

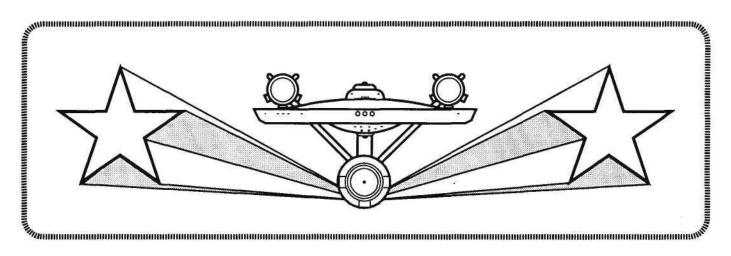
# MODULE RA











### **CAPTAIN'S MODULE R4**

#### NEW SHIPS FOR ROMULANS – GORNS – THOLIANS – INTERSTELLAR CONCORDIUM

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#### (Z17.0) NOTES ON MODULE R4

#### (Z17.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE R4 is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set. To use the Interstellar Concordium, you must have Module C2. To use some of the material in this product, you must also have Advanced Missions.

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

A complete copy of Module R3 includes:

32-page rulebook (this book) 80-page SSD book two sheets of ship counters (108 each)

#### (Z17.2) DESIGNER'S NOTES

When the Captain's Edition was first organized, the R-Modules were created as a combination of the Volume III ship sections and the Reinforcements products from the older Commander's Edition. The 12 races were divided between three modules (R2-R4), with the "generic" ships and bases put into Module R1.

#### (Z17.3) DESIGN CREDITS

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STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R4 was created by Amarillo Design Bureau and published by:

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When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2–3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log. All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

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#### (Z17.6) SUBMISSIONS OF NEW MATERIAL

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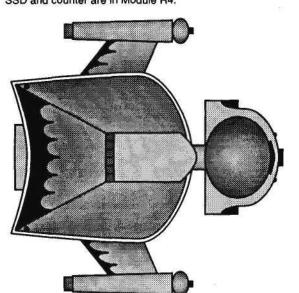
#### (R4.0) ROMULAN STAR EMPIRE

#### ROMULAN WARSHIPS AND VARIANTS

(R4.44) ROMULAN OPTIMIZED CONDOR (ROC): The Condor-class dreadnought *Senator* was badly damaged in fighting during Y179. It was assigned to the shipyard at Romulus for conversion to this "optimized" design. Delayed to add PF facilities, it was not completed in time to repel Operation Remus in Y181. By the time that battle was over, the ROC design was supplanted by the Phoenix; *Senator* was to remain as the only ROC, finally being destroyed in a battle with the ISC in Y187.

Only the two rear mech-links are repair capable, a clear design flaw. The ship operated both Centurions and StarHawks at various times, and in one instance recovered some PFs of each type after a disastrous battle and briefly operated a casual mixed flotilla.

The ROC was designed by Jeff Smith. SSD and counter are in Module R4.



(R4.45) CONDOR-V HEAVY CARRIER (CNV): Heavy CVA-class ships built before PFs came into use, the Condor-Vs were converted from the last two Condors during construction. (The official Federation reporting name of "California Condor" never entered general use, Condor-V being more popular.)

The ships have two shuttle bays; each bay has three admin shuttles, six assault (plasma–F) fighters, and six superiority fighters. One or two admin shuttles (total) could be replaced by MRSs. Each of the bays has a large door able to operate one shuttle per impulse. Transfers by (J1.59) are possible.

The Condor-Vs were refitted in several stages over the course of the war.

- Y175: First Condor-V built with S-torps as standard equipment.
- Y176: First Condor-V refitted and second built as CNV+ (plus refit shown on SSD).
- Y184: Condor-Vs converted to Phoenix (R4.49).

Year	Escorts	Fighters
Y175-79	SPM, 2xSKEA	12xG-II, 12xG-SF
Y180+	SPM, 2xSKEA	12xG-III, 12xG-FSF

SSD and counter are in Module R4.

(R4.46) BATTLE HAWK DESTROYER (BH): Like the Snipe and Warbird, the Battle Hawk is an Old Series ship. The original Hawk class was built in competition with the Warbird, but the Romulans evidently preferred the latter ship as they produced several times more Warbirds than Hawks.

When warp technology became available, the Romulans converted some Hawks to Battle Hawks along with the first Warbird/War Eagle conversions. After a short time, it was decided to standardize on the War Eagle and the remaining Hawks were converted to



War Hawk light carriers (which in turn were converted to ChickenHawk PF tenders a decade later) or Pelican minesweepers. The plasma-G torpedoes cannot be upgraded or swiveled.

At the time it was originally built, the Hawk was classed as a "second-class cruiser." The Battle Hawk was treated as a destroyer in the warp era, although the classification of all old-series Romulan ships is somewhat tenuous. (They do not fit neatly into the traditional niches.)

The rear-phaser refit was added in Y172-4 for increased defense against Federation fighter-launched drones.

The BPV includes one NSM (M2.72).

SSD and counters are in Module R4.

Variants include the WarHawk light carrier (R4.7), Pelican Minesweeper (R4.8), ChickenHawk PF Tender (R4.13), and Battle Hawk-E Escort (R4.69).

(R4.47) HAWK+ IMPROVED SUBLIGHT DESTROYER: Prior to warp conversion, some older Hawk-class destroyers were given some advanced technology. Like the Snipe+, these were used only for local defense while awaiting their turn for conversion.

The BPV includes one NSM (M2.72).

SSD is in Module R4. Use Battle Hawk counters.

(R4.48) HAWK-S SUBLIGHT DESTROYER: This designation is applied to a Hawk which does not have the "advanced technology" (transporters, tractors, APRs, and phasers) of the Hawk+.

The BPV includes one NSM (M2.72).

The SSD is combined with the Hawk+; use the Battle Hawk counters.

(R4.49) PHOENIX SPACE CONTROL SHIP (PHX): Based on the Condor-V, the SCS variant reduced the fighters to a single squadron and added a flotilla of PFs.

The Condor-V Leviathan was placed in the shipyard at Remus in Y180 for conversion to this design. (Only two shipyards, those at Romulus and Remus, could accommodate a Condor.) The ship was partially dismantled when Operation Remus (the Federation-Kzinti-Gorn assaul on the Romulan capital) began and was towed to Romulus before Remus was destroyed. As the Senator was occupying that shipyard and was closer to completion, Leviathan waited in an incomplete state. The completion of Leviathan was further delayed while the damaged Condor Gemini was repaired and converted to a Phoenix. Leviathan was not completed until Y184.

While six tractor beams have mech links, only PFs on the two rear mech links can be repaired, a design flaw consistent with the

#### R4 — ROMULAN

ROC. There is only one shuttle bay, but it has a large door able to operate one shuttle per impulse.

Year	Escorts	Fighters
Y180+	SPM, 2xSKEA	6xG-III, 6xG-FSF

The Phoenix was designed by Jeff Smith. SSD and counter are in Module R4.

(R4.50) THUNDERHAWK BATTLE CONTROL SHIP (TH): An experimental conversion, the general concept was to hard weld SparrowHawk-E modules on a SuperHawk, providing a strong fighter squadron and a PF flotilla. This resulted in the only Battle Control Ship with special sensors. The ThunderHawk later proved very effective in hunting down Andromedan bases. Only one is confirmed to have been built, but names for three of these ships appear in the Romulan fleet registry, indicating that more may have been built, or at least planned.

The reporting name ThunderHawk was considered more suitable than the more correct SuperHawk-E or SUE.

There are two shuttle bays; (J1.59) transfers are possible. This ship is a "Heavy Hawk;" see (R4.N3).

Year	Escorts	Fighters
Y183+	SPM, 2xSKEA	4xG-III, 4xG-FSF

The ThunderHawk was designed by Jeff Smith. SSD and counter are in Module R4.

(R4.51) SPARROWHAWK-J ASSAULT CRUISER (SPJ): In an attempt to field ships with more plasma firepower, the Romulans created a very limited number of J-modules. In the process of adding two additional plasma-S torpedoes, the Romulans reduced the already inadequate number of phasers. The ship was not considered a satisfactory design, but was used to support base assaults. This ship was built only on refitted (SpH+) hulls.

The SPJ must roll for shock (D23.0) whenever it fires either of the side (non-center) plasma-S torpedoes. Roll for each torpedo separately (i.e., roll two dice if both are fired). Add two points to the die roll if the torpedo is an EPT or shotgun (ignore this if the torpedo, loaded in that manner, is bolted). Subtract one point (per die) if fired as a plasma-G, two if fired as a plasma-F. Ignore any result that is less than zero. See (D23.23).

Old style designation: SpH-J.

SSD and counter are in Module R4.

(R4.52) SPARROWHAWK-R REPAIR CRUISER (SPR): Other races provided a repair pod for their Light Tactical Transports; the Romulans created the same effect with a repair version of their modular cruiser. The ship was capable of performing minimal repairs on two other ships at the same time (one being docked to each side and using the repair facilities only in the module on that side). If one ship is to be repaired, both repair sections can work on it. While it was something of a waste to use a cruiser for this role, the ship had advantages in mobility and self-defense.

Plus refit was standard for all SparrowHawks.

Old style designation: SpH-R.

SSD and counter are in Module R4.

(R4.53) PIONEER EAGLE (PE): This early survey ship consisted of a standard Scout Eagle modified to carry a cargo pallet for additional supplies. It was used to search out new worlds and resources; in wartime the ships reverted to duty as SEs.

The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30). The BPV includes one NSM (M2.72).

SSD and counter are in Module R4.

(R4.54) COMMANDO EAGLE (CE): This is a standard Freight Eagle with extra boarding parties. Its ability to land on planets was a considerable advantage. The 24 boarding parties include 2 commando and 2 heavy weapon squads. There are two GCVs stored aboard; the ship carries two GAS shuttles.

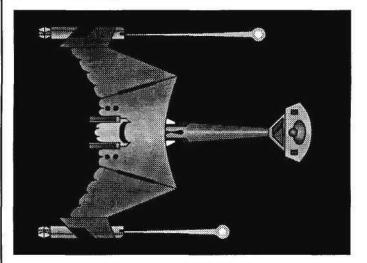
The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30).

The BPV includes one NSM (M2.72).

SSD and counter are in Module M.

#### **ROMULAN KR CONVERSIONS**

(R4.N6) KR CONVERSIONS: The following ships are conversions of the KR-series ships in Romulan service. These do not represent additional deliveries by the Klingons, new construction by the Romulans, or additions to the Order of Battle. These designs are available for conversions of existing KRs and other Klingon-built ships. The Romulans, at one time or another, converted one or two of their KRseries ships to most of the classes listed below. Note that while the conversion is stated in terms of the Klingon ships (e.g., D6V, D6S, etc.), these ships were converted directly from KRs; the Klingons did not sell most variants to the Romulans. In a campaign where the Romulans obtain a Klingon variant, they can, of course, convert it to the Romulan corollary.



(R4.55) K5D ESCORT: Converted from K5Rs after the K4Ds proved inadequate in combat. K5Ds can replace K4Ds in the carrier group escort listings, but there were never enough K5Rs available for conversion to replace all of the K4Ds. These ships had full aegis and the B-refit.

Based on a suggestion by John Sickels. SSD and counters are in Module R4.

(R4.56) KRV CARRIER: A somewhat unsuccessful conversion based on the D6V. The ship carries six superiority fighters in the upper bay; the lower bay has two admin shuttles and four assault fighters. Transfers use the Klingon elevator rule (R3.R6). There are only four plasma reload boxes; these are in the lower bay. The Romulans converted one of their KRs to this class in Y172 and another in Y175, but theoretically could have converted one KR (and two K4Rs) as early as Y170.

Year	Escorts	Fighters
Y170-72†	2xK4D	4xG-I, 6xG-F
Y173-79	2xK4D	4xG-II, 6xG-SF
Y180+	1xK5D, 1xK4D	4xG-III, 6xG-FSF
Y185+	2xK5D	4xG-III, 6xG-FSF

After Y175, the Romulans used K4Ds and K5Ds interchangeably, depending on what ships were available at any given time.

† First ship was not built until Y172. Former designation: KVR. SSD and counter are in Module R4.

(R4.57) KRG COMMANDO SHIP: The Romulans converted one (or perhaps two) KR ships to this commando design based on the Klingon D6G. The 48 boarding parties include 2 commando and 4 heavy weapon squads (identical to the battalion on the SPG). There are four GCVs stored aboard. There are three GAS, one HTS, and one Admin shuttles. The B-refit was added during conversion and hence was standard.

Former designation: KGR. SSD and counter are in Module M.

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(R4.58) KRP PF TENDER: The Romulans converted the two KREs to KRPs late in the General War. When the two KREs were converted to KRPs, they already had the B-refit. The KRE/KRPs never received S-torps, but the F-torps were upgraded to G-torps and given improved arcs during the KRP conversion. These two ships, Endeavour and Explorer, were the only KRE/KRPs.

Former designation: KPR.

SSD and counter are in Module R4.

(R4.59) KRS HEAVY SCOUT: Noting the success of the D6S in a heavy EW environment, the Romulans converted one KR to this variant about Y170 and may have converted another one later. Placing scout sensors on a heavy cruiser platform provided power to use those systems to the utmost and the survivability needed in fleet combat.

