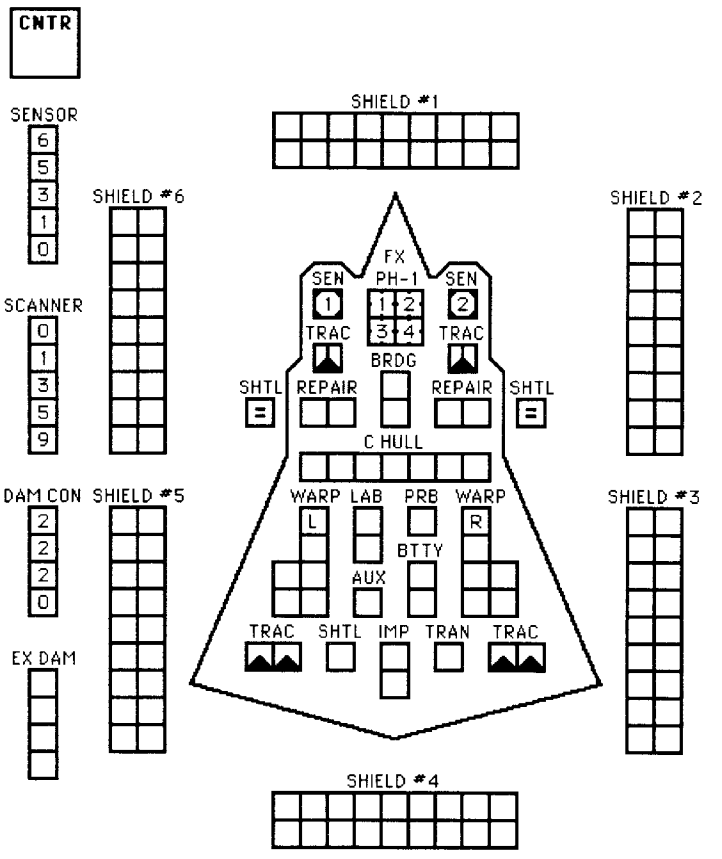
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FX = L + LF + RF + R

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

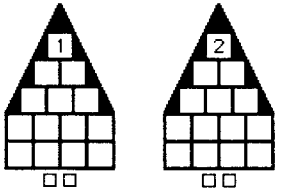
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15



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

THOLIAN WAR PF TENDER

CREW UNITS

		*						10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

						8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	PFW
POINT VALUE	=	132/102
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.38

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

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

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.

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

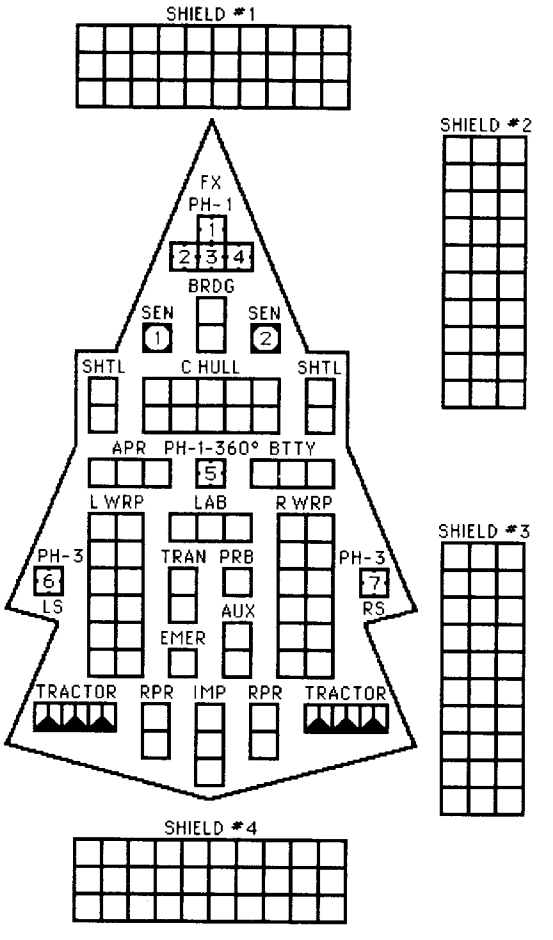
SENSOR 6 6 5 3 1 0

CNTR

SCANNER 0 0 1 3 5 9

DAM CON 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

THOLIAN SCORPION INTERCEPTOR SQUADRON

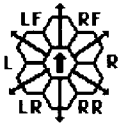
CREW		BP
1		
2		
3		
4		
5		
6		

AA TURN MODE	SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R7.PF0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0



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

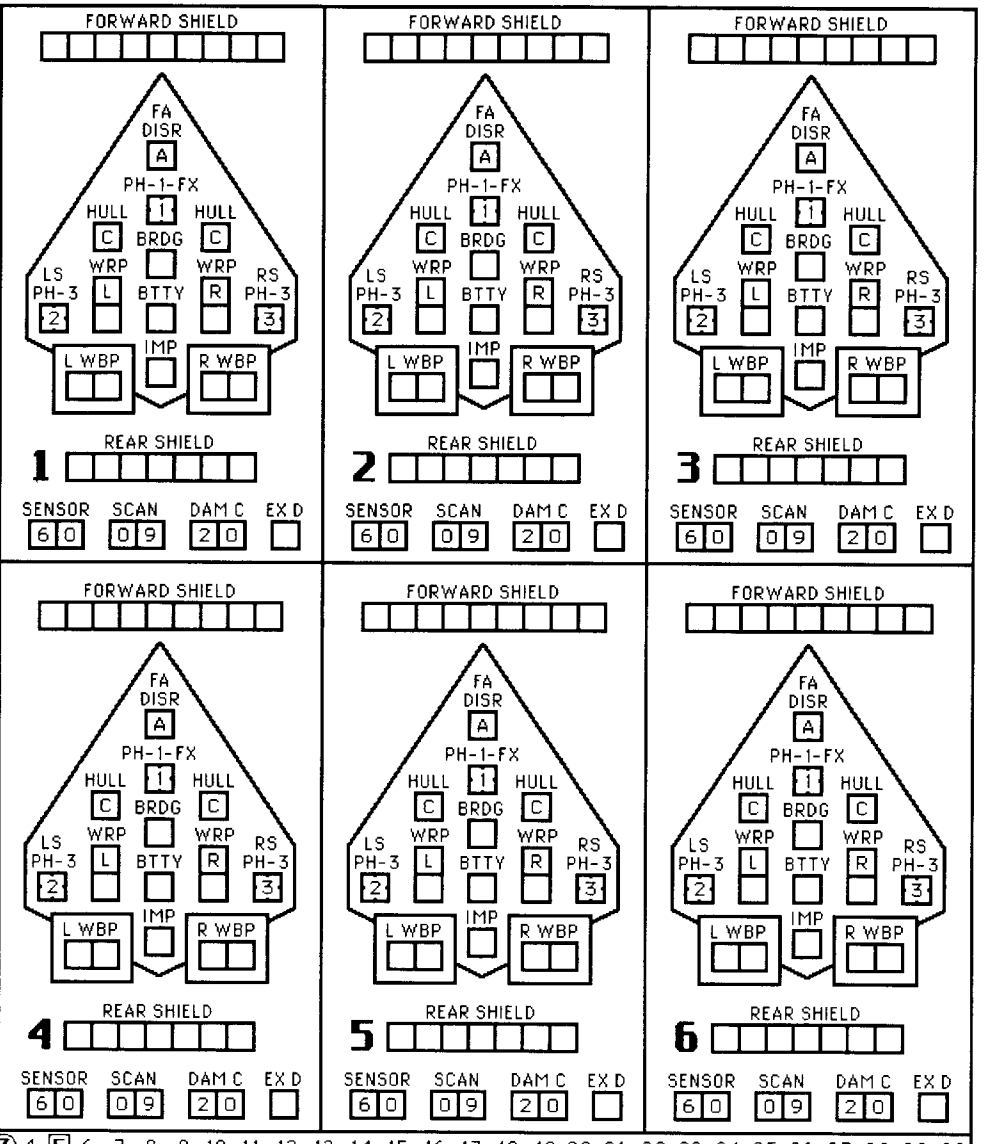
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0



WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

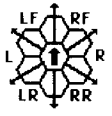
THOLIAN ARACHNID PF FLOTILLA

PF CREW				BP
L-1				
2				
3				
S-4				
5				
6				

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

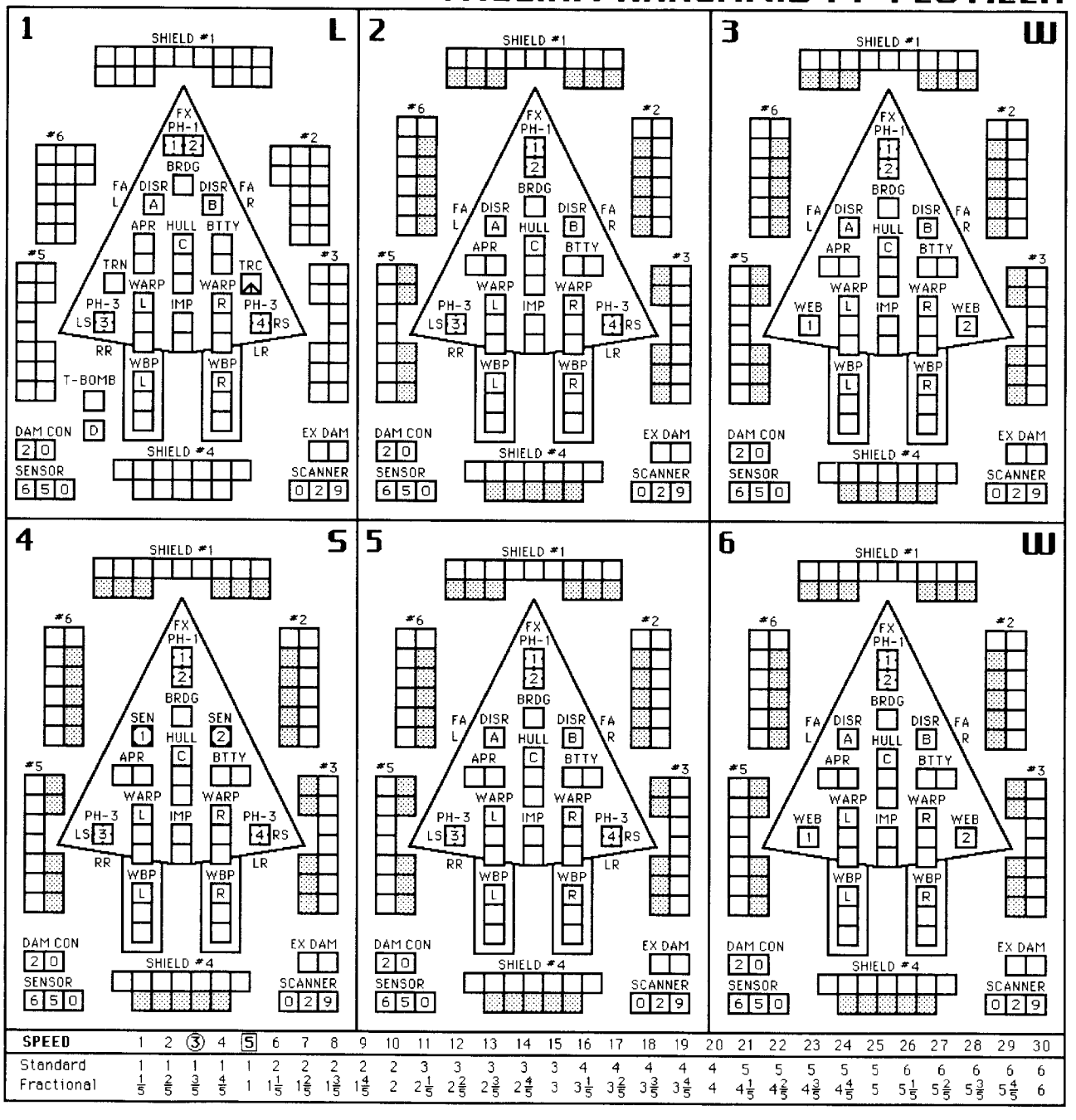
	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE		
TYPE	=	ARAC
POINT VALUE	=	20/38
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R7.PF1
LEADER BPV	=	40/50
SCOUT BPV	=	100/50
SHIELD REFIT	=	+5
SNARE REFIT	=	+3



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

③ = EM COST
5 = HET COST

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
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

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

ORION PF TENDER

CREW UNITS (10 / 20 / 30)

ADMINISTRATIVE SHUTTLES

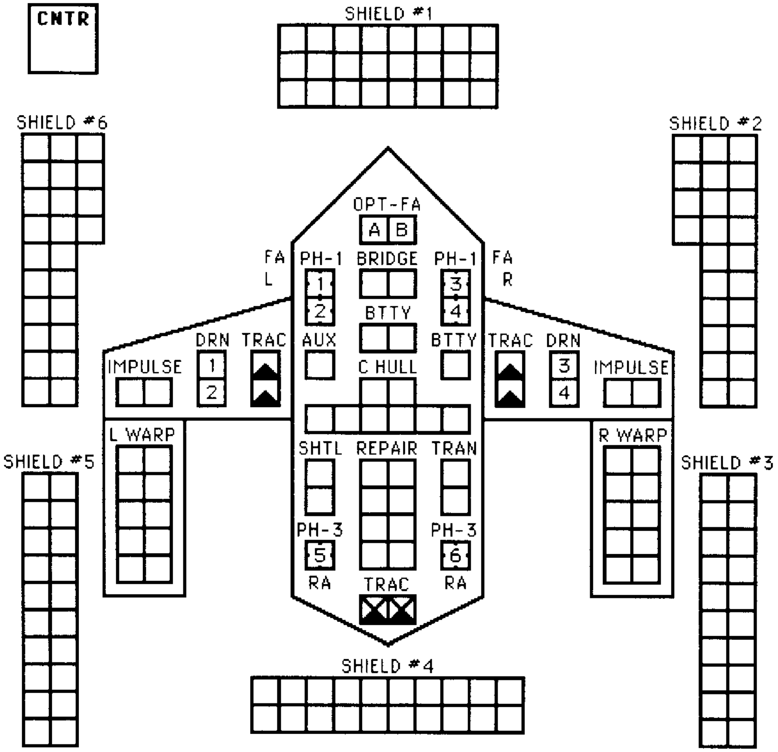
IDENT	HIT POINTS	NOTES

BOARDING PARTIES (10)

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE		
TYPE	=	PFT
POINT VALUE	=	138/98
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.9
CLOAK BPV	=	+25
OAKDISC	=	+15
STEALTH +2 ECM		
PLASMA RACKS	=	+4

CNTR



SENSOR 6 5 3 2 1 0

SCANNER 0 0 1 3 5 9

DAM CON 6 4 4 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK

☐ IF INSTALLED

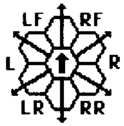
TURN MODE C		SPEED
	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

DRONE RACKS

1	A	C
2	A	C
3	A	C
4	A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS). THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

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.