It is unclear if the first KRS received its B-refit at the time of conversion, hence the SSD shows it as an additional cost. The refit was certainly installed before the end of Y170.

Former designation: KSR.

SSD and counter are in Module R4.

(R4.60) KRE EXPLORATION SHIP: The Romulans converted two KRs to KRE survey cruisers in Y170 to reinforce the SPCs, but both spent more time in combat than exploring. There were only two of these ships, *Endeavour* and *Explorer*. They were both converted to KRPs (R4.58).

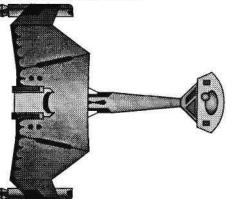
Former designation: KER.

SSD and counter are in Module R4.

(R4.61) KDR WAR CRUISER: The three D5s "exchanged" for the SparrowHawks (R3.63) were converted into this class. Evidence indicates that the Romulans, while initially annoyed at the exchange, found the twin S-torps on a war cruiser hull to be useful in base assaults and other situations, and the plasma racks made it a dangerous ship in a melee. Unfortunately, the Romulans had difficulty maintaining the KDRs (which did not use the same spare parts as the other KR-types) and did not obtain more of them. By this time, the Romulans probably could not have obtained more D5s in any case due to the Tholian blockade. The KDRs always had two sets of plasma–D reloads, but did not retain the aegis system of the original D5. The Romulans could have produced KDRs earlier if the Klingons had provided D5s. In a campaign, the Romulans can perform the conversion whenever they have D5s to convert.

Previous designation: KD5R.

SSD and counters are in Module R4.



(R4.62) KFR BATTLE FRIGATE: The Klingons never sold an F6 to the Romulans, but plans existed for a conversion. The ship would have been subject to a (D23.0) shock die roll when firing the plasma-G. Add two to the die roll if the plasma-G is fired as an EPT or shotgun. Subtract one from the die roll if the plasma-G is fired as a plasma-F.

Former designation: KF6R.

SSD and counter are in Module R4.

(R4.63) K5L FRIGATE LEADER: A variant of the F5L used to lead frigate squadrons, converted directly from the Klingon ship or from existing K5Rs. The type-G torpedoes cannot be upgraded; the refitted ship has swivel torpedoes.

Former designation: KF5LR. SSD and counter are in Module R4. (R4.64) K5M MINEHUNTER: The Klingons sold the Romulans three F5M minehunters, which the Romulans converted directly to their technology. Other K5Rs may have been converted later.

Former designation: KF5RM.

SSD and counter are in Module R4.

(R4.65) K7V STRIKE CARRIER: The Romulans never converted any of their K7R/D7s (they had only three) to this version (based on the D7V), but could have. Plans for a possible conversion indicated the intention to carry a pure superiority fighter group instead of the standard mixed group. The reasons for this are unclear, but might be related to the Gorn HDV. The ship would have been eligible for an MRS.

There would have been two bays (as on the D7V), each with six fighters and two admin shuttles. Transfers by an elevator (R3.R6) would have been possible. There would have been a four-position balcony adjacent to the lower bay.

Year	Escorts	Fighters
Y173-79	2xK4D	12xG-SF
Y180+	2xK4D	12xG-FSF

After Y175, the Romulans used K4Ds and K5Ds interchangeably, depending on what ships were available at any given time. By the time the ship would have been built, the B-refit would have been standard, and this is shown on the SSD.

Former designation: K7VR.

SSD and counter are in Module R4.

(R4.66) KDV WAR CARRIER: While no carrier version of the D5 was built by the Romulans, it would have been possible to do so. Plans indicate that the only fighters this ship could have carried are those armed with type-D plasma torpedoes; the bay does not have plasma-F holding boxes. There is one bay, with two launch tubes. There would not have been an aegis system.

Year	Escorts	Fighters
Y174-79	2xK4D	12xG-SF
Y180+	2xK4D	12xG-FSF

After Y175, the Romulans used K4Ds and K5Ds interchangeably, depending on what ships were available at any given time. SSD and counter are in Module R4.

#### ROMULAN CARRIER ESCORTS

(R4.67) K4D ESCORT FRIGATE: An escort version of the K4R with D-racks replacing the plasma-F torpedoes was produced in Y172 by converting K4Rs. Most surviving K4Rs were converted to this variant, largely due to the need for replacement escorts for the KRVs and the perception that the K4R was too small for other missions. This ship had limited aegis. It never received the full aegis system. All K4Rs had received the B-refit by this time, or received it during the conversion.

Former designation: KE4RD. SSD and counters are in Module R4.

(R4.68) SNIPE-E ESCORT FRIGATE (SNE): This was an escort version of the Snipe-A. (There was no escort version of the Snipe-B.) Ships of this type, which were relatively rare, were used only with WarHawk carrier groups. It had limited aegis and never received the full aegis upgrade.

The BPV includes one NSM (M2.72). This ship is nimble. SSD and counters are in Module R4.

(R4.69) BATTLE HAWK-E DESTROYER ESCORT (BHE): This was an attempt to get some use out of these old ships as escorts. The plasma torpedoes were replaced with plasma racks. Only a few were converted; they were used with WarHawk carrier groups because of the commonality of the ships. This ship had limited aegis, but never received the full aegis system.

The BPV includes one NSM (M2.72). SSD and counters are in Module R4.

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(R4.70) SPARROWHAWK-M ESCORT CRUISER (SPM): This was the escort cruiser version of the SparrowHawk, used to escort heavy carriers. There was no particular reason why it could not have escorted KR-series or Eagle-series ships, except that there were too few SPMs to spare.The Hawk-series captains (who dominated the fleet High Command) jealously guarded the few SPMs, and operational compatibility with KR/Eagle ships would have been a problem. (The Romulans used some SPMs to escort SPBs, but there were too few SPMs for this to be common practice.)

The Romulans developed the SPM after finding that the smaller SkyHawk-Es were inadequate for heavy combat. The ship was built with the full aegis system. The conversion (which included replacement of the type-F torpedoes with type-D racks) was permanent (outside of a major shipyard overhaul).

The SPM was built in Y175 with full aegis. SPMs were permanent conversions.

Previous designation: SpH-M.

SSD and counter are in Module R4.

#### ADDITIONAL ROMULAN WARSHIP VARIANTS

(R4.71) SPARROWHAWK-L (SPL): This module was intended to provide a Leader version of the SparrowHawk with increased command facilities at the expense of cramped crew quarters.

Former designation: SpH-L.

SSD and counter are in Module R4.

(R4.72) NOVAHAWK COMMAND CRUISER (NH): The NovaHawk was the heavy command ship of the Heavy Hawk series. The NovaHawk carried only K-modules, so the designation NHK is equally valid.

Designed by Jeff Smith. This ship is a "Heavy Hawk;" see (R4.N3). SSD and counter are in Module R4.

(R4.73) ROYALHAWK COMMAND CRUISER (RH): A limited-production variant of the NovaHawk-K designed to field the massive type-R torpedo in larger numbers to counter the Gorn CS. This ship only carried K-modules. This ship can be considered a BCH.

Designed by Ronald Spitzer. This ship is a "Heavy Hawk;" see (R4.N3).

SSD and counter are in Module R4.

(R4.74) SKYHAWK-L DESTROYER LEADER (SKL): The ultimate member of the SkyHawk series, this ship pushed the design to (and beyond) the absolute limit. The boom section is entirely replaced with a new design having sufficient structural strength to mount a type-G plasma torpedo (non-upgradable). The conversion to the design is a permanent one requiring a shipyard and considerable time. The ship loses its modular ability in the conversion due to the reinforcements for the boom extending through the open spaces where the modules would normally be installed. Only A modules can be used with the L-boom. Note the shield refit added in Y178.

Designed by Jeff Smith.

Former designation: SkH-L.

SSD and counter are in Module R4.

(R4.75) ROMULAN FLAMEHAWK MAULER (FHF): Designed to provide the Romulans with a heavy cruiser-sized mauler after the end of Falcon production (and due to the shortage of KRMs). This was designated FireHawk-F, but the nickname FlameHawk became more popular. The FlameHawk is, like the SparrowHawk-F mauler, a permanent conversion.

The FlameHawk must roll for shock when firing the mauler; see (D23.24).

As with the SparrowHawk-F, each mauler is linked to separate battery groups and warp engines. The power systems connected to one mauler cannot be used to fire the other mauler. The maulers can be fired simultaneously, and the quarter-turn delay rule applies to the mauler power source, not the mauler itself.

This ship is a "Heavy Hawk;" see (R4.N3).

SSD and counter are in Module R4.

#### STAR FLEET BATTLES

#### **ROMULAN SEAHAWK FRIGATES**

(R4.N7) SEAHAWK FRIGATES: The smallest member of the "third generation" of Romulan ships, the SeaHawk entered service in Y174, well after its larger brethren. This was accepted because the Romulan shipbuilding program was very expensive, and large numbers of older ships (primarily Snipes) were available to fill the frigate role. While, in theory, SeaHawks could have been produced as early as Y171, this would have disrupted the production of other ships and, for all practical purposes, would have required cancelling the SkyHawk class. There are unconfirmed reports that one prototype actually was built in Y171.

SeaHawks were never produced in significant numbers; frigates were becoming tactically obsolete by Y175. Few SeaHawks served with the fleet; most were consigned to convoy escorts and other missions.

The SeaHawk is not modular, but several variants were built and are listed here.

(R4.76) SEAHAWK-A FRIGATE (SEA): The standard "combat" version of the SeaHawk was referred to as a "pocket SkyHawk" because it had the same battle speed and plasma armament. The ship was too small for fleet duties when built, but often served as a convoy escort. The police forces acquired some of these (with cloaks) by Y182 after most of the remaining Snipes in fleet service had been replaced and sent to the police.

This ship is nimble.

SSD and counters are in Module R4.

(R4.77) SEAHAWK-B ESCORT CARRIER (SEB): A variant with facilities for superiority fighters designed for use as a convoy escort. The plasma-D racks were provided for efficiency of operation. The ship was not popular or particularly successful. There is one shuttle bay.

Year	Escorts	Fighters
Y174-75	SED	6xG-F†
Y175-85	SEE	6xG–SF
Y182+	SEE	6xG-FSF

† Convoy escorts had to make do with the older G-F during their initial service. The one SEB that served with the fleet had G-SFs in Y174.

This ship is nimble.

SSD and counter are in Module R4.

(R4.78) SEAHAWK-C SCOUT (SEC): A variant of the SeaHawk-A with scout capabilities. By the time it was fielded, it was too small to survive in the fleet battles of the day. The few SECs actually built were used in secondary areas and as escorts for major convoys.

This ship is nimble.

SSD and counter are in Module R4.

(R4.79) SEAHAWK-D ESCORT (SED): The escort variant of the SeaHawk with plasma-racks replacing the type-F torpedoes. This variant had the limited aegis fire control gear.

This ship is nimble.

SSD and counters are in Module R4.

(R4.80) SEAHAWK-E ESCORT (SEE): The SeaHawk-Ds received full aegis fire control in Y175, resulting in the SeaHawk-E.

This ship is nimble.

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

**NOTE:** The "plasma rack refit" in (R4.77) and (R4.78) of the previous Commander's Edition was found to be in error. This data applies only to carrier escorts and is not a refit available to all Romulan ships.

NOTE: SparrowHawks cannot mount K-modules.

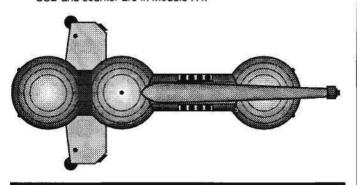
#### GORN — R

#### **R6.0 GORN HEGEMONY**

(R6.20) SPACE CONTROL SHIP (SCS): The Gorn DN "Sword of the Tri-Star" was converted to this pattern near the end of the General War; it served in the ISC War and during the Andromedan Invasion. The Gorn SCS was typical of the breed (a dreadnought with 12 fighters and 6 PFs). There is a single large fighter bay with four balcony positions on each side. The PFs on the inner position of each wing can be repaired with collapsible bays.

Year	Escorts	Fighters
Y183+	HDA, 2xBDA	12xG-12
Y186+	2xHDA, BDA	12xG-12

Federation reporting name: *Tyrannosaurus SCS*. Balcony positions: 4 left + 4 right. SSD and counter are in Module R4.



#### HEAVY DESTROYER VARIANTS

(R6.21) COMMAND DESTROYER (CDD): Designed to replace destroyed heavier ships in the role of squadron leader. The most significant increase in firepower was the replacement of the wing phaser-3s with phaser-1s. The 360° phasers cannot fire into the hex row directly to the rear of the ship due to the position of the engines.

Federation reporting name: Stegosaurus-L.

Balcony positions: 2 left + 2 right.

Two shuttle bays; transfers by (J1.59) allowed.

SSD and counter are in Module R4.

(R6.22) HDD MINESWEEPER (HMS): Far superior to the smaller DD-MS it replaced, the HMS was one of the earliest conversions. The ship has two MSS. Federation reporting name: *Stegosaurus–M*.

Balcony positions: 2 left + 2 right.

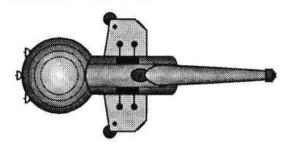
Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.