FA = LF + RF
RA = LR + RR

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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

ORION BATTLE PF TENDER

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BRP
POINT VALUE	=	125
BREAKDOWN	=	6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.19
CLOAK BPV	=	+20
OAKDISC	=	+12
STEALTH +2 ECM		

TYPE I OFFENSIVE PHASER TABLE

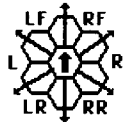
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

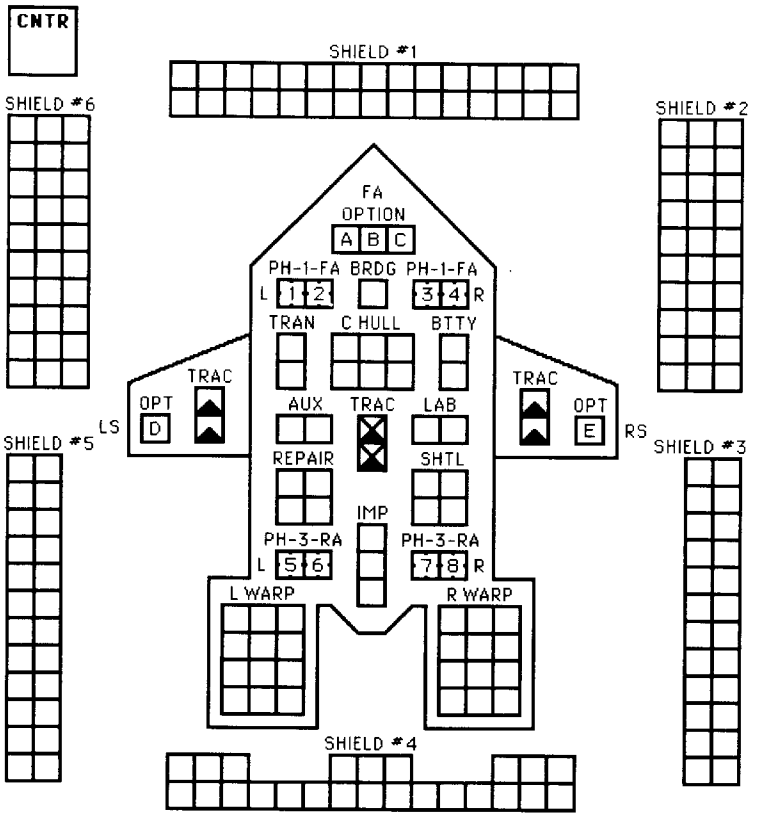
HIT & RUN CLOAK
☐ IF INSTALLED

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+



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



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

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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

ORION BRIGAND INTERCEPTOR SQUADRON

CREW	BP
1	
2	
3	
4	
5	
6	

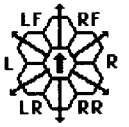
AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+

NIMBLE SHIPS

INT DATA TABLE		
TYPE	=	BRG
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
CLOAK COST	=	3/1
REFERENCE	=	R8.PF0
CLOAK BPV	=	+5
STEALTH = +2 ECM		

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0



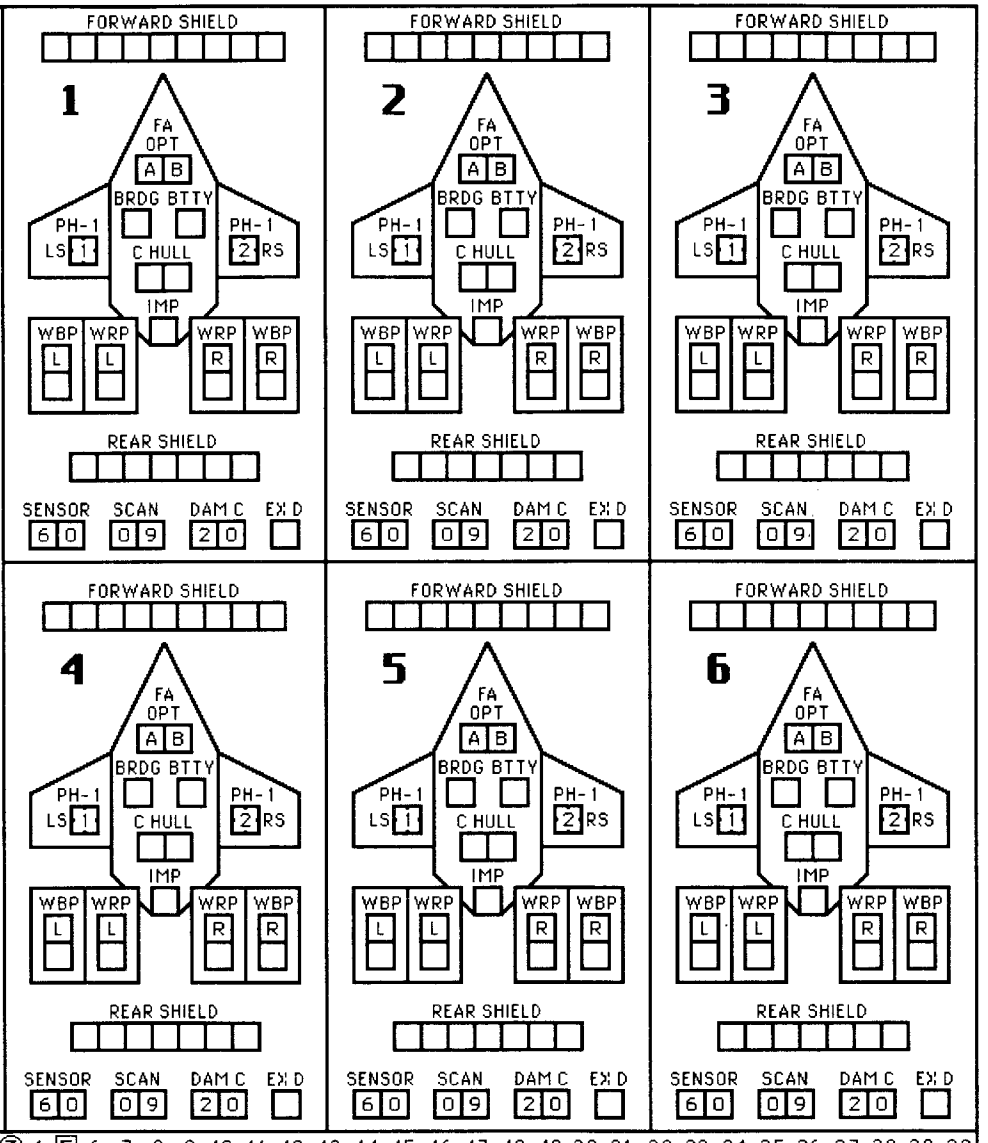
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

INSERT OPTIONAL WEAPONS.
SEE (R8.PF0) FOR SOME LIMITATIONS
ON WEAPONS WHICH CAN BE PLACED IN
THE OPTION MOUNTS AND THEIR MAXIMUM
RANGES. SEE ALSO (G15.4).



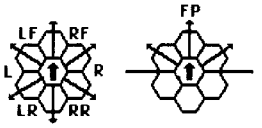
WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
[5] = HET COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

ORION BUCCANEER PF FLOTILLA

PF	CREW				BP
L-1					
2					
3					
S-4					
5					
6					

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE



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

PF DATA TABLE		
TYPE	=	BUC
POINT VALUE	=	20/36
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
CLOAK COST	=	4/2
REFERENCE	=	R8.PF1
LEADER BPV	=	40/50
SCOUT BPV	=	100/50
SHIELD REFIT	=	+4
CLOAK BPV	=	+6
STEALTH = +2 ECM		

AA TURN MODE	SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

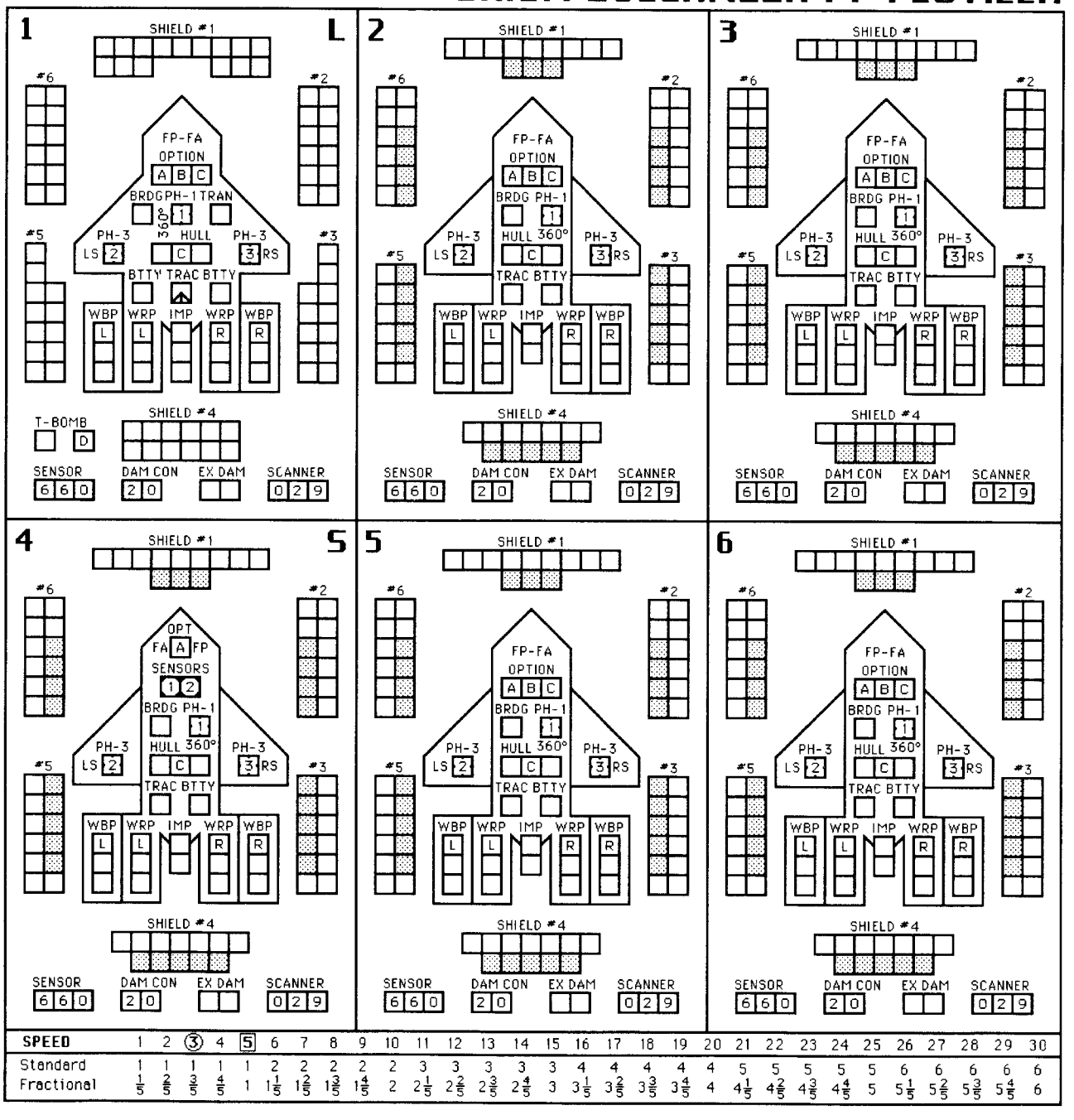
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

(3) = EM COST
[5] = HET COST

INSERT OPTIONAL WEAPONS.
SEE (R8.PF0) FOR SOME LIMITATIONS
ON WEAPONS WHICH CAN BE PLACED IN
THE OPTION MOUNTS AND THEIR MAXIMUM
RANGES. SEE ALSO (G15.4).



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	4	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

HYDRAN PEGASUS PF TENDER

CREW UNITS — 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES — 6

TRANSPORTER BOMBS — D D D D

PROBES — 5

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	78/40
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.12

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

PH-2 1 2 FA

SEN 1 BRIDGE SEN 2

LAB PROBE TRAN

C HULL

AUX EMER

REP APR APR REP

TRAC TRAC

BTTY BTTY

PH-G 3 LS APR PH-G 4 RS

SHTL SHTL

IMPULSE

L WARP R WARP

REPAIR

TRAC PH-2 5 360°

C WARP

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

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

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

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.

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.

STINGER-F
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 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

HYDRAN NEW PF TENDER

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

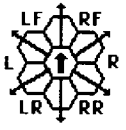
				5

SHIP DATA TABLE

TYPE	=	NPF
POINT VALUE	=	118/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.37

TYPE II PHASER TABLE

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



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

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

CNTR

SENSOR

6	
6	
5	
3	
1	
0	

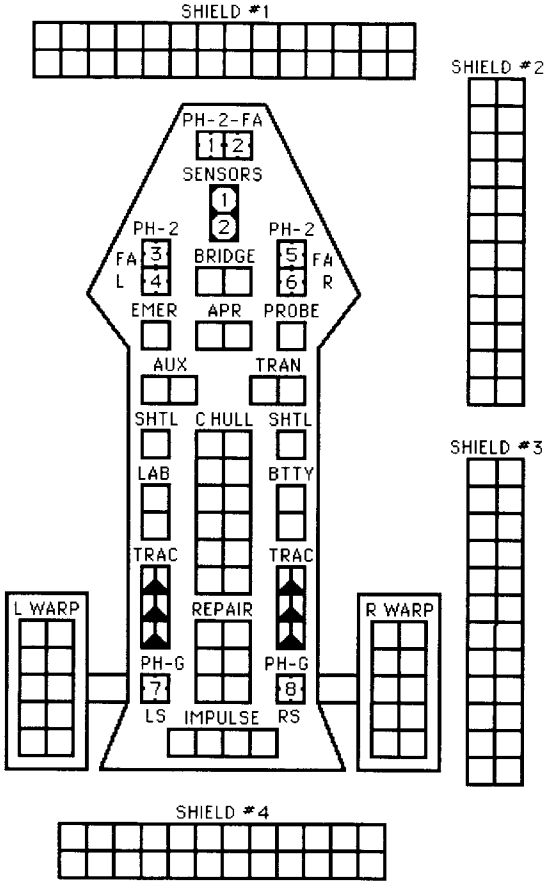
SCANNER

0	
0	
1	
3	
5	
9	

DAM CON

4	
2	
2	
2	
0	

EX DAM



SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

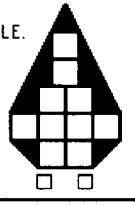
TYPE III DEFENSE PHASER

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

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.

STINGER-F
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 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

HYDRAN HARBINGER INTERCEPTOR SQUADRON

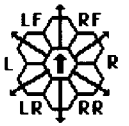
CREW	BP
1	
2	
3	
4	
5	
6	

AA TURN MODE	SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R9.PF0

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



FA = LF + RF
FX = L + LF + RF + R
PH-2 = FX

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

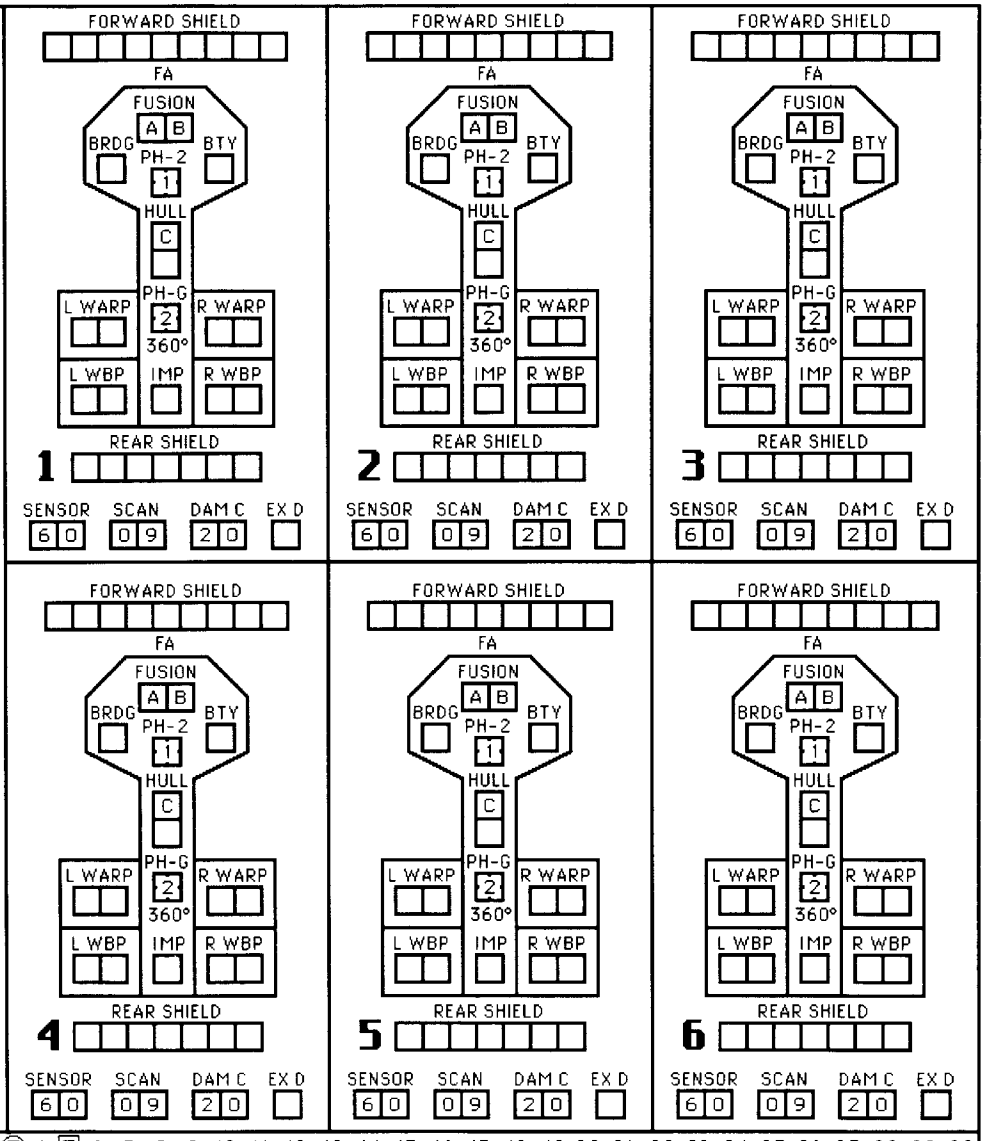
	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

FUSION BEAM 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

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



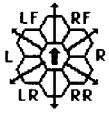
WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

HYDRAN HARRIER PF FLOTILLA

PF CREW				BP
L-1				
2				
3				
S-4				
5				
6				

FA = LF + RF
FX = L + LF + RF + R

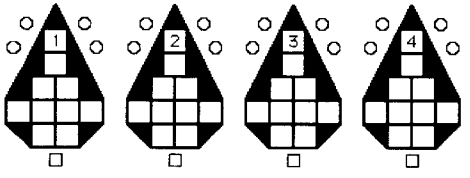


AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

PF DATA TABLE	
TYPE	= HAR
POINT VALUE	= 20/37
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R9.PF1
LEADER BPV	= 40/50
VALKYRIE BPV	= 18/28
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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

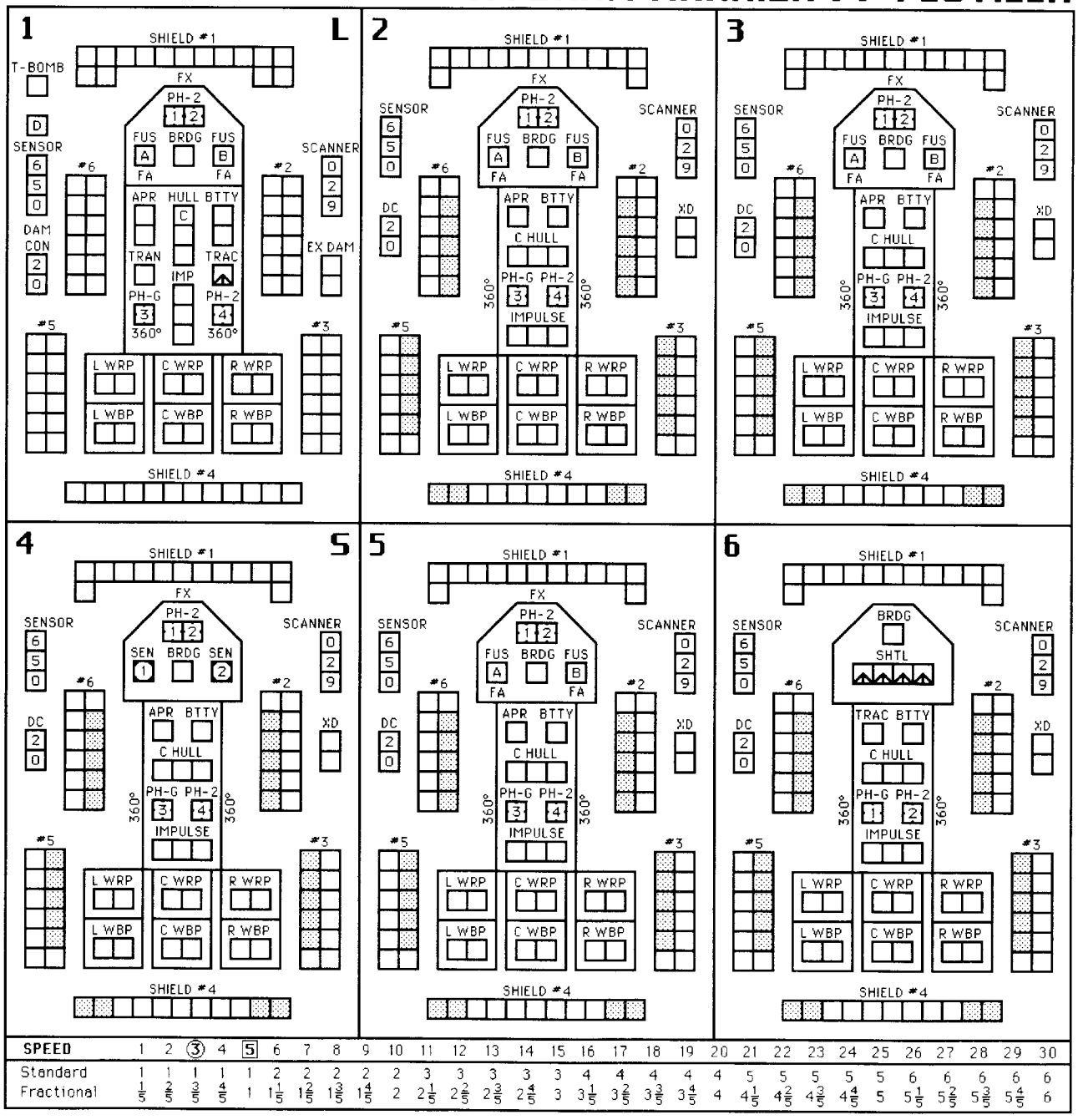
③ = EM COST
5 = HET COST

FUSION BEAM 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

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

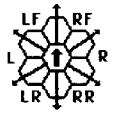


SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

HYDRAN HELLION PF FLOTILLA

PF	CREW			BP
L-1				
2				
3				
S-4				
5				
6				

FA = LF + RF
FX = L + LF + RF + R



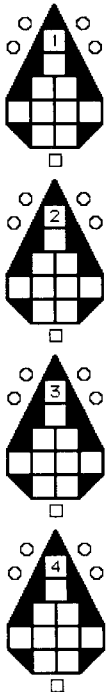
AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

PF DATA TABLE	
TYPE	= HEL
POINT VALUE	= 24/42
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R9.PF2
LEADER BPV	= 40/50
VALKYRIE BPV	= 18/28
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



HELLBORE COMBAT TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10
O/L DAMAGE	30	25	22	19	0

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

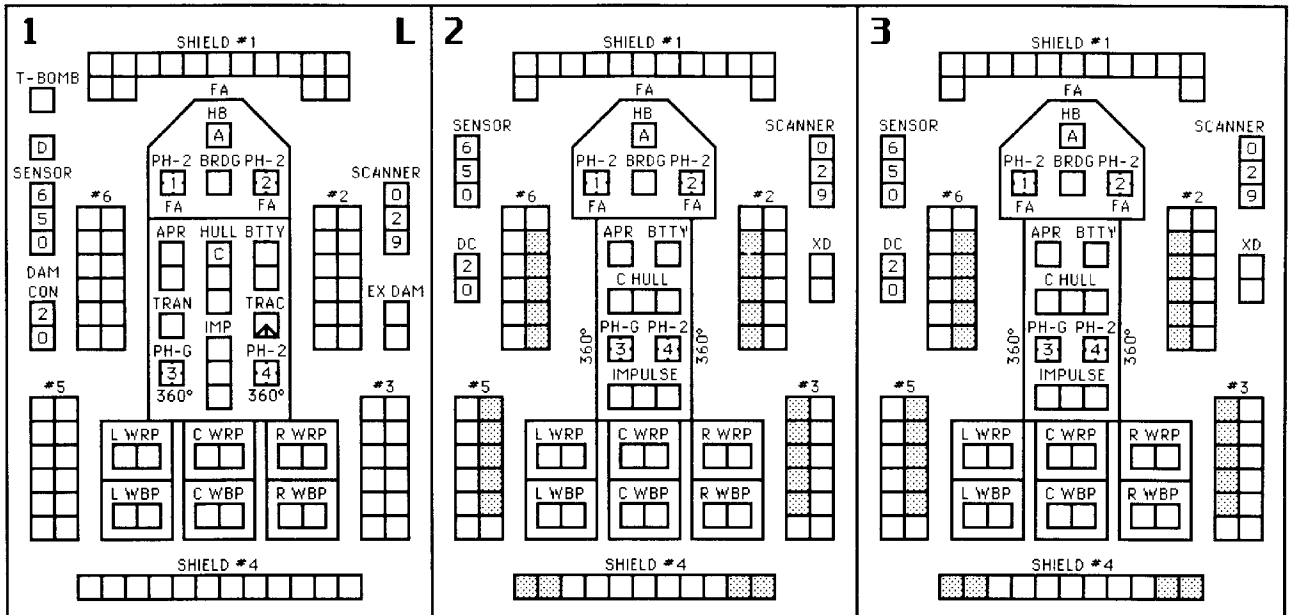
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FUSION BEAM 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

③ = EM COST
5 = HET COST

CNTR	HET	BD
1		
2		
3		
4		
5		
6		



SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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

HYDRAN HOWLER PF FLOTILLA

PF CREW				BP
L-1				
2				
3				
S-4				
5				
6				

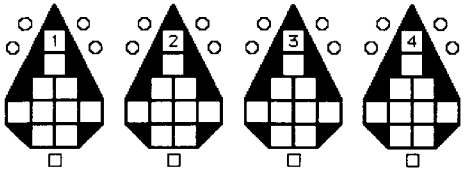
FA = LF + RF
FX = L + LF + RF + R

AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

PF DATA TABLE	
TYPE	= HDW
POINT VALUE	= 20/37
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R9.PF3
LEADER BPV	= 40/50
VALKYRIE BPV	= 18/28
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