(R6.23) HDD SCOUT (HDS): Another early conversion, the HDS was more efficient to produce than the electronically-equal Large Scout.

Federation reporting name: Stegosaurus-S.

Balcony positions: 2 left + 2 right.

Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.



(R6.24) HDD ESCORT (HDE): Used as an escort for HDV carriers, where the similar operating systems made a more efficient squadron. This ship has limited aegis. Note that the design incorporated the D-refit (R6.R5).

Federation reporting name: Stegosaurus-E. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counters are in Module R4.



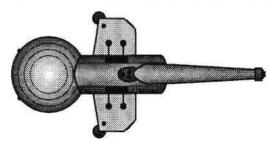
(R6.25) HDD AEGIS ESCORT (HDA): This is the HDE with a full aegis fire control system.

Federation reporting name: Stegosaurus-A.

Balcony positions: 2 left + 2 right.

Two shuttle bays; transfers by (J1.59) allowed.

SSD is combined with that of the HDE. Use the HDE counters.

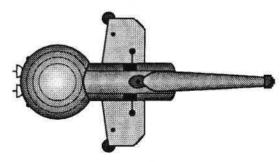


(R6.26) HDD PF TENDER (HDP): Like the HMS, this wartime conversion was superior to the PFT design based on the destroyer. As both appeared concurrently, it is assumed that the Gorns were (like most races) forced to use any available hull for the purpose. The PFs on the two innermost positions can be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

Refits: The plus 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.

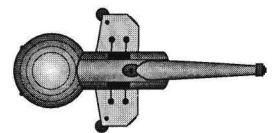


#### R6 — GORN

(R6.27) HDD CARRIER (HDV): Numerically, the most common Gorn carrier, and an excellent combat design (type D-racks were, in combat, equivalent to the heavier F-torps). The strike group was 12 G-18s; some may have carried G-20s at one point due to a temporary shortage or perhaps a training role. This was because HDVs were assigned to "fighter superiority" roles while CVs were assigned to "fighter assault" missions. At least one HDV switched to G-12s in Y180, but others continued carrying G-18s through the end of the Andromedan War.

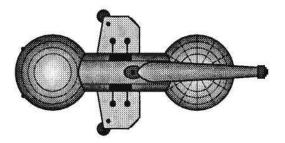
Year	Escorts	Fighters
Y174-75	HDE, BDE	12xG-18
Y175+	HDA, BDA	12xG-18
Y180+	HDA, BDA	12xG-12

Federation reporting name: *Stegosaurus–V*. Balcony positions: 2 left + 2 right. One large shuttle bay. SSD and counter are in Module R4.



(R6.28) HDD TRANSPORT (HDT): This is a heavily modified heavy destroyer used as a light tug. This ship can carry one pod. However, a heavy battle pod cannot charge or fire its weapons as the shock would cause severe damage to the ship; these pods would be carried only as cargo (treat all boxes as cargo).

Federation reporting name: *Stegosaurus-T*. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.



#### LIGHT CRUISER VARIANTS

(R6.29) COMMANDO TRANSPORT (COM): Three modified CLs were converted in Y125 to serve as commando transports. These were used to carry Gorn marines on raids against Romulan outposts and colonies and the occasional pirate base. The ship carries a battalion of 32 boarding parties, of which two are commandoes and three are heavy weapon squads. Three GCVs are stored aboard. The ship carries three GAS, one HTS, and one admin shuttle. The presence of GAS shuttles on many other ships in the Gorn fleet often allowed the entire battalion to land in a single wave.

Federation reporting name: *Megalosaurus–G.* Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed.

SSD and counter are in Module M.

(R6.30) SURVEY CRUISER (SR): Two CLs were converted (and slightly stretched) in Y150 to become Survey Cruisers and used to search for new worlds in and beyond the Gorn Confederation. The design was not based on the large scout, but the two ships are very similar and filled similar wartime roles.

Federation reporting name: *Megalosaurus-R*. Balcony positions: 2 left + 2 right.

Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.

(R6.30A) SURVEY CARRIER (SRV): During the General War, the SRs carried six G-18 fighters, either for anti-piracy missions in the survey areas or, rarely, into frontline combat. Other information is the same as the basic SR.

SSD is combined with the SR; an SRV counter is provided in Module R5.

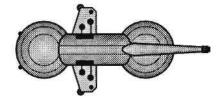
#### OTHER GORN WARSHIPS AND VARIANTS

(R6.31) BATTLE DESTROYER LEADER (BDL): The BDL was intended to provide a squadron leader for less cost than a Heavy Destroyer. The experiment was apparently not entirely successful from a financial standpoint. HDDs were, in the end, cheaper to build and more useful in combat than BDLs because the limits of the BDD design had been reached. The BDL is the maximum possible conversion of the BDD.

Even so, construction of BDLs continued to account for 25% of all BDDs simply because a slightly more powerful ship could be built without restricting the production of HDDs. This also allowed the Battle Destroyers to operate in three-ship independent squadrons.

As with the basic BDD, the BDL received a "plus" refit that included only two phaser-3s in Y175.

Federation reporting name: Ceratosaurus-L. Ship designed by Frank Crull. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.



(R6.32) DESTROYER LEADER (DDL): One of several attempts to improve the underpowered destroyer and produce a satisfactory ship design for use as a squadron leader.

Ship designed by Frank Crull. Federation reporting name: Carnosaurus-L. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.

(R6.33) FRIGATE/POLICE FRIGATE (FF): The smallest Gorn warship (other than PFs), the frigate was designed for police duties, but during the General War was occasionally forced into direct combat roles.

There is a plus refit, which added shield boxes and phaser-3s starting in Y170; all had this refit by Y175.

Federation reporting name: *Compsognathus*. Balcony positions: 1 left + 1 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counters are in Module R4.

#### **GORN PODS**

(R6.34) PF TENDER POD (P-PF): The variety of pods available were intended to allow tugs to assume any role on demand. The PF Tender pod provided mech links and repair facilities for the Gorn Tug. This is a single-weight pod.

Federation reporting name: *Dinosaur Egg P.* SSD is on the Gorn Pod sheet in Module R4.

(R6.35) REPAIR POD (P-R): Similar to other wartime repair pods, used to support front-line combat.

This is a single-weight pod.

Federation reporting name: Dinosaur Egg R.

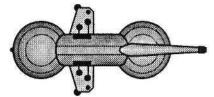
SSD is on the Gorn Pod sheet in Module R4.

#### **GORN CARRIER ESCORTS**

(R6.36) BATTLE DESTROYER ESCORT (BDE): The escort for the HDV carriers (and later for the CVs). The ship has racks for type-D plasma torpedoes and has ready racks and deck crews for the carrier's fighters. These ships had limited aegis.

Federation reporting name (BDE): Ceratosaurus-E. Design by Mark St Cyr. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed.

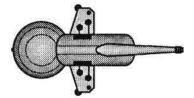
SSD is in Module J. Counters are in Modules J and R4.



(R6.36A) AEGIS BATTLE DESTROYER (BDA): The BDEs were refitted with full aegis in Y175 and designated BDAs. Federation reporting name (BDA): Ceratosaurus–A. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD is combined with the BDE. Use the BDE counter.

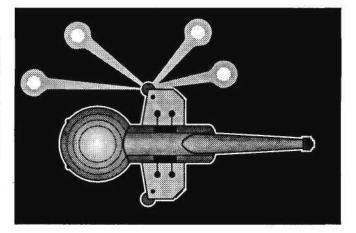
(R6.37) DESTROYER ESCORT (DE): When the Gorns built their first carriers in Y173-4, they provided DE and CLE ships as escorts for the CV, while the HDV was provided with BDE and HDE escorts. The DE had the standard escort ready racks and deck crews. The heavy torpedo was retained for shotgun use, but also provided a direct-combat capability. These ships had limited aegis. The Gorns found these ships ineffective and stopped production, using BDEs thereafter.

Design by David M Porter. Federation reporting name: Carnosaurus-E. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD is in Module J. Counters are in Modules J and R4.



(R6.37A) AEGIS DESTROYER (DEA): DEs were refitted with full aegis in Y175 and became DEAs. Federation reporting name: *Carnosaurus-A*. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD is combined with the DE; use the DE counters. (R6.38) ESCORT CRUISER (CLE): This is a standard CL modified with the D-refit instead of the F-refit. It has two deck crews and ready racks for two fighters. There were only two ships of this class. *Dragonscale* (which had limited aegis) was lost within months of construction; *Ironcrest* was completed as a CLA (full aegis) in Y175. After that time, the Gorns preferred to use HDAs due to their being in production and the dwindling supply of CLs (which were reserved for conversion to BCs).

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



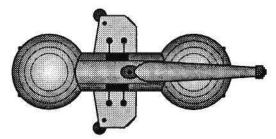
(R6.38A) AEGIS CRUISER (CLA): The CLE *Ironcrest* was completed with full aegis in Y175 as a CLA. Had *Dragonscale* (the only CLE) survived, it doubtless would have received the same conversion.

Federation reporting name: *Megalosaurus–A*. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD is combined with the CLE; use the CLE counter.

#### **GORN WARSHIPS AND VARIANTS**

(R6.39) MEDIUM CRUISER (CM): Showing surprising insight, the Gorns designed their Heavy Destroyer so that it could be modified into a heavier ship should the need arise. The result is fully equivalent to a battlecruiser, but is designated medium cruiser to avoid confusion. The ship was first built in Y173; production was limited due to yard capacity. The CM was a popular design and preferred over the BC due to the superior firing arcs of the heavy torpedoes. CMs replaced two HDDs per year in the production schedule from Y175, and several CMs (and CSs) were converted from HDDs.

Based on a proposal by Frank Crull. Federation reporting name: Epanterias. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counters are in Module R4. Variants include the Strike Cruiser (R6.42) and Medium Command Cruiser (R6.43).

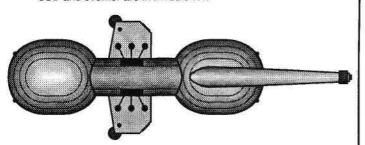


#### GORN — R6

#### R6 — GORN

# (R6.40) HEAVY BATTLECRUISER (BCH): As with other races, the Gorns eventually replaced dreadnought production with an improved battlecruiser design. This ship appeared in Y180. The additional torpedo took the design to the ultimate limit (short of causing "shock" effects). Increased power allowed the class to reach the full potential of the original CA design. The Plasma-F arcs were changed to the more aggressive LP/RP arcs, and the fortuitous inclusion of mech links for interceptors paid dividends when PFs appeared.

Ship design based on a series of proposals by Frank Crull. Federation reporting name: Albertosaurus Imperator. Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.



(R6.41) LIGHT BATTLE POD (P-LB): A single-weight pod designed for use by the HDT, but usable by the standard tug. Note that the unusual arrangement (with the hull blocking the pod's forward firing arc) requires "reverse" plasma arcs (LP Reversed, RP Reversed) with 180° tracking and three launch directions. A tug cannot carry two battle pods (regardless of whether they are light, heavy, or one of each).

The pod is not capable of independent operations; the pod adds some systems to the tug carrying it.

Federation reporting name: Dinosaur Egg LB.

Based on a proposal by Frank Crull.

SSD is on the Gorn Pod sheet in Module R4. There is a counter and SSD for the Light Battle Transport in Module R4.

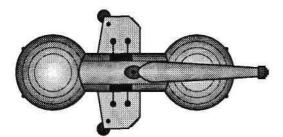
(R6.41A) LIGHT BATTLE POD EARLY (P-LBE): The light battle pod was originally built with type-S torpedoes. It could (in theory) have been built earlier for the fleet tug with fixed type-G torpedoes. (It was not built then because the Gorns preferred the Heavy Battle Pod.) This can be allowed in local campaigns.

(R6.42) STRIKE CRUISER (CS): A variant of the CM produced at a low rate with the heavier type-R plasma torpedo for special missions.

Federation reporting name: Epanterias-K. Balcony positions: 2 left + 2 right.

Two shuttle bays; transfers by (J1.59) allowed.

SSD and counter are in Module R4.



(R6.43) MEDIUM COMMAND CRUISER (MCC): Unlike the heavy cruisers, the addition of flag facilities was accompanied by a modest firepower increase. The Gorns were almost unique in building a command version of their "new heavy cruiser" (see Module R5).

There is no command variant of the CS. Design by Frank Crull. Federation reporting name: Epanterias-L.

Balcony positions: 2 left + 2 right.

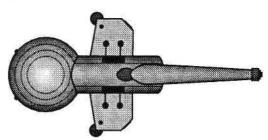
Two shuttle bays; transfers by (J1.59) allowed.

SSD and counter are in Module R4.

#### STAR FLEET BATTLES

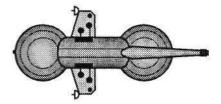
(R6.44) HEAVY COMMANDO DESTROYER (HCD): Intended to support planetary assaults with landing forces. The 32 boarding parties include 2 commando and 3 heavy weapon squads. There are three GCVs stored aboard. The ship has one admin, one HTS, and three GAS shuttles. Note that the Marine battalion and shuttle complement for this ship are identical to that for the COM, allowing for standardized doctrine.

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



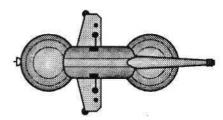
(R6.45) BATTLE DESTROYER SCOUT (BDS): A scout variant of the BDD. While these units were small and easily destroyed in fleet actions, the Gorns built them to help make up for heavy casualties among heavier scout ships.

Plus refit added two phaser–3s in Y175. Federation reporting name: *Ceratosaurus–S.* Balcony positions: 2 left + 2 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.



(R6.46) BATTLE DESTROYER PF TENDER (BDP): A PF variant of the BDD, this ship was slightly more capable than the DD-based PFT. Most BDPs were, in fact, conversions of PFTs.

Federation reporting name: *Ceratosaurus–P*. Balcony positions: 1 left + 1 right. Two shuttle bays; transfers by (J1.59) allowed. SSD and counter are in Module R4.



#### **GORN FLEET REFITS**

(R6.R6) BATTLE DESTROYER REFIT: Battle destroyers and many of their variants received two phaser-3s (one on each wing) as a refit in Y175.

**NOTE:** The "plasma rack refit" in (R6.74) of the previous Commander's Edition was found to be in error. This data applies only to carriers and escorts (R6.R5) and is not a refit available to all Gorn ships.

#### (R7.0) THOLIAN HOLDFAST

#### THOLIAN WAR CRUISER VARIANTS

(R7.21) WAR CRUISER SCOUT (CWS): A variant of the war cruiser. Like all CW scouts, it was much more powerful than the earlier frigate-hull scouts and gave the Tholians an offensive EW capability in deep space.

SSD and counter are in Module R4.

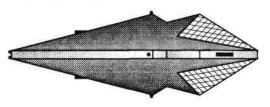
(R7.22) LIGHT TACTICAL TRANSPORT (LTT): A variant of the CW used for the Light Transport role. The LTT can carry one pack (R7.25) with a movement cost of 5/6; see (R7.14). Carrying a second pack increases the movement cost to 1 and increases the turn mode. The second pack must be of the cargo type, but does not block the weapons of any other pack. Packs do not block the weapons of the LTT.

This ship can carry one single-weight pod instead of two cargo packs, but the pod is treated as cargo only and cannot operate its systems. (The Tholians purchased Federation-type cargo pods. They also carry BLM pods in this manner. In theory, an LTT could carry a captured or rescued foreign pod as inactive cargo.) Carrying a pod will increase the movement cost to one and will increase the turn mode (Annex #3A). The LTT cannot carry double-weight pods.

SSD and counter are in Module R4.

(R7.23) PHOTON WAR CRUISER (CWP): A variant (R7.R1) of the war cruiser with photon torpedoes replacing the disruptors. This variant was relatively uncommon. The Klingons considered it uncommonly dangerous.

SSD and counter are in Module R4.



(R7.24) WAR MINESWEEPER (CWM): This variant of the war cruiser includes the traditional increased #1 shield, forward mounted tractors, and the replacement of heavy weapons with mine racks. The considerable forward arc phaser firepower made this an excellent minesweeper. Has two MSS.

SSD and counter are in Module R4.

#### **THOLIAN PACKS**

(R7.25) PACKS: The various packs listed here are treated as per (R7.14). The LTT can carry any pack. The CPC can carry any pack except the battle pack (which it could carry in inactive mode). The other Tholian ships can only carry cargo packs, and non-cargo packs in inactive mode. None of these packs can operate independently.

A-CARGO PACK (C-P): The standard pack; see (R7.14).

- B-REPAIR PACK (R-P): Used to turn the LTT into a repair unit. An LTT with a repair pack accompanied the Tholian forces sent to Operation Cavalry.
- C-TROOP TRANSPORT PACK (T-P): Used to carry troops on raids and to reinforce outposts. The 44 boarding parties include 2 commando and 4 HW. When carrying a TP, the LTT or CPC is issued four GCVs. An LTT carrying a TP would normally embark one HTS replacing two Admin shuttles. For barracks see (G28.0). See (R7.27).
- D-POWER PACK (P-P): Used primarily when the ship is operating as a web tender.
- E-SELF-DEFENSE PACK (SD-P): Used in combat areas.
- F-BATTLE PACK (B-P): A barely successful design intended to allow the LTT to function in offensive combat during emergencies. Only the LTT can carry this pack. (There was no photon battle pack.) The disruptors are range 30.

G-PHASER PACK (P1-P): Intended for use around webs and bases.

SSDs and counters are in Module R4.



#### ADDITIONAL THOLIAN SHIPS AND VARIANTS

(R7.26) COMMANDO PATROL CORVETTE (CMC): Designed for small raids. The 24 boarding parties include 2 commando and 2 heavy weapon squads.

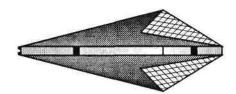
This ship can use the gravity landing system (P2.432). This ship is nimble (C11.0). Suggested by Demetrios Papadopoulos. SSD and counter are in Module M.

(R7.27) COMMANDO TRANSPORT (CT): This is an LTT carrying a troop transport pack. Because of the specialized mission, the two ships of this type were semi-permanent configurations. See (R7.25C) for information regarding HTS and GCV carriage.

Designed by Stacy Bartley. SSD and counter are in Module M.

(R7.28) ESCORT PATROL CORVETTE (PCE): An escort version of the PC used with the Black Widow. This ship had limited aegis. The shuttle bay has two deck crews and a ready rack as seen on the SSD.

This ship can use the gravity landing system (P2.432). This ship is nimble (C11.0). Suggested by Stacy Bartley. SSD and counters are in Module J.



(R7.29) AEGIS PATROL CORVETTE (PCA): An upgrade of the PCE with the full aegis fire control system. This ship can use the gravity landing system (P2.432).

Snare refit (R7.R4) in Y183. This ship is nimble (C11.0). Suggested by Stacy Bartley. SSD is combined with the PCE. Use the PCE counters.

#### (R7.R1) THOLIAN PHOTON VARIANTS

(R7.R1) PHOTON TORPEDO VARIANTS: The Federation provided the Tholians with a number of photon torpedo launch systems after Y170. (This was apparently intended to encourage the Tholians to block the routes between the Klingons and Romulans. This blockade was primarily symbolic in nature until somewhat later.) Some of these were refitted to Tholian ships to provide increased firepower. The conversions were uncommon but interesting, and included the replacement of any APRs with AWRs in the design.

It is unclear why, with the exception of the CWP, CHP, DD, PPC, and MNP, the Tholians never totally replaced all the heavy weapons on any of their ships with photon torpedoes. This may have reflected a desire to not become dependent on the Federation for repair parts.

Like the disruptors, the photons could not be fired through the web, but the Tholians found that the powerful punch of these weapons (fully overloaded) waiting behind their globular webs could force caution on even the most aggressive attacker.

The refit includes the replacement of APRs with AWRs.

The concept of Tholian ships using photons was suggested by Arthur Townsend and Mike Hicks.

(R7.30) PHOTON PATROL CORVETTE (PPC): This ship was similar in design to the disruptor-armed corvette. The slow firing time and heavy energy demands of the photon torpedo limited the ship's ability to maneuver. However, the Tholians found these ships useful in the performance of long-range sniping. There does not appear to have been more than two of these ships. The PPC incorporated the PC+ refit and is sometimes called PPC+.

This ship is nimble (C11.0).

This ship can use the gravity landing system (P2.432). SSD and counter are in Module R4. (R7.33) PHOTON COMMAND CRUISER (CCP): Like the CAP, the Tholians converted at least one of their CCs to use the photon torpedo. Also like the CAP, the design was considerably enhanced by the later web caster refit (R3.R7).

SSD and counter are in Module R4.

(R7.34) PHOTON DESTROYER (DDP): The Tholians converted at least one of their DDs (perhaps two) to this design. The photons had a more restrictive firing arc than the disruptors they replaced, but the maneuverability of the ship enabled it to make good use of them.

This ship is nimble (C11.0). This ship can use the gravity landing system (P2.432). SSD and counter are in Module R4.

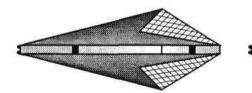
(R7.35) PHOTON MONITOR (MNP): The Tholians converted one of their Monitors to use photon torpedoes. The ship possessed awesome firepower and was not something any attacker wanted to encounter lurking behind a web. The photons all have FA firing arcs, and other than the APRs being converted to AWRs as per (R7.R1), this ship is governed by (R1.22).

The one photon-armed Monitor never received web casters. If it had, two web casters with FA firing arcs would replace four of the photons, i.e., identical to the Monitor-W.

Use the SSD for a Monitor provided in Advanced Missions with the above changes. There is a counter in Module R4. There is an SSD in Module R1 with the other Monitors.

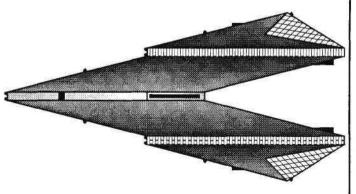
THOLIAN PODS PURCHASED FROM FEDERATION

(R7.36) FEDERATION-TYPE CARGO POD (CPF): The Federation sold the Tholians several cargo pods, which their LTTs and CPCs could carry. The Federation never sold the Tholians other pod types. There is an SSD (on the packs page) and counter in Module R4.



(R7.31) PHOTON DREADNOUGHT (DP): This conversion replaced the forward phaser-3s with photon mounts. It was somewhat less than totally successful due to the restricted firing arcs of the photons (a problem with all the heavy weapons on this class). Prior to the arrival of the 312th Battle Squadron, this ship's combat capabilities were the best the Tholians could produce. All Tholian Ds were eventually converted to this design, and many would eventually receive the web caster refit (R7.R3), resulting in the DPW (R7.69).

SSD and counter are in Module R4.



(R7.32) PHOTON HEAVY CRUISER (CAP): This ship provided a potent punch to the Tholian fleet. The mounting of the photons in the forward positions enabled both to be brought to bear without really hindering the use of the remaining disruptors. Only one or two ships of this design were ever in service. The later web caster refit (R7.R3) added considerably to the ship's combat capability.

SSD and counter are in Module R4.

#### THOLIAN CPC TOWING FEDERATION-TYPE CARGO POD

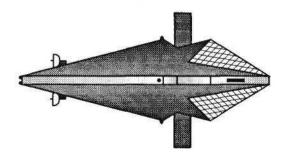
#### ADDITIONAL THOLIAN WAR CRUISER VARIANTS

(R7.37) AEGIS WAR ESCORT (CWA): This is a modified war cruiser designed as an escort ship for carriers (and later, for space control ships). It was built with full aegis; the CW did not exist before Y175. Snare refit (R7.R4) in Y183.

It has deck crews and ready racks to support the carrier. SSD is in Module J. Counters are in Modules J and R4.

(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. Designed by Steven Petrick. SSD and counter are in Module K.



#### (R13.0) INTERSTELLAR CONCORDIUM



#### ISC ESCORTS AND CARRIERS

(R13.27) ESCORT CRUISER (CE): A variant of the ubiquitous light cruiser, the escort cruiser mounted plasma-D racks.

The ship was often part of an unusual ISC combat unit, the independent carrier squadron. A five-ship unit (a carrier group with extra frigates or destroyers) was used for border patrols during the General War and for constabulary patrols during the period of the "ISC Conquest."

Balcony positions: 2.

As a carrier escort, it had ready racks and deck crews to reload two superiority fighters, but no fighters of its own.

These ships had limited aegis.

SSD and counters are in Module R4.

(R13.27A) AEGIS CRUISER (CEA): The CEs were refitted with full aegis in Y175, becoming CEAs.

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

(R13.28) DESTROYER ESCORT (DE): This ship, used in carrier groups, is a variant of the destroyer. It has ready racks and deck crews for two superiority fighters, plus limited aegis. There is no balcony.

SSD and counters are in Module R4.

(R13.28A) AEGIS DESTROYER (DEA): The DEs were refitted in Y175 with full aegis to become DEAs.

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

(R13.29) ESCORT FRIGATE (FFE): This ship, used in some carrier groups, is a variant of the frigate. It has ready racks and deck crews for two superiority fighters, plus limited aegis. There is no balcony.

This ship is nimble (C11.0).

SSD and counters are in Module R4.

(R13.29A) AEGIS FRIGATE (FFA): The FFEs were refitted with full aegis in Y175 to become FFAs.

This ship is nimble (C11.0).

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

(R13.30) ESCORT CARRIER (CVE): This destroyer variant was designed primarily to provide fighter support for smaller detachments, such as the convoys used to support the bases in the outer reaches

#### INTERSTELLAR CONCORDIUM — R13

of ISC territory during the war and the bases where the ISC operated its Constabulary Fleets during the Pacification Program.

The CVE was the first ISC carrier. It was used to test fighters, develop doctrine, and as a patrol and convoy escort unit. The first ISC carrier duel (Y171) was the CVE *Declaration* against the Orion CVL *Shaperion's Peril* in a convoy battle.

Unlike the carriers used in echelon fleets, the CVE carried only superiority fighters and carried a unique eight-fighter group.

Based on a proposal by Josh Spencer.

ISC carriers were usually part of larger formations, and their escorts (listed below) were integrated into the general echelon. If operated independently (perhaps in one of the carrier group campaigns in Module J), the following escorts would be appropriate.