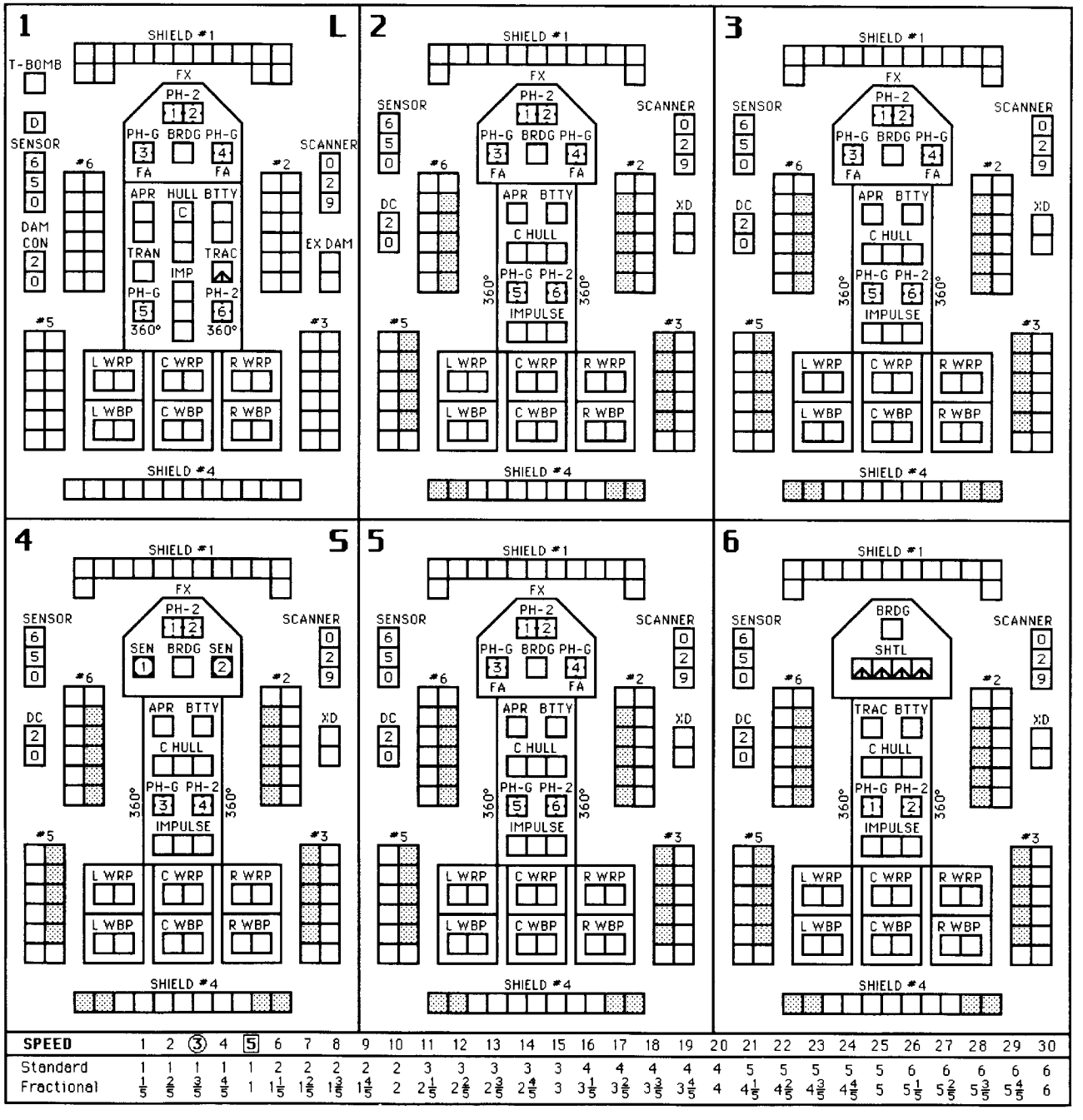
TYPE III DEFENSE PHASER

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

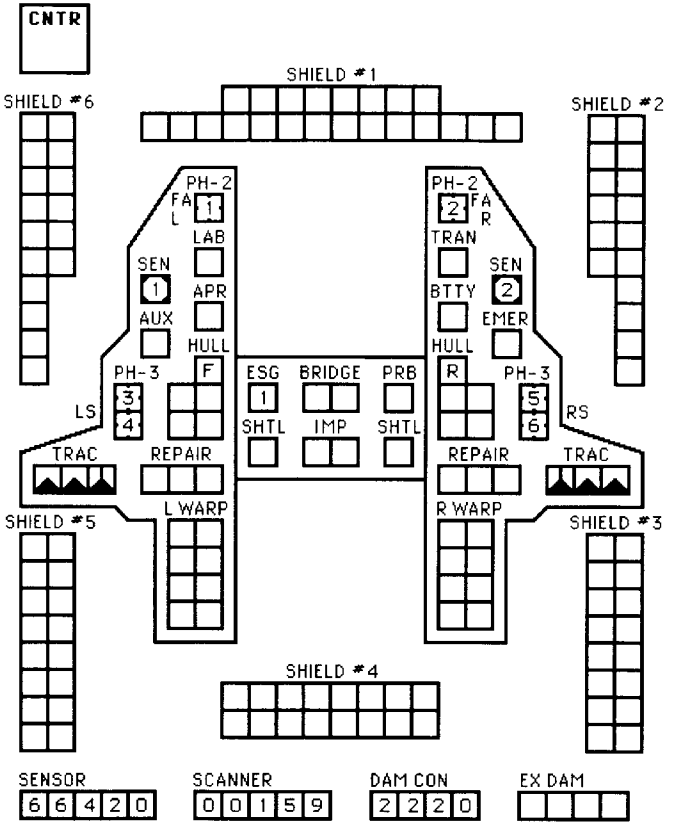
FUSION BEAM TABLE

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



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

LYRAN PF TENDER



CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	82/52
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.10

TYPE II PHASER TABLE

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

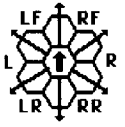
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

LYRAN WAR PF TENDER

CREW UNITS

		*					10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	PFW
POINT VALUE	=	132/102
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.28
POWER PACK	=	+9

CNTR

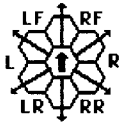
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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



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

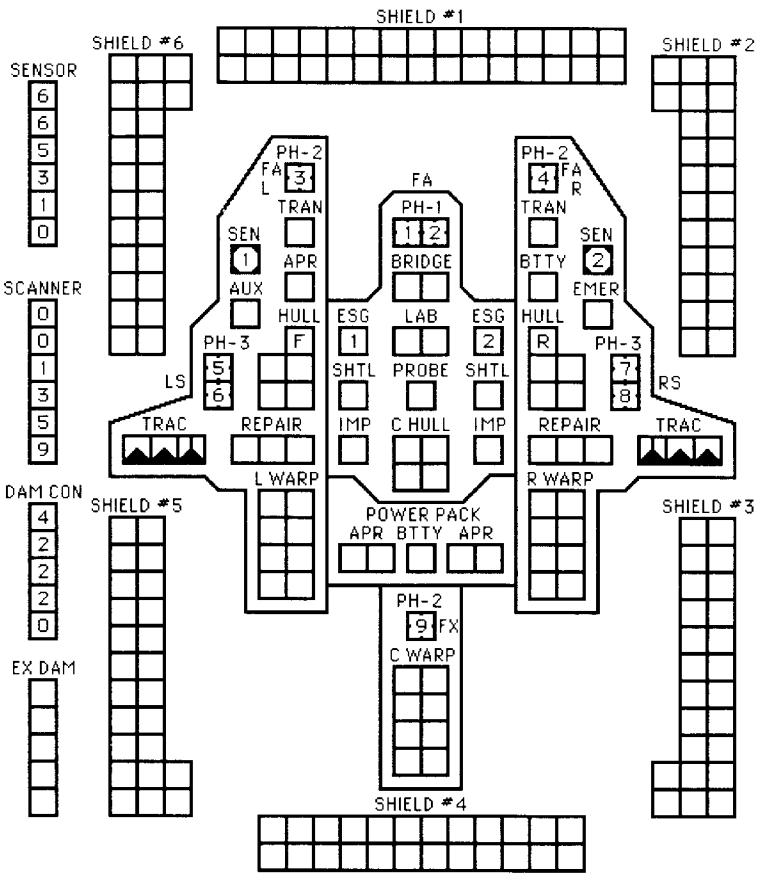
SCOUT FUNCTIONS SUMMARY

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.

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 LYNX INTERCEPTOR SQUADRON

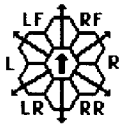
CREW	BP
1	
2	
3	
4	
5	
6	

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R11.PF0

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



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

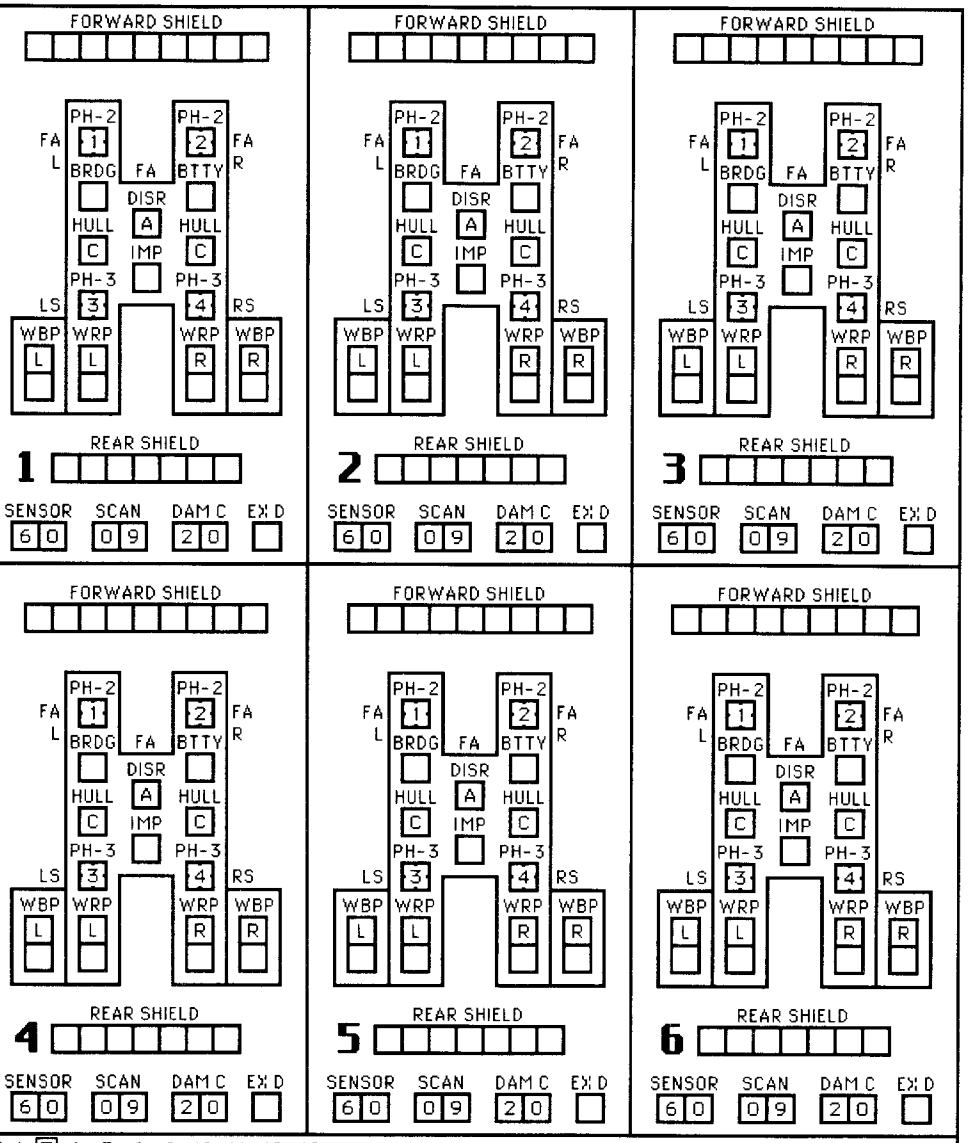
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0



WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

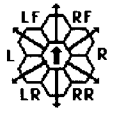
SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

LYRAN BOBCAT PF FLOTILLA

PF	CREW				BP
L-1					
2					
3					
S-4					
5					
6					

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

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



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

PF DATA TABLE	
TYPE	= BOB-A
POINT VALUE	= 20/37
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R11.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

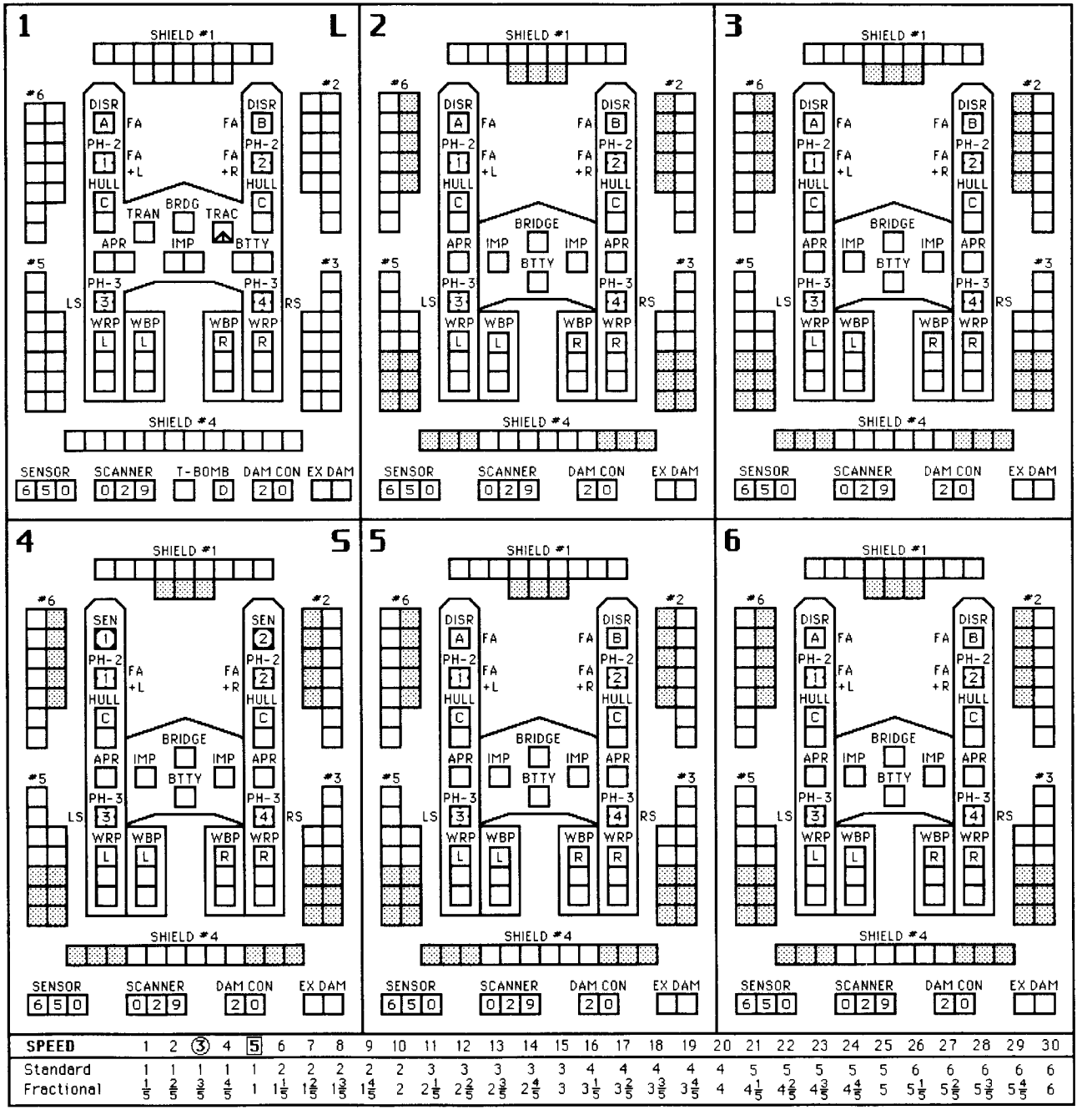
TYPE III DEFENSE PHASER

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

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
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