Year	Escorts	Fighters
Y170-74	2xFFE	8xAF
Y175+	2xFFA	8xSF
Y178+	1xDEA, 1xFFA	8xSF
Y180+	1xDEA, 1xFFA	8xFSF

Balcony positions: 2.

SSD and counters are in Module R4.

#### **ISC LIGHT TUG AND POD**

(R13.31) LIGHT TACTICAL TRANSPORT (LTT): A variant of the light cruiser used to supply distant ISC bases during the pacification period. Can carry one pod or operate without pods. Note that movement cost and turn mode increase when carrying a pod.

If an attached pod has hull boxes, the hull boxes on the ship are considered "aft hull" while the hull boxes on the pod are considered "forward hull." If the pod had no hull as originally built (e.g., a cargo pod), the normal center hull rule is used.

The LTT can carry (but not use) captured foreign pods and the "paired" pods used by the heavier Tug (P-B, P-CV, P-CVA, P-TB, P-PFT). These pods are treated as inactive cargo when carried. The LTT cannot carry double-weight pods. The LTT can carry and use P-LB, P-LPF, P-CVL, P-C, P-R, and P-T.

Balcony positions: 2. SSD and counter are in Module R4.

(R13.32) LIGHT BATTLE POD (P-LB): Designed for use by the LTT, which could not use the standard Battle Pod. The Light Battle Pod cannot be used on the Fleet Tug. This was because of the arrangements and dynamic balance of the ships. The Light Battle Pod had to be mounted on the centerline, while the Battle Pods could not be. Either type could be carried as cargo by either tug (G30.4). This pod cannot operate independently.

An SSD of this pod is on one of the ISC pod sheets in Module R4. An SSD of this pod on an LTT is in Module R4.

#### MORE ISC WARSHIPS AND VARIANTS

(R13.33) COMMANDO CRUISER (CLG): Intended to support pacification efforts with landing forces when it was necessary to destroy weapons production facilities with surgical strikes that would minimize civilian casualties. The 32 boarding parties include 2 commando and 3 heavy weapons squads. Has three GCVs. The ship carries four GAS, two Admin, and one HTS shuttles.

Balcony positions: 4.

SSD and counters are in Module M.

(R13.34) PLASMA-G DESTROYER (DDG): This variant replaced some destroyers to provide heavier torpedo firepower on the gunline. Because the type-G torpedo could be fast-loaded, the DDG could provide a short-term increase in firepower. There is no balcony.

Designed by Frank Crull. SSD and counters are in Module R4.

(R13.35) FRIGATE LEADER (FFL): Intended to provide a command ship for frigate squadrons with slightly increased capabilities. No more than 20% of all frigate hulls were of this type, and (except in a campaign where survivors of several fleets merged) there would almost never be two in one fleet.

Designed by Scot McConnachie.

SSD and counter are in Module R4.

#### **R13 — INTERSTELLAR CONCORDIUM**

#### **STAR FLEET BATTLES**

(R13.36) DESTROYER PRIORITY TRANSPORT (DPT): Designed as a utility cargo transporter to support detachments on interdiction duty. It retained the weapons of the original DD hull (although more properly it was a CVE variant), allowing it to defend itself and to stand in the gunline if necessary. There is no balcony.

This ship can carry one 12-box cargo pallet (R13.36A), which increases the movement cost to 2/3 (does not change turn mode) and adds 12 points to the BPV. This pack cannot be carried by any other ISC ship, and the DPT cannot carry more than one of them. This ship cannot carry other pods.

Designed by Frank Crull. SSD and counter are in Module R4.

(R13.36A) DESTROYER CARGO PALLET (DCP): This rule number is assigned to the cargo pack noted in (R13.36) for reference purposes. This pack cannot be carried by any ISC ship except a DPT. An SSD is on the DPT SSD, and a counter is provided in Module R4.

(R13.37) TORPEDO DREADNOUGHT (DNT): During the Andromedan War, some dreadnoughts had some of their PPDs replaced with plasma torpedoes to increase their effectiveness against Andromedans. This variant, designated DNT, was less susceptible to attack by a ship equipped with displacement devices.

Balcony positions: 2.

SSD and counters are in Module R4.

#### ADDITIONAL ISC PODS

(R13.38A) ISC PODS: ISC tugs (R13.22) must have two pods or none; they cannot carry only one. Pods for the tug come in two categories, combat and non-combat.

The battle (P–B), carrier (P–CV), heavy carrier (P–CVA), PF Tender (P–PFT), and torpedo (P–TB) pods are "combat" pods and can be mixed on a tug.

The non-combat pods [troop transport (P-T), repair (P-R), and cargo (P-C)] cannot be mixed with active combat pods. In such cases, the combat pod would be treated as inactive cargo.

(The rule in Module C2 prohibiting mixed pods is modified by this rule.)

The pods designed for use on LTTs (P–LB, P–LPF, P–CVL) can only be carried by tugs as inactive cargo, but will balance against a combat or non-combat pod.

No ISC pods (except the troop pod) are capable of independent operations.

The various pods (if active) add crew, boarding parties, (sometimes) deck crews, and (sometimes) shields to the tug.

An ISC pod counter is provided in Module R4.

(R13.38) CARRIER POD (P-CV): Like all races, the ISC built carrier pods for their tugs. The ISC, however, used these primarily to supply fighters to newly-built battle stations on the border with the Romulans and Gorns. They were available for use in combat during military emergencies.

As the ISC advanced into the galaxy on their great mission of peace, the pods proved valuable in escorting convoys and moving fighters to bases farther from home territory. This enabled the tug carrying the pods to defend itself. Again, like nearly all the other races in the galaxy, the ISC quickly found that having such pods could sometimes induce a local commander to use a tug as a carrier in direct combat.

The pods do not increase the tug's seeking weapon control ability as they were not originally designed for direct combat, and plasma torpedoes were self-guiding in any case. The pods do turn the tug into a true carrier for purposes of lending electronic warfare to the fighters.

These pods cannot be used by the LTT except as inactive cargo.

A carrier tug with these pods would have the same escorts and fighters as a CV.

Designed by Frank Crull and Stephen V. Cole. Each pod has two balcony positions. There are no transfers possible. SSD is in Module R4. (R13.39) HEAVY CARRIER POD (P-CVA): This was a larger and more expensive version of the normal carrier pod, used when many fighters had to be moved at once. These pods would allow the tug to completely resupply one CVA or nearly resupply three CVL/CVLS class ships. Also, like the CV pod above, these pods encouraged local commanders to use their tugs as front line carriers.

The pods do not increase the tug's seeking weapon control ability as they were not originally designed for direct combat, and plasma torpedoes were self-guiding in any case. The pods do turn the tug into a true carrier for purposes of lending electronic warfare to the fighters. These pods cannot be used by the LTT except as inactive cargo. A carrier tug with these pods would have the same escorts and fighters as a CVA.

Designed by Frank Crull and Stephen V. Cole. Each pod has four balcony positions. There are no transfers possible. SSD is in Module R4.

(R13.40) LTT CARRIER POD (P-CVL): This pod was developed for use by the LTT. It turns the ship into a fully capable carrier. It was intended to be used to resupply operational carriers, but like the tug, the installation of this pod led many local commanders to use the LTT as a front line carrier. LTTs were, fortunately, more expendable than the tugs in this role. The pod does not increase the ship's seeking weapons control ability, although it does enable it to lend electronic warfare to the fighters. This pod cannot be carried by the tug except as inactive cargo.

An LTT with this pod would have the same escorts as a CVL and the same fighters as a CV.

Designed by Frank Crull and Stephen V. Cole. This pod has four balcony positions. There are no transfers possible. SSD is in Module R4.

(R13.41) PFT POD (P-PFT): Shortly after they intruded into the rest of the galaxy, the ISC found difficulties in supplying operational units with PFs, whether full flotillas or simply individual replacement PFs. To speed the process of resupply, and lessen the time the tug would have to spend exposed to possible hostile attack, PFT pods were developed. Of course, carrying an active flotilla of PFs also greatly increased the tug's ability to defend itself.

The special sensors were something of an anomaly in the design, which indicated that, unlike the carrier pods, the ISC High Command did indeed intend for tugs equipped with PFT pods to be able to participate in operational combat.

The pods do not increase the tug's seeking weapon control ability. These pods cannot be used by the LTT except as inactive cargo. A tug can carry one pod of this type and one CVA pod. The pods were balanced for this purpose. This configuration would have the escorts of a CV or SCS.

SSD is in Module R4.

(R13.42) LIGHT PFT POD (P-LPF): This pod enabled the LTT to function as a fully capable PFT, although at the cost of some of the capabilities normally associated with a PFT. The pod appeared very shortly after PFs were developed by the ISC, and appears to have been developed before the pods for the tug. The pod does not increase the ship's seeking weapons control ability. This pod cannot be carried by the tug except as inactive cargo.

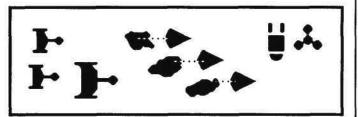
SSD is in Module R4.

(R13.43) TORPEDO POD (P-TB): The ISC discovered quite quickly that the Andromedans could avoid the maximum effectiveness of the PPD in many cases, especially if there were not enough PPDs to do the job. After careful consideration, the ISC High Command decided to convert one set of their available battle pods to this design along with the conversion of several DNs to the DNT design. The resulting pods are identical to the standard battle pods, except that the PPD in each pod was replaced with a plasma-S torpedo. The ISC found this pod set to be more effective in busting Andromedan satellite bases.

Designed by Frank Crull and Stephen V. Cole. SSD is in Module R4.

**NOTE:** The "plasma rack refit" in (R13.73) of the previous Commander's Edition was found to be in error. This data applies only to carrier escorts and is not a refit available to all ISC ships. **NOTE:** Counters for a BT and CVT are provided in Module R4.

#### (SH95.0) ASTEROID OPERATIONS



(Y167)

by Guy Arnold, England

In Y167 the Tholians were preparing to upgrade one of their bases to a battle station. As part of this intended upgrade, they were gathering asteroids to deploy as additional anchor points for webs.

The procedure involved sending ships to find suitable asteroids, then accelerating the asteroids to near light speed. It would be months, sometimes years, before the selected asteroids would arrive at their destination, so considerable planning was involved.

The Klingons intended to destroy the station before the upgrade could be completed. To buy time to gather ships and set up diversions elsewhere, the Tholian Border Harassment Squadron interdicted the Tholian attempts to gather and position the asteroids. The result was a series of small vicious fights near the station.

(SH95.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

#### (SH95.2) INITIAL SET UP

- THOLIANS: Base Station Argon in 3825 with 1x Hanger Bay Module (6x Spider–I), 1x Power Module, and 2x Federation Cargo Pods docked [(R1.1B) and (R1.3C)], rotation rate and initial facing at player's option, WS–III.
  - Small freighter docked (C13.0) to the base (player's option as to which docking module it is docked to), WS-I.
  - DD Helix in 3810, PC Stalwart in 3804, PC Steadfast in 4204: each ship is towing an asteroid [see (SH95.45)], heading D, speed 1, WS-III.
- KLINGON: D6B Desolation in 0129, F5B Blackguard in 0130, F5B Stormer in 0128; all heading B, speed max, WS-III.

(SH95.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH95.4) SPECIAL RULES

(SH95.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Klingon units can only disengage from the 01xx map edge.

The Tholians can disengage from any map edge except the 01xx edge.

Any ship leaving the map through a disallowed map edge is considered to have been destroyed.

(SH95.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH95.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH95.431).

(SH95.422) EW fighters were not available at the time of this incident, although MRS shuttles were sometimes used in that role.

(SH95.423) There are no PFs in this scenario.

(SH95.43) COMMANDER'S OPTION ITEMS

(SH95.431) 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.

(SH95.432) All drones are "medium," speed-20.

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

(SH95.44) REFITS: Are as indicated in (SH95.2).

#### **HISTORICAL SCENARIOS** — SH

(SH95.45) ASTEROIDS: The Tholian ships were pulling asteroids to the base for anchors. The asteroids have been accelerated to near light speed, and will continue to move at a speed of 1 for the rest of the scenario. The asteroid counters each represent a single asteroid, and as such they can be ignored for most purposes (e.g., there is no die roll for asteroid damage if you enter their hex). The Klingon objective is to destroy the asteroids which, because of the time needed to get them to the base, will disrupt the Tholian time schedule. To destroy an asteroid it is necessary to score 100 points of damage on it. Asteroids cannot be lent ECM by the base, and OEW will not affect units firing at the asteroids (they are simply too big and slow). These asteroids are not "large" asteroids (P3.4) and cannot be docked to.

(SH95.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). In addition, each asteroid destroyed is worth 25 points to the Klingons, and each asteroid not destroyed is worth 25 points to the Tholians.

(SH95.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH95.61) Replace the Klingons with an Orion CR and two LRs (hired

by the Klingons) with disruptors or drone racks in the option mounts. (SH95.62) The Klingons must determine the focal point on the asteroid in order to destroy it. To do this, they must accumulate 25 points of lab information (G4.1) on a given asteroid before they can destroy. Alternatively, in this variation any given asteroid can be destroyed by 400 points of damage.