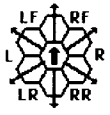
SPEED	1	2	(3)	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

LYRAN BOBCAT-P PF FLOTILLA

PF CREW				BP
L-1				
2				
3				
S-4				
5				
6				

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

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE



AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

PF DATA TABLE	
TYPE	= BOB-P
POINT VALUE	= 20/30
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R11.PF3
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

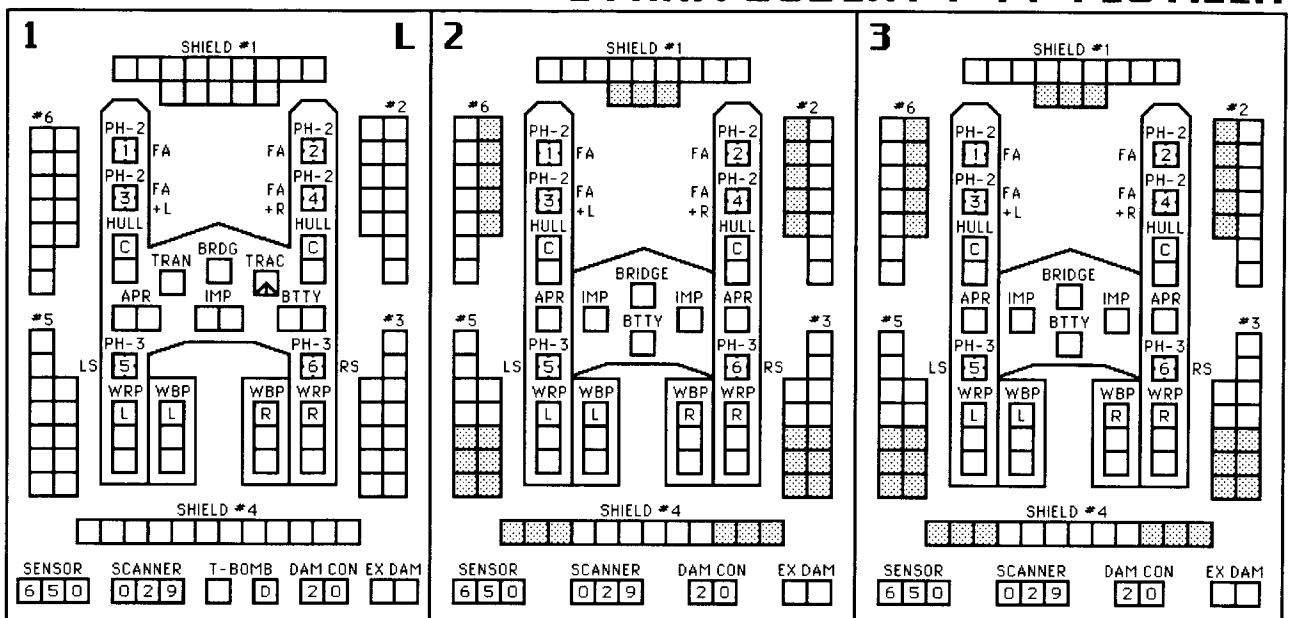
TYPE III DEFENSE PHASER

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

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
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



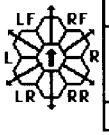
SPEED	1	2	(3)	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

LYRAN BOBCAT PF FLOTILLA WITH Fi-Cons

PF	CREW				BP
L-1					
2					
3					
S-4					
5					
6					

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

Z-Y FIGHTERS
2 xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

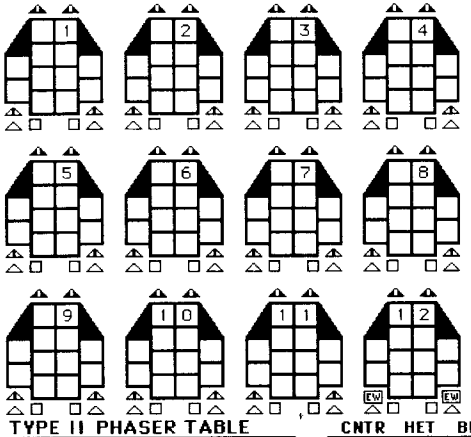


ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

PF DATA TABLE

TYPE	= BOB-A
POINT VALUE	= 20/37
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R11.PF1
LEADER BPV	= 40/50
FI-CON BPV	= 20/25
SCOUT BPV	= 100/50
SHIELD REFIT	= +5



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

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

③ = EM COST
5 = HET COST

TYPE III DEFENSE PHASER

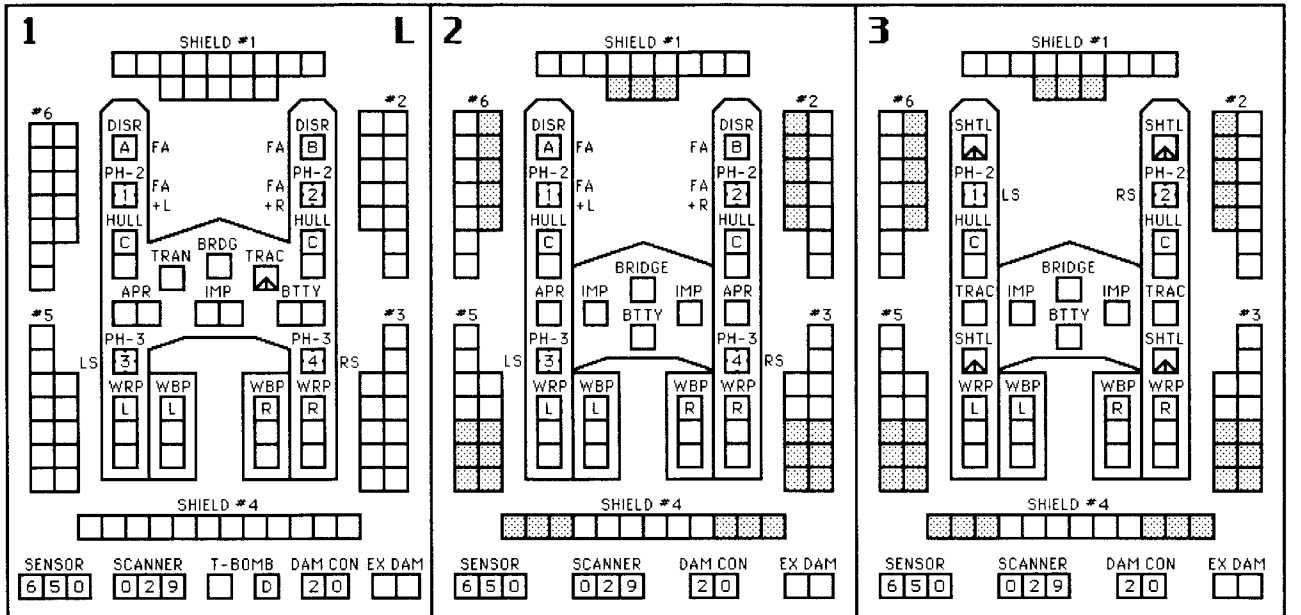
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+

NIMBLE SHIPS

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
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



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

WYN SMALL AUXILIARY PF TENDER

CREW UNITS

									10
			*						20

BOARDING PARTIES: 2

ADMINISTRATIVE SHUTTLES

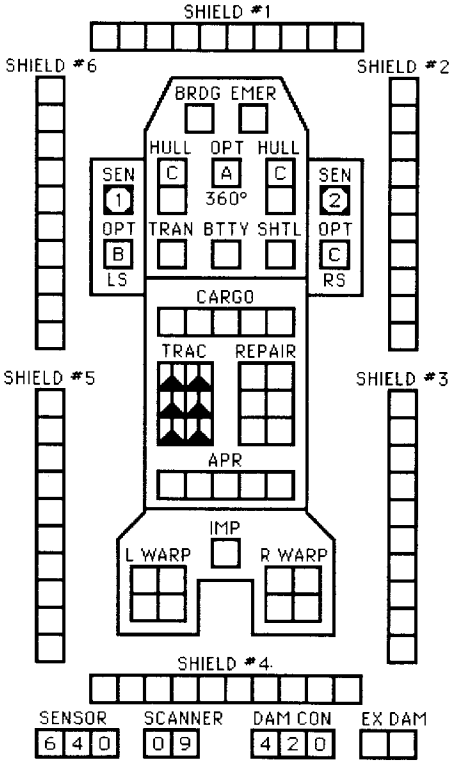
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.8

CNTR



INSERT OPTIONAL WEAPON

OPTIONAL WEAPON "A" MUST BE A PHASER

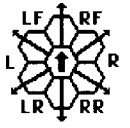
TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD	5	21-27
	6	28+

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. MAXIMUM ACCELERATION = 10 SEE (R12.1E)

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



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

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

INSERT OPTIONAL WEAPON.
SEE (G15.43) FOR SIDE MOUNTS.
SEE (G15.442) FOR SELECTION RESTRICTIONS.

INSERT OPTIONAL WEAPON.
SEE (G15.43) FOR SIDE MOUNTS.
SEE (G15.442) FOR SELECTION RESTRICTIONS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CREW UNITS

			*						10
									20
									30
									40

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	AXSCS
POINT VALUE	=	150/90
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.13

CNTR

WYN AUXILIARY SPACE CONTROL SHIP

BOARDING PARTIES 4

PROBES 5

TRANSPORTER BOMBS D D D D

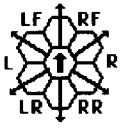
TYPE I OR TYPE II PHASER TABLE

INSERT CORRECT PHASER TABLE.
WEAPONS A-B-C MUST BE PHASERS.

TURN MODE	SPEED
D	
NO HET BONUS	1 2-4
	2 5-8
	3 9-12
	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



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

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

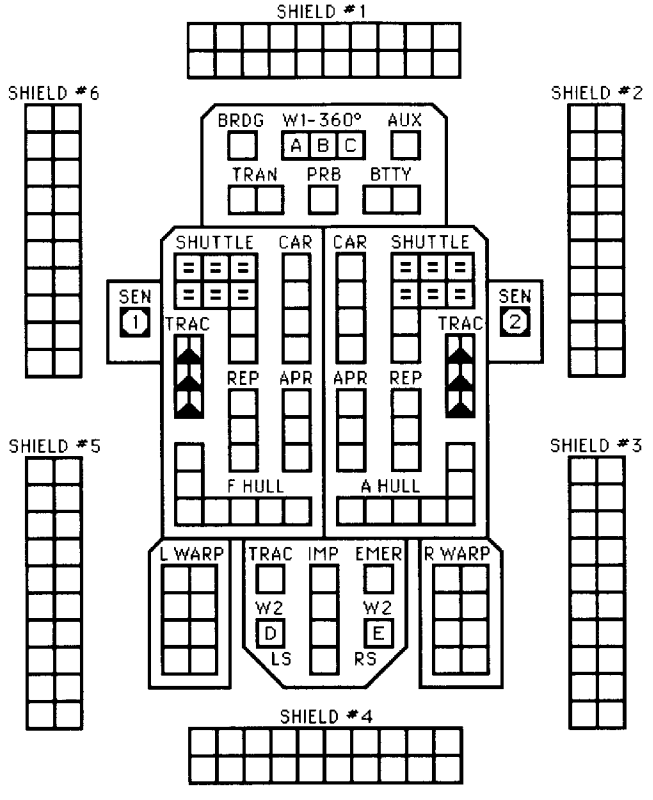
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

INSERT OPTIONAL WEAPON.
SEE (G15.442) FOR SELECTION RESTRICTIONS.

WEAPONS D AND E MUST BE SELECTED FROM THOSE LISTED IN (R12.13).