(SH95.63) For a smaller and faster battle, use only the Tholian DD and PCs on the Tholian side, and the Klingons use only the two F5Bs. The F5Bs have, in this case, intercepted the Tholians well away from the base.

(SH95.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH95.71) Change the D6B to a D7B or one of the Tholian PCs to a DD. (SH95.72) Replace one or both of the F5Bs with an E4B.

(SH95.72) Replace one or both of the F5Bs with an E4B. (SH95.73) Delete or add a refit to the Klingon ships.

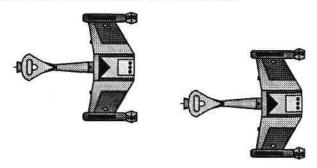
#### (SH95.8) TACTICS

THOLIANS: Look for a mistake. If he doesn't make one, arrange to give everyone (including the base) a shot on the same shield and try to punch through it. Get your ships within range 15 of the base, and accept lent ECM for two of the three units (expect the third to die). If the base fires, this will blind channels, so you might consider using loaning to just protect the DD and fire phaser-4s on impulse #32, bringing the other sensor on-line on impulse #1 to maintain your protection.

It may be necessary to sacrifice the outer two asteroids and defiantly defend the inner one closest to the base. Without heavy ship support, you cannot fight the Klingon ships successfully. Pull your ships to within 5 hexes of the base, and use the fighters to defend your ships from drones. If the Klingons try to close with your ships or the inner asteroid, they must face the heavy firepower of the base.

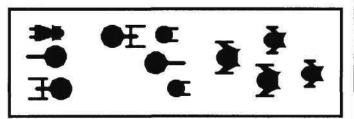
KLINGONS: Don't get closer to the base than range 18. Don't ignore the Tholians as their 12 phaser-1s can hurt you. Overload the disruptors but do not fire them so that the Tholians will have to keep away from you. Use your drones to kill the asteroids. If you go for the inner asteroid, plan on killing it with disruptor fire.

(SH95.9) PLAYTESTER COMMENTS: Killing the asteroid nearest the base without losing a ship is the real challenge.



#### SH — HISTORICAL SCENARIOS

#### (SH96.0) REVENGE OF THE EAGLES



(Y172)

by Vincent Solfronk, Alabama

After the Romulan raid on Morkedian III (SH20.0), the Romulan border had become relatively stable and quiet. The most significant incident occurred when a Romulan free trader was destroyed by the newly arrived CVB *Nimitz*. While the commander of the *Nimitz* was relieved over the incident, the Romulans did not consider this sufficient apology for the affront. They planned their own revenge.

After carefully observing the *Nimitz's* patrol pattern, a force of Romulan ships slipped into Federation territory and carefully maneuvered themselves into a position between the *Nimitz* and the nearest Federation base. Then the Romulans uncloaked and attacked.

(SH96.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

#### (SH96.2) INITIAL SET UP

- FEDERATION: CVS Nimitz (12xF-4s VF12) in hex 2520, DE Halsey in hex 2621, FFR Fletcher in hex 2518, FFR Spruance in hex 2320; all heading F, speed 4, WS-0.
- ROMULAN: King Eagle Audax in hex 2101, War Eagle Acheron in hex 2301, Snipe-A Swan in hex 2301, Snipe-A Wolf in hex 2101; all heading D, speed 15, WS-III.

(SH96.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH96.4) SPECIAL RULES

(SH96.41) MAP: Use a floating map.

- The Romulans may only disengage in directions B or C.
- The Federation may only disengage in directions F or E.

Any ship which disengages by separation or acceleration in other than in an allowed direction is considered destroyed.

(SH96.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH96.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH96.431).

(SH96.422) If using EW fighters, one of the F-4s on the CVS is an F-4E. If not using EW fighters, it is a standard F-4. In a variation using other carriers, use the standard EW fighter deployment if EW fighters are used.

(SH96.423) There are no PFs in this scenario.

(SH96.43) COMMANDER'S OPTION ITEMS

(SH96.431) 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.

(SH96.432) All drones are "medium," speed-20.

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

(SH96.44) REFITS: None of the ships listed in (SH96.2) have been refitted; the ships listed in (SH96.45) have received the plus refit only. (SH96.45) REINFORCEMENTS: The *Nimitz* has sent out a call for help. During the Energy Allocation Phase of turn #1, the Federation player rolls one die and adds one to the total. This will determine what turn a Federation rescue force will arrive. The Federation rescue force consists of CA+ *Potemkin*, CL+ *Macedonia*, and DD+ *Darius*. They will arrive from direction F. They are placed on the board (using a second map) prior to the Energy Allocation Phase of their turn of

#### STAR FLEET BATTLES

arrival 30 hexes from the nearest unit of the Nimitz group. Each ship must be within 5 hexes of the other two ships. Their heading is C, speed max, WS-III.

#### (SH96.5) VICTORY CONDITIONS

- If Nimitz is destroyed, and the Audax and Acheron disengage, it is a decisive Romulan victory.
- If the Audax and Acheron are destroyed and Nimitz is destroyed, it is a draw.
- If the Audax and Acheron are destroyed and the Nimitz is not destroyed, it is a decisive Federation victory.
- If none of the above occur (e.g., *Nimitz* is destroyed and the *Audax* but not the *Acheron* is destroyed), use the Modified Victory Conditions (S2.2) to determine the winner.

(SH96.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH96.61) Replace the *Nimitz* with the Gorn CV *Archaeopteryx* carrying 6x G-18 and 6x G-10 fighters, one CLE and one DE escorts in place of the *Halsey* and the *Fletcher*, delete the *Spruance*. The reinforcements will be a Gorn BC, CLF, and DDF.

(SH96.62) Add a Scout Eagle to the Romulan side and a Scout to the Federation side.

(SH96.63) For a smaller and faster game, delete the War Eagle and one of the Snipes and the *Nimitz's* escorts. Limit the reinforcements to the CL+ and the DD+.

(SH96.64) Historically, the *Nimitz* was converted to a CVB configuration while undergoing repairs as a result of this engagement. Players may wish to investigate what might have happened had the *Nimitz* already undergone this modification. Replace the F-4s with F-15s, and install the plus refit on the *Nimitz* and the FFRs.

(SH96.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH96.71) Change one or both of the Snipe-As to Battle Hawks.

(SH96.72) Replace the F-4s with F-18s.

(SH96.73) Add two, or even three, to the die roll in (SH96.45) for reinforcements.

#### (SH96.8) TACTICS

FEDERATION: Pull your ships in tight and watch for shotguns. Get the fighters out of the carrier. Do not bother to arm half of them; just get them out as targets and to add their phasers. Arm the other half and get a couple weasels ready. You are not going fast enough at start to get away, and you are going to need weasels just to stay alive after the first turn because you have no defense against his plasmas that first turn at all.

On turn #1, use maximum ECM and go erratic as soon as you get six fighters out of the bay. This will give you a 1/6th chance that any given torpedo will do only 50% damage and a 1/3rd chance that any given attempt to tractor you will fail.

Next turn, get the other half of the fighters out of the bay. They should be armed with two type-I drones each, and you can consider trying to get a little payback. Land a few of the survivors of the first six, and try to get them reloaded, but watch your bay capacity.

Keep wild weasels ready in case he has a few torpedoes left, and keep the phasers charged. If you are not hurt too badly, look into loading a few photons and consider some revenge. If he is still around when help comes, leave the escorts, the fighters, and the reinforcements to pay them back and get the *Nimitz* out of there as fast as you can.

**ROMULAN:** The Federation reinforcement die roll is not a secret, so you will have to build your plan of action around it. In any case, no matter what, try to kill the *Nimitz* on turn #1. That is your best chance. Hit the ship with everything you have on turn #1.

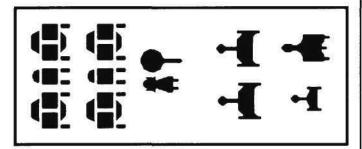
Forget fancy Mizia attacks; you want him to blow up.

If he is still alive on turn #2, reload the phasers and pound his down shield. If there is going to be time for another plasma salvo, take it. Remember to save your pseudo torpedoes until this second round of plasma since he cannot fire at them or weasel them the first time. Watch the fighters and the escorts; after the first turn, they become very dangerous.

HISTORICAL OUTCOME: Nimitz was severely damaged in the engagement, but survived due to the heroic efforts of her fighters and escorts and the timely arrival of help in the form of a small squadron which happened to be training nearby. However, her second com-

mander in a row was relieved of command because of the near loss of the ship and the total surprise the Romulan raiders had achieved despite the attack being deep in Federation space. The Romulan force disengaged at the approach of additional Federation reinforcements and sustained no significant damage in the encounter.

#### (SH97.0) MORKEDIAN DEATH MARCH



#### (Y173)

by Steve Saus, West Virginia

Despite the best efforts of the Federation Sixth Fleet, the Romulans continued their initial push into Federation space. At Morkedian–III, a desperate defense by Federation ground formations created a momentary check in the Romulan advance, defeating an initial Romulan landing attempt. The Romulans had been surprised by the newly arrived Federation ground forces who had been assigned to the planet since they had last raided it (SH20.0). It was clear, however, that the planet could not be held in the face of the Federation's inability to maintain "space superiority" over the planet. Rather than throw more good ships and men into a hopeless defense, Admiral Matthews ordered the troops withdrawn and the planet abandoned.

Matthews' staff worked wonders, but most of the wounded from the planet had to be evacuated in freighters. Regrettably, before the withdrawal could be completed, the Romulans attacked again, and if the Sixth Fleet could not maintain space superiority over a planet, it also could not provide an adequate escort for the convoy.

There has been much debate on just why the Romulans attacked the convoy. Those who hate the Romulans insist that they must have known the ships were carrying wounded, and they were simply committing an atrocity out of anger for their recent reverse on Morkedian-III and sheer bloody-mindedness (and the Romulans have been known to commit the occasional atrocity, at least in Federation eyes).

Others agree with the Romulan version that they thought the convoy was trying to evacuate critical supplies, personnel, and materiel (and indeed, it must be admitted that some critical supplies, personnel, and materiel were on some of the ships, although hardly enough to justify the Romulan attack).

To the wounded men who were on the ships, the point was moot.

(SH97.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

#### (SH97.2) INITIAL SET UP

- FEDERATION: CL+ Suffolk in 3520, DD+ Xerxes in 0618; both heading E, speed 10, WS-III.
  - Four large freighters within 4 hexes of 3320, heading E, speed 10, WS-II.
  - Two small freighters within 3 hexes of 3525, heading E, speed 10, WS-II.

ROMULAN: KRB Annihilation in 3501, heading E, speed max, WS-

KRB *Retribution* in 4205, heading E, speed max, WS-III. SPA+ Avenger in 4001, heading E, speed max, WS-III. K5R *Tribune* in 3001, heading D, speed max, WS-III.

(SH97.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of turn 10.

#### **HISTORICAL SCENARIOS — SH**

#### (SH97.4) SPECIAL RULES

(SH97.41) MAP: Use a floating map. The Romulans must disengage by acceleration or distance by the end of turn 10, or they are considered destroyed. Romulan ships can only disengage in directions A, B, or C.

(SH97.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH97.421) One of the KRBs has an MRS shuttle.

(SH97.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH97.423) There are no PFs in this scenario.

(SH97.43) COMMANDER'S OPTION ITEMS

(SH97.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items.

Federation: The DD has one T-bomb and one dummy and four additional boarding parties, one of which is a commando. The CL has three T-bombs, but only one dummy; it has four commando boarding parties aboard. Each small freighter has four boarding parties aboard. Each large freighter has eight boarding parties aboard. See also (SH97.45).

Romulans: Both KRBs and the K5RB have only half their boarding parties (deducted at start). One KRB has two T-bombs and three dummies. One KRB has one T-bomb and no dummies. Both KRBs are missing one admin shuttle (they have both already used their spare). The K5RB has one T-bomb and one dummy. The SPA has five extra boarding parties, two T-bombs, and four dummies. See also (SH97.46).

The above represents the confused status of the supply systems of both fleets during this early stage of the Romulan invasion. The commando teams on the Federation ships are remnants of an elite unit being evacuated from the planet. (SH97.432) All drones are "medium," speed-20.

Each drone-armed ship can select 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.

(SH97.44) REFITS: The Romulan KRs have all received the "B" refit; the SPA has the plus refit. The Federation CL and DD both have their plus refits, but the CL has not received the AWR refit.

(SH97.45) FEDERATION: The freighters have boarding parties as outlined in (SH97.431). These boarding parties represent elements of the garrison being evacuated from Morkedian–III. The ships are crowded with additional crew units of "wounded" and "medical" personnel, i.e., non-combatants whose specific status need not be recorded. Resupply has been sporadic, and action heavy, which is why the Federation warships do not have all their T-bombs. In addition, score 10 internals as a single volley on the DD ignoring phaser directional damage, then repair two boxes of the owner's choice. In addition, delete five crew units from the DD and seven crew units from the CL; note that the added boarding parties will have to be accounted for. This represents the lack of spares, time to complete repairs, and the fact that there are no replacements available. The Federation ships cannot use continuous damage control in this scenario due to a lack of spares, but can use EDR (D14.0) and (D9.2).