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. MAXIMUM ACCELERATION = 10 SEE (R12.1E)



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

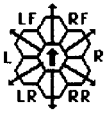
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN FREEDOM FIGHTER PF FLOTILLA

PF	CREW				BP
L-1					
2					
3					
S-4					
5					
6					

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



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

Ⓒ = EM COST
[5] = HET COST

DRONE RACKS						
1	1					A
	2					A
2	1					A
	2					A
3	1					A
	2					A
4	1					A
	2					A
5	1					A
	2					A
6	1					A
	2					A

PF DATA TABLE	
TYPE	= PF
POINT VALUE	= 20/37
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R12.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +3

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

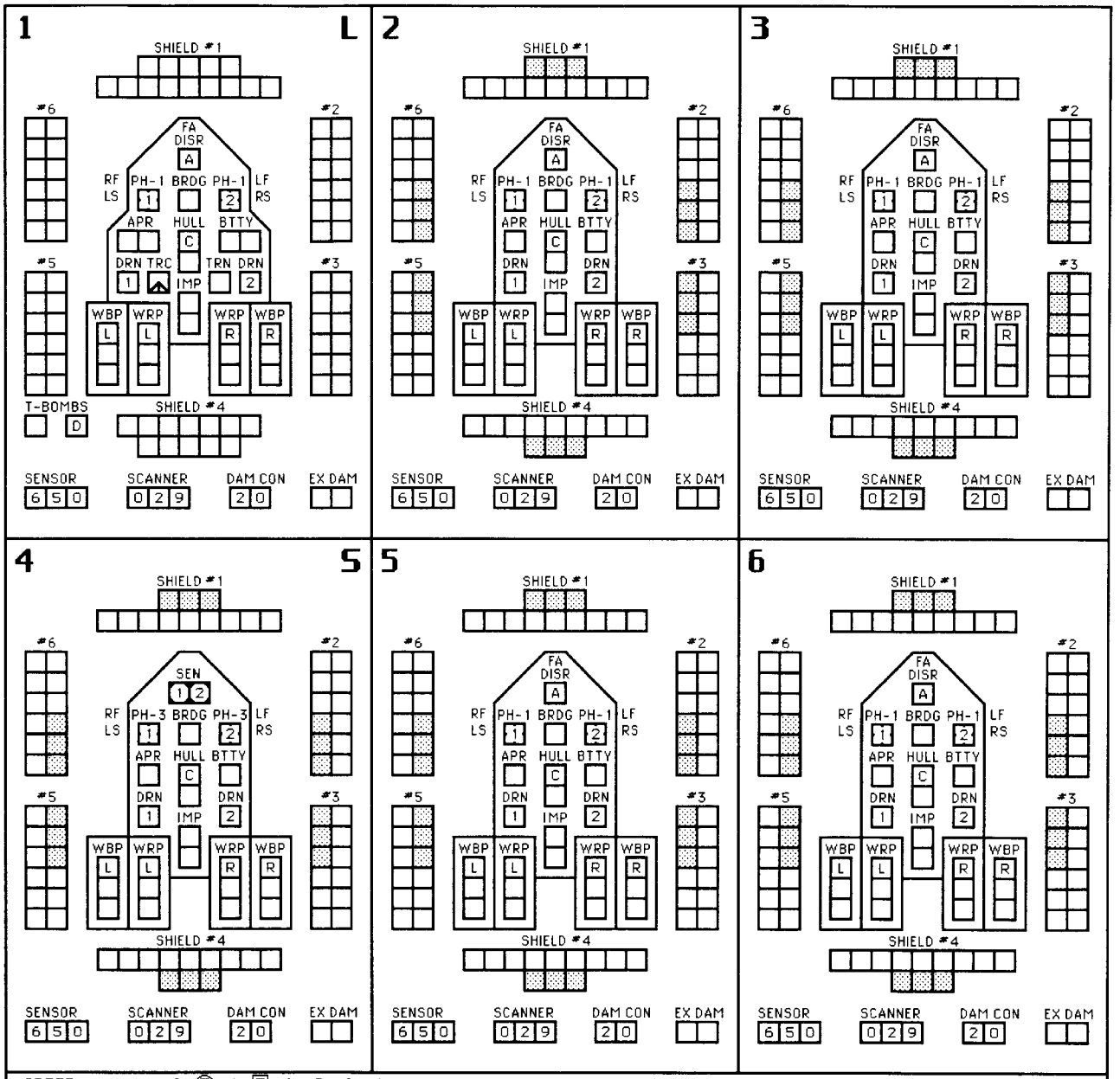
TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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
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



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

WYN MIXED INTERCEPTOR SQUADRON

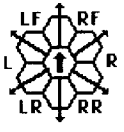
CREW	BP
1	
2	
3	
4	
5	
6	

AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+

NIMBLE SHIPS

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R12.PF0

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



	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

DRONE RACKS

1	1					A
	2					A
3	1					A
4	1					A
	2					A
6	1					A

TYPE II PHASER TABLE

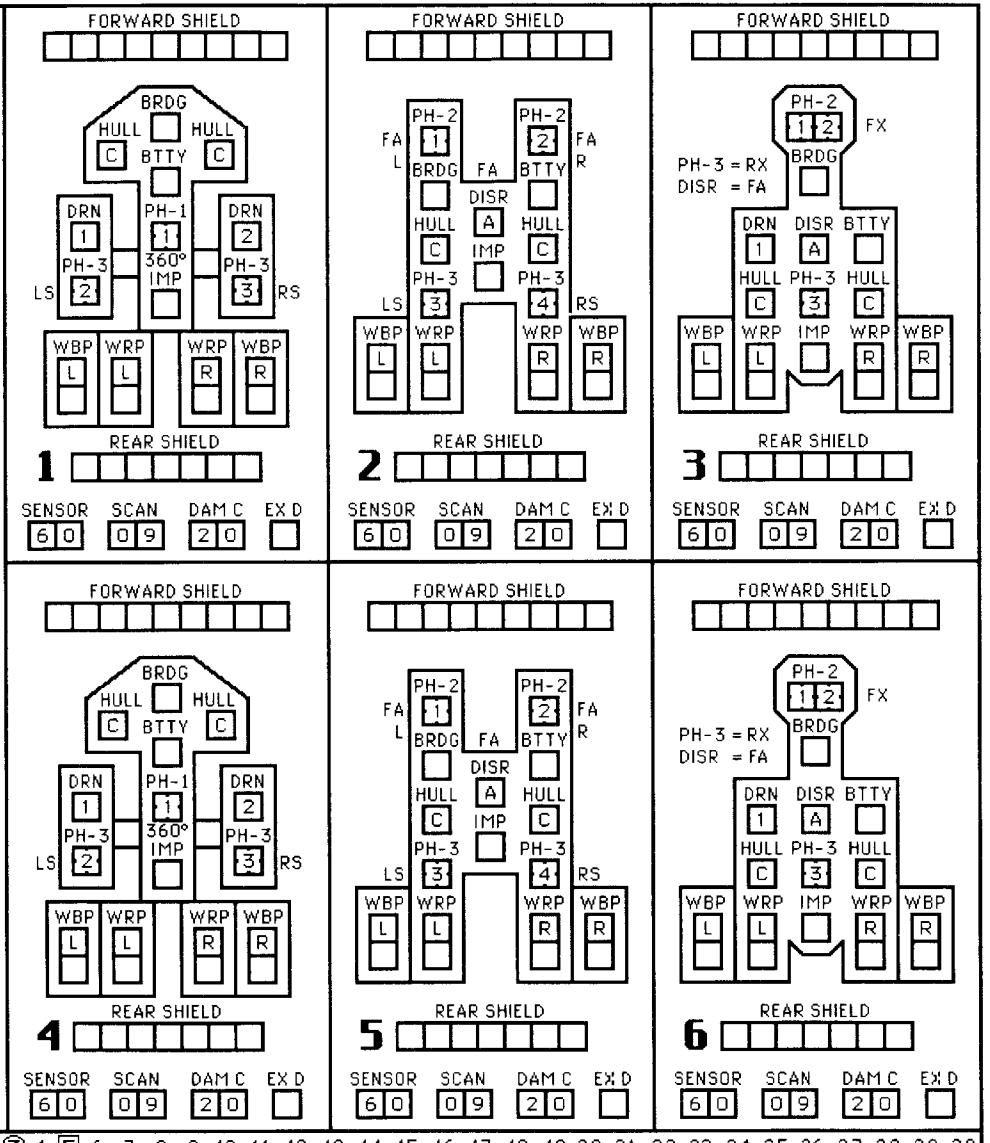
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

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

DISRUPTOR TABLE

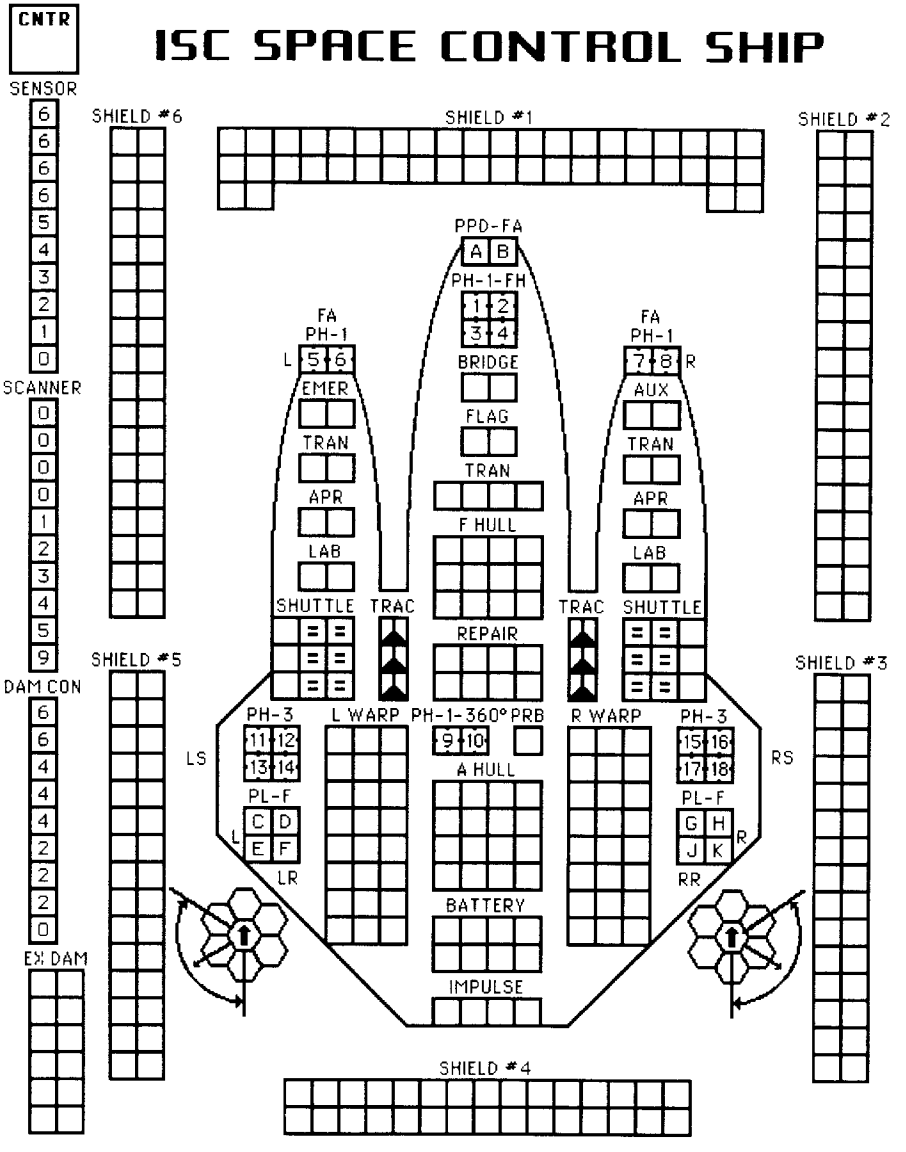
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0



WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

ISC SPACE CONTROL SHIP



CREW UNITS

		✱					10
							20
							30
							40
							50
							60
							70

BOARDING PARTIES

							10
							20

DECK CREWS

							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS [ ] [D][D][D][D][D][D]

PROBES [ ] [ ] [ ] [5]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE III DEFENSE PHASER

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

SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	248
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.4

PLASMA TORPEDO WARHEAD STRENGTH 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

PLASMATIC PULSAR DEVICE COMBAT TABLE

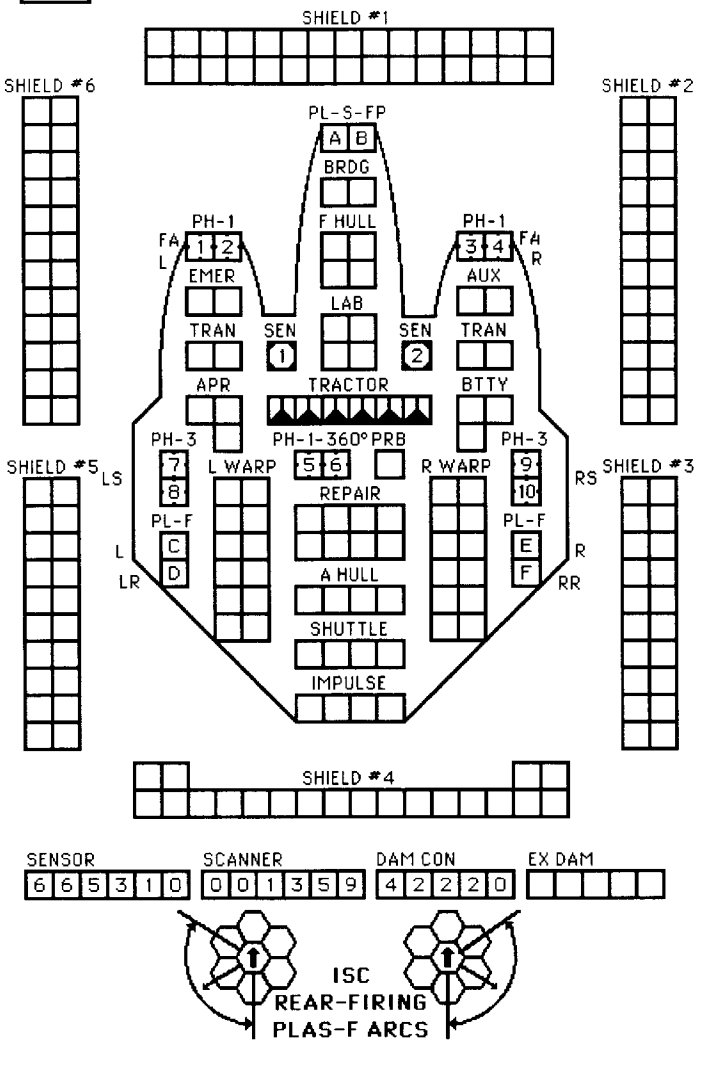
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

ISC PF TENDER

CNTR



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

ISC REAR-FIRING PLAS-F ARCS

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

								10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	160/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.15

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

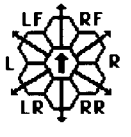
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

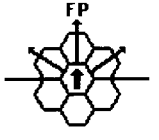
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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
BOLT	1-4	1-3	1-2						1		

PSEUDO-PLASMA TORPEDOES

A S B S





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

ISC INTERCEPTOR SQUADRON

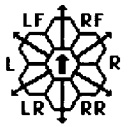
CREW	BP
1	
2	
3	
4	
5	
6	

AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

INT DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R13.PF0

TYPE I OFFENSIVE PHASER TABLE

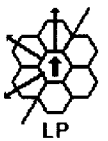
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