(SH97.46) ROMULANS: The Romulan ships have been engaged in action since the Federation was invaded and have not had time to be fully resupplied. In addition to the limitations of (SH97.431), score five internals as a single volley on the K5RB, ignoring phaser directional damage, and repair one box. Score 10 points of internal damage as a single volley on each KRB, ignoring phaser directional damage, and then repair two boxes. In addition to crew units deleted due to missing boarding parties, delete an additional four crew units from each KRB and three crew units from the K5RB. This represents the lack of spares, time to complete repairs, and the fact that replacements have not been brought up as yet. Note that the reduction in crew units will affect your ability to form militia units. Note that SPA is newly arrived and has not been as hotly engaged. Only the SPA may use continuous damage repair. The other Romulan ships can only use EDR and (D9.2) as the Federation above.

(SH97.47) THE FREIGHTERS can use all repair systems allowed during a scenario; specifically (D9.2), (D9.7), (D14.0), and (G17.5) are all authorized. The freighters, being civilian units pressed into service for the evacuation, have not been in combat prior to this. (SH97.48) TIME LIMIT: The Romulan ships were recalled by the fleet commander, which is why they must disengage by the end of turn 10.

#### SH — HISTORICAL SCENARIOS

(SH97.49) Any Federation unit disengaging by sublight evasion is considered to be destroyed. This is because the Romulan advance will leave the ship deep behind Romulan lines with no option but to surrender before its supplies run out.

(SH97.5) VICTORY CONDITIONS: The Federation player wins if 100 cargo boxes are undestroyed at the end of turn 10. Destroyed and repaired cargo boxes count as destroyed, but note that a repaired cargo box might protect a cargo box that has not been destroyed yet. Note that any plasma torpedoes launched on turn 10 must be resolved before the scenario is declared over.

The Romulans win if less than 100 cargo boxes survive.

If the Romulan K5RB is destroyed, the Federation receives a bonus of 50 cargo boxes (e.g., it is as if 50 cargo boxes were not destroyed, so that if only 51 cargo boxes remained at the end of the scenario and the K5RB was destroyed, the Federation would be counted as having 101 cargo boxes).

If a Romulan cruiser (KRB or SPA) is destroyed, the Federation receives a bonus of 100 cargo boxes. If a Romulan cruiser is crippled, the Federation receives a bonus of 50 cargo boxes.

If the K5RB is crippled, the Federation receives a bonus of 25 cargo boxes (crippling counts irrespective of whether or not the crippled unit manages to repair enough boxes to no longer be crippled).

(SH97.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH97.61) Replace the Romulans with a Lyran squadron of two CAs, a CW, and a DD. All have plus and ESG capacitor refits, and the CW has a power pack. Replace the Federation ships with a Kzinti DF and CL, fully refitted.

(SH97.62) Have the Federation player publicly assign numbers one to six to the six freighters, and have the Romulan player put eight counters numbered one to eight into a cup. The Federation player pulls two of these counters, examines them and places them face down in view of the Romulan player, setting the others aside (the Romulan player cannot examine these). If the Federation player draws any number from 1–6, the freighter designated with that number is a Q-ship, large or small as appropriate. When the Q-ship is revealed, the Federation player must show the number to the Romulan to confirm it. If a seven or eight is drawn, then there is no Q-ship for that counter. Note that it is possible for the Federation player two, one, or no Q-ships, and that this variation will strongly favor the Federation.

(SH97.63) For a smaller and faster scenario, use only one KRB versus the CL and the two small freighters, and allow only five turns. The Federation wins if 20 cargo boxes survive or the KRB is destroyed. The Federation gains a 10 cargo box bonus if the KRB is crippled.

(SH97.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH97.71) Change one of the KRBs to a K7RB.

(SH97.72) Replace the CL with an NCL.

(SH97.73) Delete or add refits to or from one side.

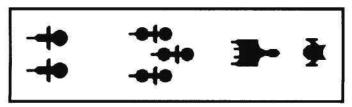
#### (SH97.8) TACTICS

FEDERATION: You have two choices: circle the wagons and wait for the Romulans to leave or run. If you circle the wagons, the Romulans will probably use shotguns to hit as many of your ships as they can. Movement, even at the slow speed of the freighters, is probably your best option. Have as many wild weasels ready as you can. You need time. Eventually, the Romulans have to leave. Can you survive until then?

**ROMULAN:** You must close fast as you have a limited amount of time to work with. The Federation destroyer is the only ship that can really hurt you. Finish it off early and you have no problems. Do not let your frigate get too near the DD as a narrow salvo of photons from it can blow it to pieces, and perhaps cost you the game.

HISTORICAL OUTCOME: The Romulans destroyed both the small freighters, and so badly crippled two large freighters that they were forced to return to the planet and surrender. Both the Federation warships were badly damaged, but managed to reach a Federation base in company with the two remaining freighters. The Romulans suffered damage to several of their ships, but sustained no losses.

#### (SH98.0) STARHAWK RISING



(Y177)

by William A. Ransdale, New Jersey

In Y177 the Firehawk cruiser *Starhawk* was raiding Gorn shipping lanes, causing damage to several convoys. A Gorn force was dispatched to hunt it down. The Gorns caught up to the *Starhawk* near the Rek'Yak nebula. The *Starhawk* plunged into the nebula in an attempt to break contact, but the pursuing Gorn force plunged in after it, determined to end its depredations once and for all.

(SH98.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

#### (SH98.2) INITIAL SET UP

TERRAIN: The action takes place entirely within a nebula (P6.0).

- GORNS: BDL Iron Fang in 1010, BDD Iron Hide in 1107, BDD Iron Scale in 0711; all heading C, speed max, WS-III.
  - REINFORCEMENTS: CLF Shima, HDD Eaglebane; see (SH98.45).

ROMULAN: Firehawk-A *Starhawk* in 0828, heading B, speed 5, WS-III; see (SH98.47).

REINFORCEMENT: Battle Hawk Starwing, see (SH98.46).

(SH98.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH98.4) SPECIAL RULES

(SH98.41) MAP: Use a floating map to represent an engagement area that is actually 10 maps wide (at least). If the *Starhawk* successfully negotiates 10 maps in direction B/C, from the 01xx hex row to the 42xx hex row, it is considered to have disengaged irrespective of its damage status. The *Starwing* is considered to have disengaged when the *Starhawk* does, provided it has not previously been destroyed or captured. If the *Starwing* is the only remaining Romulan ship, it is considered to have disengaged under these conditions once it crosses the 42xx hex row of what would have been the 10th map that the *Starhawk* would have traversed.

The Romulans can only disengage as provided above.

The Gorns can disengage in any direction except off the 42xx hex row of any map.

Any unit that disengages in any direction or by any means not specifically allowed is considered to have been destroyed.

(SH98.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH98.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH98.431).

(SH98.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH98.423) There are no PFs in this scenario.

(SH98.43) COMMANDER'S OPTION ITEMS

(SH98.431) 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 the *Starhawk* is under some restrictions; see (SH98.47).

(SH98.432) In a variation of this scenario where ships armed with drones might be present, all drones are "medium," speed-20.

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

(SH98.44) REFITS: All ships in this scenario have received all refits available to that ship up to Y177. This includes the plus and F-refits for the Gorns and the rear phaser refit for the Romulan *Starwing*.

(SH98.45) GORN REINFORCEMENTS: The Gorns have called in other ships which were also hunting for Romulan raiders in this area. Two of these ships arrived in time to participate in the action.

(SH98.451) During the Energy Allocation Phase of turn #3, the HDD Eaglebane arrives anywhere along the 01xx hex row of the mapsheet the Starhawk is currently on. The Eaglebane must be at least 20 hexes from the Starhawk when it is placed. It must pay for a full turn of movement with no mid-turn speed changes allowed on its first turn. The Eaglebane's heading is B or C, speed max, WS-II.

(SH98.452) During the Energy Allocation Phase of turn #6, the CLF Shima arrives. The ship is placed 20 hexes in direction E or F from the Starhawk. The Shima heading is B or C, speed max, WS-II.

(SH98.46) STARWING: The Starhawk was acting as the coordinator for a number of raiding units. As the Gorns closed in, her Commander ordered the closest one of these smaller units to assist his ship in disengaging. During the Energy Allocation Phase of the third turn of the scenario, the Battle Hawk Starwing is considered to have entered the 42xx hex row of a map sheet which would be the 10th such sheet the Starhawk would enter. Players will have to keep track of this unit's movement until it enters the actual mapsheet where the action is taking place, some time in the future. The initial heading of the Starwing is E or F, speed max, WS-III.

(SH98.47) THE STARHAWK has used some of its PPTs in a previous action and has only two (Romulan player's choice).

(SH98.5) VICTORY CONDITIONS: Victory is determined under the conditions provided below:

- If the Starhawk and the Starwing escape uncrippled, the Romulans win a decisive victory.
- If the Starhawk escapes alone and uncrippled, the Romulans win a substantial victory.
- If the Starhawk escapes alone and crippled, the Romulans win a marginal victory.
- If the Starhawk and the Starwing escape crippled, the Gorns win a marginal victory.
- If the Starhawk escapes crippled, and the Starwing is destroyed, the Gorns win a substantial victory.
- If both the *Starhawk* and the *Starwing* are destroyed, the Gorns win a decisive victory.

(SH98.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH98.61) Replace the *Starhawk* with a Lyran CA+p and the *Starwing* with a Lyran DD+p. Replace the initial Gorn force with a Kzinti DWL and two DWs. Replace the CLF with a Kzinti CL+ and the HDD with a Kzinti CM.

(SH98.62) Randomly select a map within the nebula to also have a standard asteroid field (P3.0). Only nine maps should be considered for this as the mapsheet the *Starhawk* begins on is not counted. Place nine counters numbered from 1–9 in a cup, and draw one. The mapsheet corresponding to the number on the drawn counter will have an asteroid field. Which map this will be is known to both players at start.

(SH98.63) For a smaller and faster battle, replace the *Starhawk* with a SkyHawk-A and the starting Gorn ships with three frigates. Replace the two reinforcing Gorn ships with DDs (no refits). Replace the *Starwing* with a Snipe-A

(SH98.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH98.71) Change the Firehawk to a NovaHawk-A.

(SH98.72) Replace the A-modules with K-modules.

(SH98.73) Delete the F and/or plus refits from some or all of the Gorn ships.

#### (SH98.8) TACTICS

**GORN:** Charge! All the victory conditions are based on the Romulan's survival. Take your lumps and slow him down. This will allow the other ships to catch up and mop up.

**ROMULAN:** Consider trying to brake and turn 180° so that you can retrograde. This is risky as you may be overrun. Other than that, run and look for opportunities to get plasma going downhill on your pursuers. This is easier for Gorns with their LS/RS plasma–Fs, but LP/RPs can be pretty good at it too. Use some power for ECM and perhaps EM to make it hard for them to hit you with their phasers (or

#### **HISTORICAL SCENARIOS — SH**

plasma bolts). You only have to make it to the edge, but any internal damage will slow you down.

(SH98.9) PLAYTESTER COMMENTS: The game moves at a very high pace due to nebula restrictions and very high ECM. EPTs can strip your shields quickly, so be very careful around them.

HISTORICAL OUTCOME: Despite the ferocity of the Gorn pursuit, the *Starhawk* slipped out of the trap. However, the Romulan Command decided that things had gotten too hot in the area and withdrew the *Starhawk* and its raiding group. The Gorns had ended the depredations, but would have to wait for another day to gain their revenge.

#### (SH99.0) ROMULAN SHELL GAME

(Y178)

by David Zimdars, Montana



The Romulans sent a special envoy to the Klingons through the area of space occupied by the Federation which divided them from the Klingon Empire. Knowing the area to be heavily patrolled, the Romulans needed a way to break contact once it (inevitably) occurred. They equipped a NovaHawk-K with a cloaked decoy and assigned a SkyHawk-D minesweeper as an escort. They knew that a larger force would attract entirely too much attention.

A squadron of Federation NCLs detected the approaching Romulan ships and intercepted them. The two Romulans cloaked and began executing the NovaHawk's breakaway maneuver.

(SH99.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

#### (SH99.2) INITIAL SET UP

FEDERATION: CLC+ Tacitus, NCL+ Ramadan, NCL+ Asawari, anywhere within 3 hexes of the 01xx hex row, heading B or C, speed max, WS-III.

ROMULAN: NHK Loyal Hawk, SKD Probe, within 3 hexes of 2815, heading at the option of the Romulan player, speed 10, WS-III. See (SH99.45).

(SH99.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH99.4) SPECIAL RULES

(SH99.41) MAP: Use a floating map.

The Federation units can only disengage in direction E or F.

The Romulan units can disengage in any direction, but if the NovaHawk disengages in a direction other than E or F, it has failed to infiltrate past the Federation blockade.

Any unit which disengages in an illegal direction is considered to be destroyed.

(SH99.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH99.421) If using the optional MRS shuttles, the NovaHawk-K has one MRS.

(SH99.422) There are no fighters in this scenario. In a variation of this scenario where fighters are used, the standard deployment pattern for EW fighters is used if EW is used. (SH99.423) There are no PFs in this scenario.

(SH99.43) COMMANDER'S OPTION ITEMS

(SH99.431) Each Federation ship can purchase additional or special equipment as Commander's Option Items (e.g., Tbombs, 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.