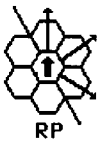


LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

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



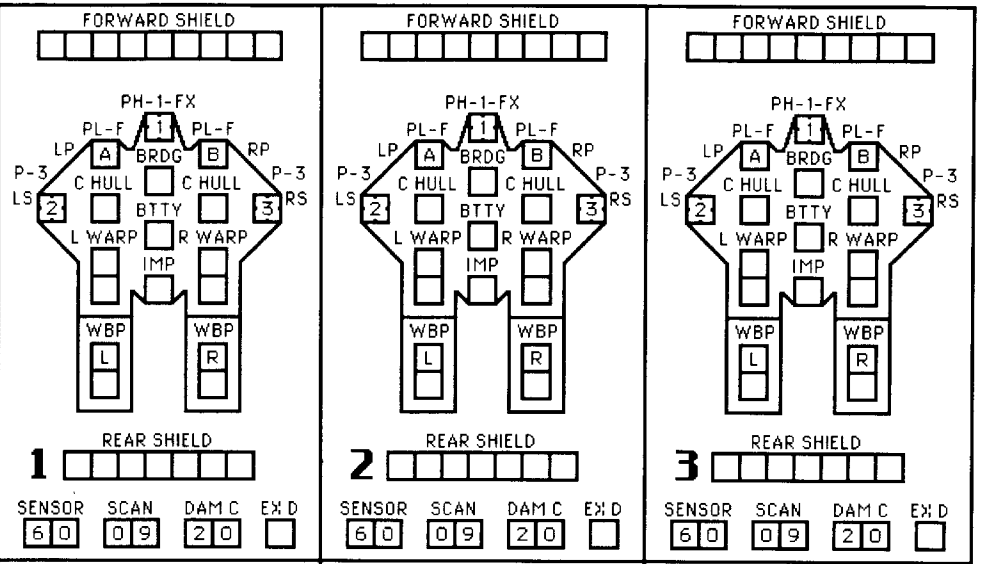


NOTE: NO PPTs.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			



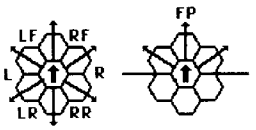
WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5
Fractional	1/6	1/3	1/2	2/3	5/6	1	1 1/6	1 1/3	1 1/2	1 2/3	1 5/6	2	2 1/6	2 1/3	2 1/2	2 2/3	2 5/6	3	3 1/6	3 1/3	3 1/2	3 2/3	3 5/6	4	4 1/6	4 1/3	4 1/2	4 2/3	4 5/6	5

ISC PF FLOTILLA

PF CREW				BP
L-1				
2				
3				
S-4				
5				
6				

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE

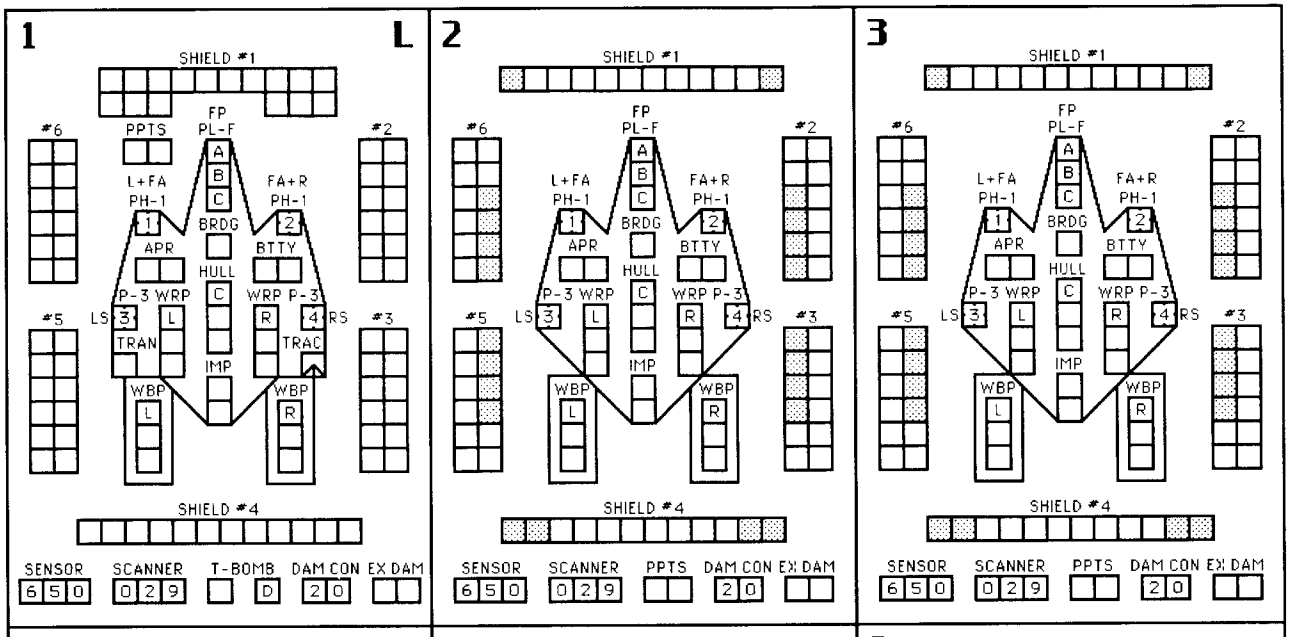


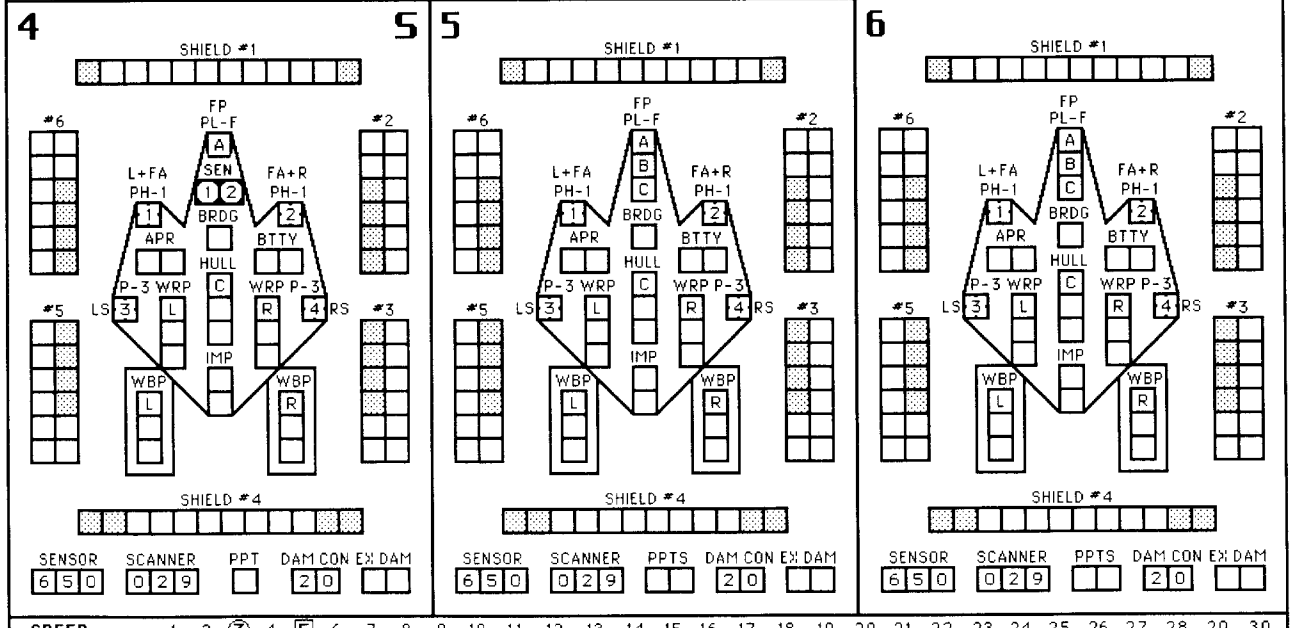
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

PF DATA TABLE	
TYPE	= PF
POINT VALUE	= 23/40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R13.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +4





TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

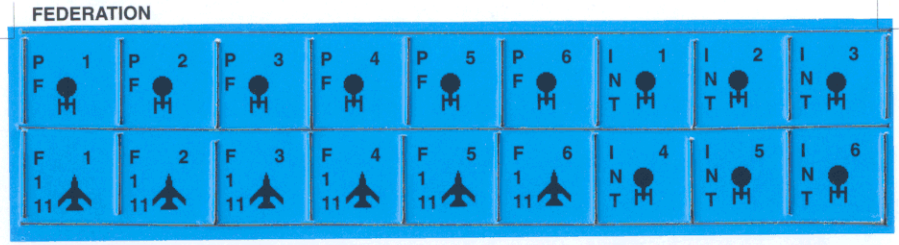
③ = EM COST
5 = HET COST

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

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

FEDERATION



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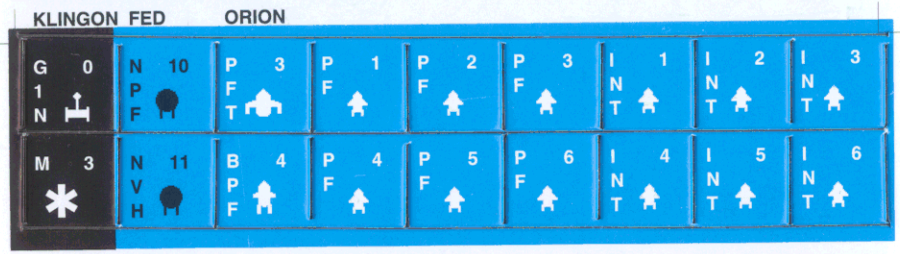

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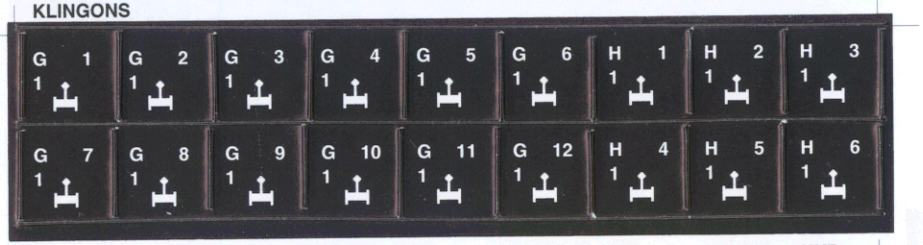
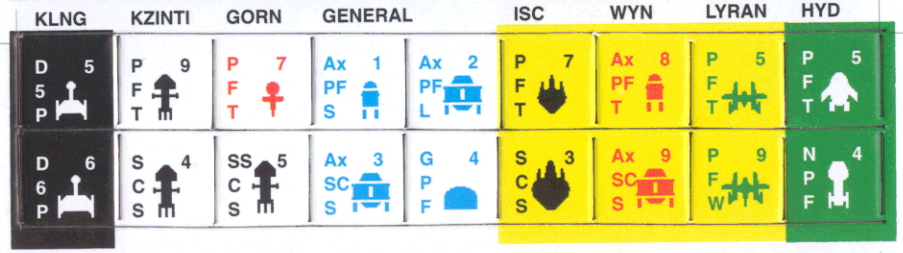
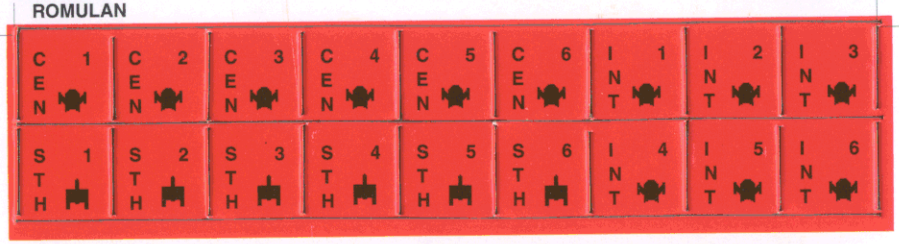


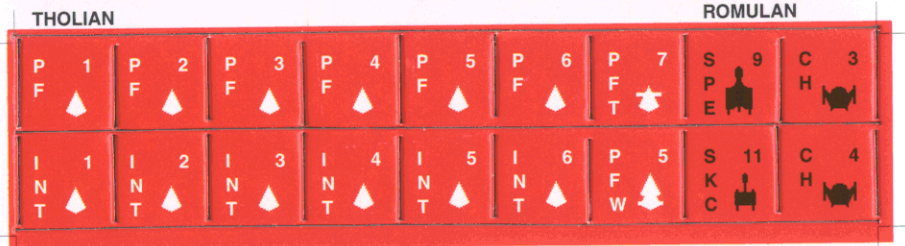
KLNG KZINTI GORN GENERAL ISC WYN LYRAN HYD



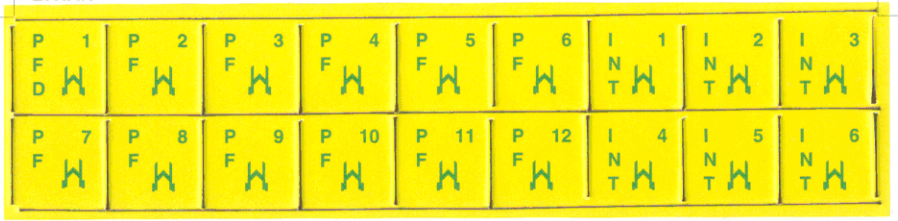
ROMULAN



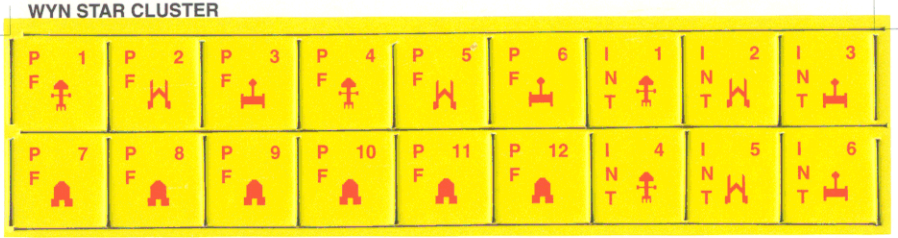
THOLIAN ROMULAN



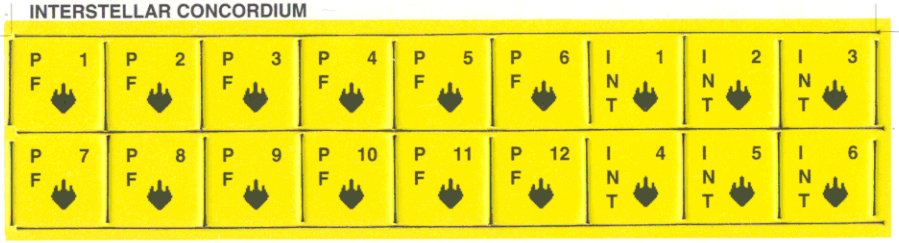
LYRAN



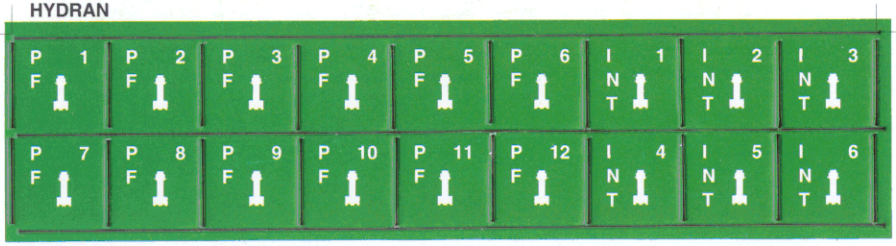
WYN STAR CLUSTER



INTERSTELLAR CONCORDIUM



HYDRAN



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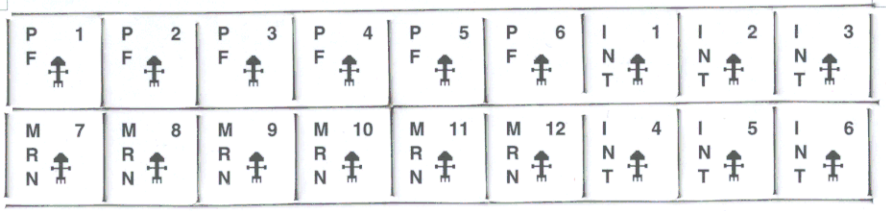

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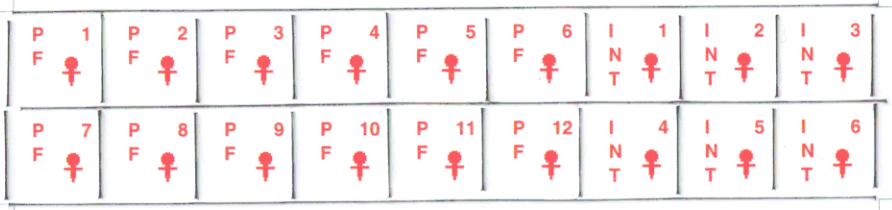
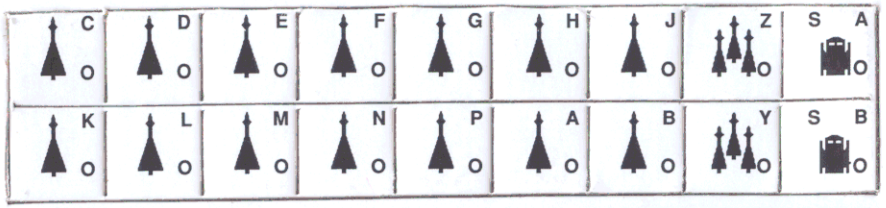


STAR FLEET BATTLES — AMMUNITION COUNTER SHEET
KZINTI



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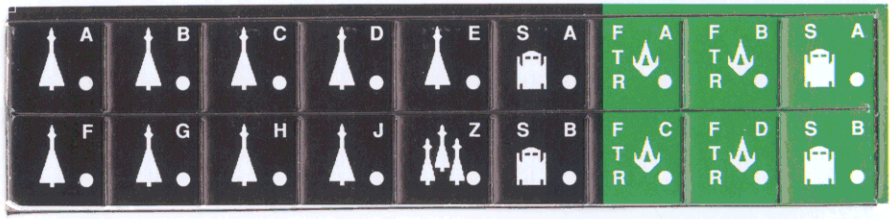
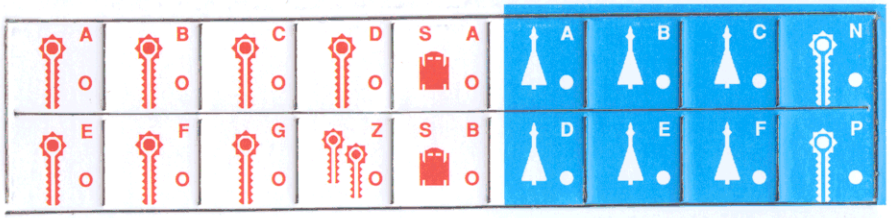
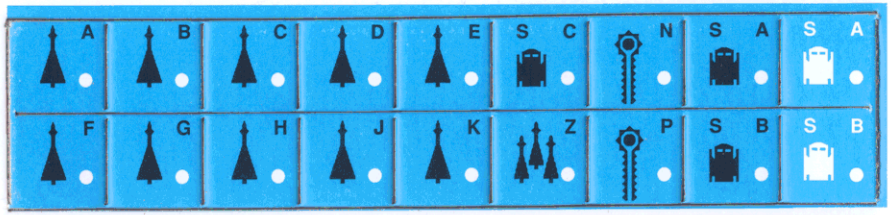


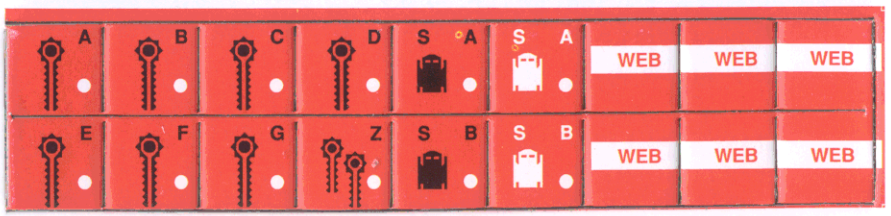
GORN ORION



FEDERATION ORION



ROMULAN THOLIAN



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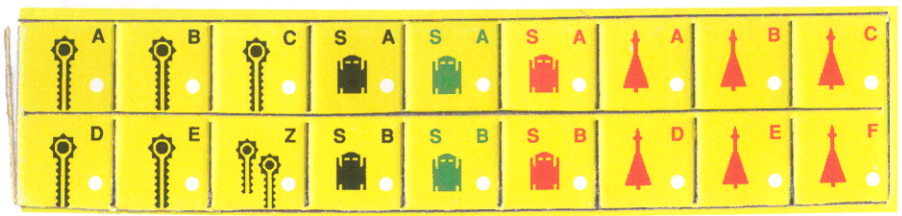
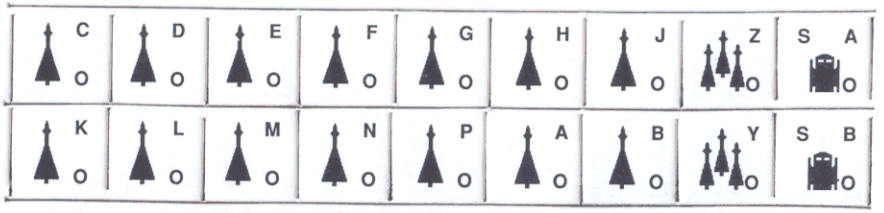


STAR FLEET BATTLES — AMMUNITION COUNTER SHEET
KZINTI



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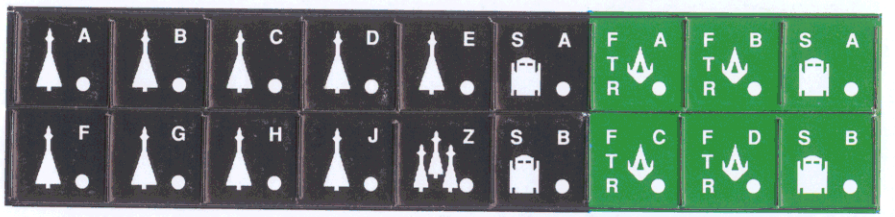

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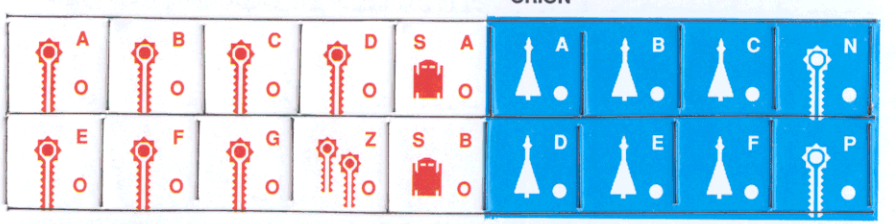

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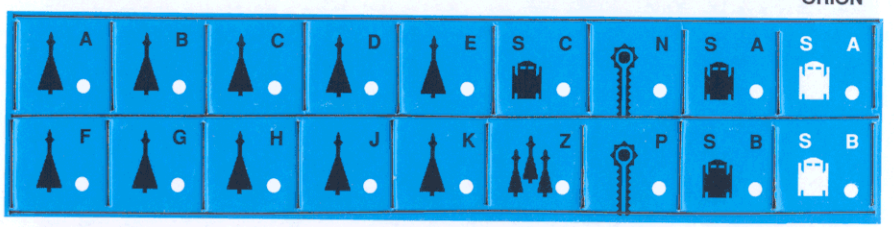
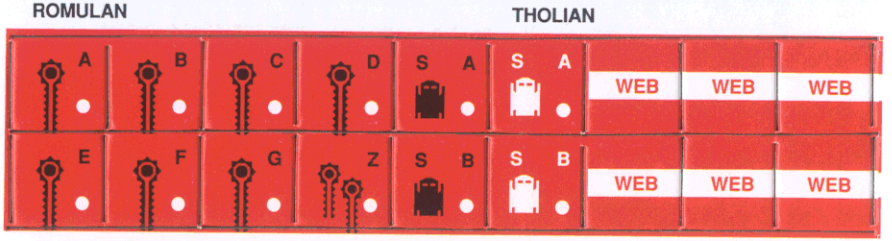


ROMULAN THOLIAN



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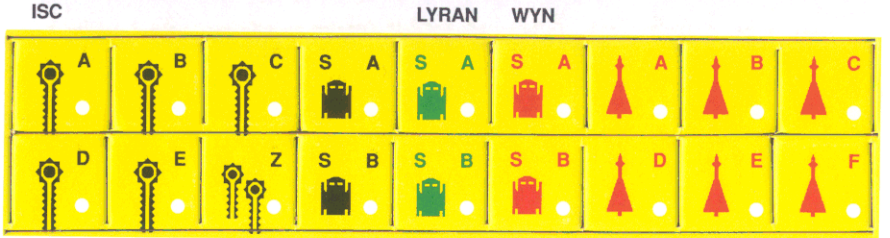
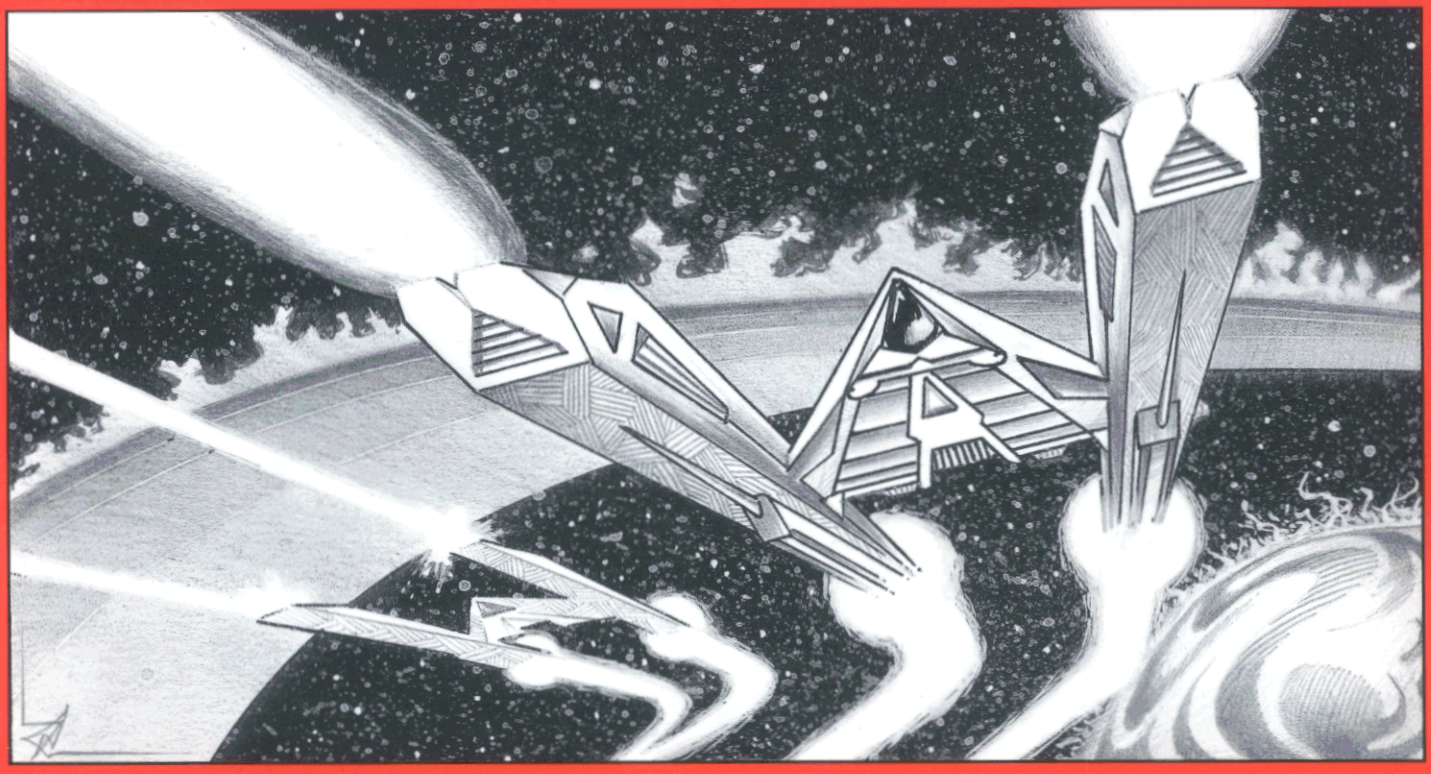


CAPTAIN'S MODULE K: FAST PATROL SHIPS



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