The Romulan ships have the following special equipment in lieu of purchasing Commander's Option Items:

#### SH — HISTORICAL SCENARIOS

The NovaHawk-K has a cloaked decoy, NSM, its allowable load of T-bombs, and the MRS in (SH99.421).

The SkyHawk-D has has 6 large and 10 small mines in its mine racks.

(SH99.432) All drones are "medium," speed-20.

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

(SH99.44) REFITS: The Federation ships all have the plus, AWR, and Y175 refits. There are no applicable refits available to the Romulans.

(SH99.45) CLOAK: The Romulan ships cloaked on the turn preceding the scenario and are fully cloaked at start.

(SH99.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Romulans pay no penalty (and receive a 50-point bonus) for disengaging the NovaHawk by acceleration in direction F if the NovaHawk is not crippled AND if all three Federation ships have been crippled, destroyed, captured, or have disengaged. The Romulans receive a 25-point bonus for NOT using the cloaked decoy.

(SH99.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH99.61) Replace the Federation ships with a Gorn force consisting of a CDD and two HDDs with the heavy destroyer refit.

(SH99.62) Replace one of the Federation NCL+s with an NCD+.

(SH99.63) For a smaller and faster scenario, use only the NovaHawk-K and its allowed Commander's Options against the two Federation NCLs with their Commander's Options.

(SH99.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH99.71) Change the NovaHawk-K to a NovaHawk-A.

(SH99.72) Replace one of the NCLs with a DW.

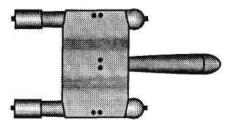
(SH99.73) Delete the plus or AWR refits from one or more of the Federation ships.

#### (SH99.8) TACTICS

**ROMULAN:** You must use your cloaking devices, cloaked decoy, and mines to try to divide the Federation force. Once one NCL has been separated from the other two, it can be shot at outside of overload range of the other two NCLs. If one NCL is destroyed or crippled in trade for the cloaked decoy, then the fight against the other two can be waged at more respectable odds. Try to preserve the NovaHawk, and then disengage in direction F as soon as possible.

FEDERATION: While you have the upper hand in this scenario, one mistake can turn it into a meat grinder. Try to detect mines by (M7.0) if moving 6 or less, and be sure to map the path of the minesweeper. Try to keep your NCLs in relatively close formation and moving. Charge many wild weasels. Since the minesweeper can move quite fast under cloak, be prepared for it to overrun a stopped NCL that has spent its photons and "bracket" it with mines. Concentrate fire on the NovaHawk, and try to prevent it from disengaging.

HISTORICAL OUTCOME: The NovaHawk successfully broke contact with the Federation ships and continued on into Klingon-held space where it delivered its passengers.



#### (SH100.0) THE CHASE



(Y181)

by Steven Saus, West Virginia

A Romulan squadron patrolling the war zone was suddenly confronted by a larger Federation Task Force. The Romulan Commander had to make a quick decision: cloak, or turn and try to disengage.

(SH100.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

#### (SH100.2) INITIAL SET UP

FEDERATION: NCA New York in 0603, NCL+ Michigan in 0404, FFG John Paul Jones in 0401, FFG Rickover in 0303; all heading C, speed max, WS-III. See (490.46).

ROMULAN: SparrowHawk-A+ Adversary in 2316, SkyHawk-A Poinard in 2413, SeaHawk-A Loyalty in 2617; all heading E, speed 5, WS-I.

(SH100.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH100.4) SPECIAL RULES

(SH100.41) MAP: Use a floating map.

The Romulan ships can only disengage in directions B or C.

The Federation ships can only disengage in directions E or F.

Ships disengaging in directions other than those stated here are considered destroyed.

(SH100.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH100.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH100.431).

(SH100.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH100.423) There are no PFs in this scenario. One or more casual PFs might be added on mech links as a balance factor.

(SH100.43) COMMANDER'S OPTION ITEMS (SH100.431) 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.

(SH100.432) All drones are "fast," 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.

(SH100.44) REFITS: The Federation ships all have the rear phaser, AWR, plus, and Y175 refits if available for that ship. The Romulan SparrowHawk has the plus refit. The Federation NCA is in Module R5; substitute a CAR if you do not have this module.

(SH100.45) DRONES: The Federation ships have not had time to launch drones (S4.13) before this engagement begins.

(SH100.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Romulans receive a point bonus for each ship which disengages by acceleration or separation.

SHIP	BONUS
SparrowHawk-A	50
SkyHawk-A	30
SeaHawk-A	20

(SH100.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH100.61) Replace the Romulans with a force consisting of an Orion MB, DW, and LB.

(SH100.62) Add a FFS to the Federation force.

(SH100.63) For a smaller and faster battle, delete both of the Federation frigates and the Romulan SkyHawk-A.

(SH100.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following: (SH100.71) Change one of the FFGs to a DW. (SH100.72) Replace the SeaHawk-A with another SkyHawk-A.

(SH100.72) Replace the SeaHawk-A with another SkyHawk-A. (SH100.73) Delete some of the refits from the Federation ships.

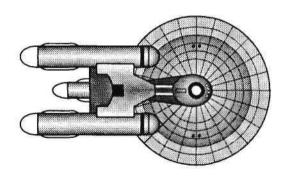
#### (SH100.8) TACTICS

FEDERATION: You will have to charge straight at the Romulans to stay close enough to inflict heavy damage. Overload your photons, and fire them near the end of the first turn so that you will get a second volley in the third turn. Don't sacrifice speed for weapons — your second volley of photons will have to be incomplete and underpowered. Be prepared to eat T-bombs, and perhaps NSMs, and save a few phasers for his plasma torpedoes. Keep in mind that a captured ship is worth twice its normal BPV. It may be a good idea to deploy ECM drones to dilute any possible Romulan weapons fire, but that is unlikely because of the danger of T-bombs and NSM explosions. This can also dilute your use of scatter-packs.

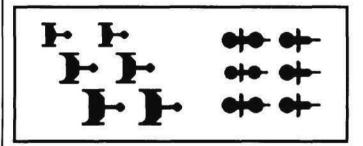
ROMULAN: Drop your offside shield at the beginning of the first turn, and lay a minor mine field with your transporters to force the Feds to go around or eat a few. Back it up with a few NSMs from your shuttle bays. Erratic maneuvers is probably a good idea shortly thereafter. Load your phasers on the first turn; it's probably the only chance you'll get. Look for opportunities to launch your LP/RP plasmas to the rear by changing your heading by 60° at appropriate moments. Remember that the F-torps are all loaded, and with the PPTs you can get up to 12 plasma-Fs on the map. This gives the Federation something to think about while he is running over the Tbombs and NSMs. You might also consider sacrificing your shuttles by launching all of them. While they are not individually dangerous, if the Federation player loses a shield, the Mizia effect of their phaser-3s at close range could strip critical weapons from the Federation ships. At worst, they may be able to draw some Federation fire (or power to tractor drag them to death) and perhaps pick off a few drones the Fed launches to chase you. If the Federation fires ADDs from his G-racks at your shuttles, at least he will not be able to launch drones at your ships. If the SkyHawk and SeaHawk still have their batteries on the turn you intend to disengage, have them cloak on the battery power as you run.

(SH100.9) PLAYTESTER COMMENTS: Sometimes discretion REALLY is the better part of valor, or as a Romulan survivor said: "We're lucky we got home at all after that DN and six cruisers jumped our three little ships!" Mistakes made by the Romulans are usually costly. Both Commanders must realize that this is a different type of scenario. The Romulans have little chance of winning, unless the Federation ships really get chewed up in the chase.

HISTORICAL OUTCOME: After a short but desperate flight, the Romulans broke contact and escaped, losing the SeaHawk. The Federation victory was a hollow one as the NCA had run over two nuclear space mines and was hit by two plasma-F torpedoes, severely damaging the ship. This action was the opening move for the Federation portion of Operation Remus.



#### (SH101.0) PLASMAS vs. DRONES



HISTORICAL SCENARIOS - SH

(Y182)

by Brian Baum, New Jersey

A Klingon squadron broke through the Kzinti front and raced deep into the Kzinti rear area determined to destabilize the Alliance's plans to launch Operation Cavalry. The nearest Alliance force able to respond to the Klingon incursion happened to be a contingent of Gorn ships which had arrived to participate in the offensive.

While most Klingon Commanders had some idea of how to deal with plasma torpedoes as a result of their academy training, they were quite unprepared to encounter them in such large numbers.

On the Gorns part, the introduction to massed salvos of drones and the rapid-fire capabilities of disruptor-armed ships would prove an equally unpleasant surprise despite familiarization training provided by the Kzintis.

(SH101.1) NUMBER OF PLAYERS: 2; the Gorn player and the Klingon player.

#### (SH101.2) INITIAL SET UP

- GORN: CCF Chromaticon, BC Wyvericon, CLF First Strike, HDD Harmony, HDD Justicar, and BDD Smasher within 5 hexes of 3507, heading E, speed max, WS-III.
- KLINGON: D7L Duelslayer, D7D Suffocator, D5K Ravager, D5D Catapult, F5K Dragon Cry, F5K Dragon Song within 5 hexes of 1020, heading B, speed max, WS-III.

(SH101.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH101.4) SPECIAL RULES

(SH101.41) MAP: Use a floating map.

Gorn units may only disengage in directions A or B.

Klingon units may only disengage in directions D or E.

Any unit disengaging in a direction other than allowed above is considered to be destroyed.

(SH101.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH101.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH101.431).

(SH101.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH101.423) There are no PFs in the basic scenario; however, in a variation up to four standard PFs might be added to each side, carried on mech links.

(SH101.43) COMMANDER'S OPTION ITEMS

(SH101.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SH101.432) All drones are "fast," 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.

(SH101.44) REFITS: All units that participated in this battle had all available refits. For the Klingons, this includes the K, B, UIM, Y175, and mech-link refits. For the Gorns, this includes the plus and mech-link refits.

#### SH — HISTORICAL SCENARIOS

(SH101.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2).

(SH101.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH101.61) Replace the Klingon force with a Lyran force consisting of a CC, two CWs, and three DWs. All have the ESG capacitor, phaser, and plus refits. The CWs and DWs have also all received the power pack refit.

(SH101.62) Add a BDS to the Gorn force and an D5S to the Klingon force. Note that this will shift the balance toward the Gorns as their scout can use its channels to "turn off" Klingon drones.

(SH101.63) For a smaller and faster battle, use only the D7L and D7D on the Klingon side against the Gorn CCF and BC.

(SH101.64) Add up to four standard PFs to each side carried on the mech links.

(SH101.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH101.71) Change the CLF to an HHD.

(SH101.72) Replace the D5D with an F5D.

(SH101.73) Delete or add a small ship to either side.

(SH101.74) Replace one or both of the F5Ks with F5Ws.

#### (SH101.8) TACTICS

GORNS: Use your T-bombs to wipe out groups of drones. Because of your better initial power curve, use some power for an initial ECM advantage. Keep your speed up! Massed plasma bolts are very effective against the weaker Klingon ships. Kill ECM drones whenever possible. Try to divide the Klingons, and then concentrate on one ship or group. Do not go where the Klingons have been too often as the only real use they have for their T-bombs is to try to damage your ships.

KLINGONS: Start slow with a mid-turn speed change to fast. Get your drones out quickly so that they lead your fleet. The best use of your drones will probably be to draw out and limit the effects of the Gorn phaser batteries. Do not mass them too much so that you can minimize his use of T-bombs. Your selections of the sizes of the drones (how many type-I and how many type-IV) and what modules (do not forget armor) will be very important. He probably has about 22 T-bombs not counting dummies. Don't go so fast that you cannot HET. Fire all of your disruptors at the smallest Gorn ship in range, but do not forget to follow them up with phaser salvoes when possible without exposing yourself to seeking (as opposed to bolted) plasma strikes. The only real use for your own T-bombs will be to try to lure the Gorns over them.

(SH101.9) PLAYTESTER COMMENTS: While at first glance this battle seems to have nothing of real interest to it, the match-up of two technologies which do not normally encounter each other in such large numbers makes for a very interesting battle. An exiting scenario, and different. A good classroom scenario of plasmas versus drones.

HISTORICAL OUTCOME: The result was a very confused battle as both sides sought to learn the weaknesses and strengths of the other. The Gorns had counted on having Kzinti and Federation ships present to assist in defending themselves from drones, and the Klingons simply had never encountered plasma torpedoes in such large numbers.

The Klingons detected the approach of reinforcements for the Gorns and turned for home. In the final analysis, the Klingons gave better than they received, although no ships on either side were destroyed. However, the Gorn contingent for Operation Cavalry was weakened as several of the ships involved in the battle had to be sent home to be fully repaired. This did not delay the operation. Some analysts believe that the Operations start should have been delayed until the Gorn ships were replaced. Others believe that such a delay would only have allowed the Klingons more time to strengthen their defenses. In any case, the Klingon ships damaged in this battle would not be available as reserves. Being closer to their sources of supply and repair, they would be fit for action again before new ships could arrive from Gorn space.

Some analysts also believe that this battle had an unexpected outcome in the mind of Gorn Admiral S'Treleg, who would command the major component of Operation Cavalry, perhaps explaining his otherwise inexplicable lack of decisiveness.

#### (SH102.0) ROMULA AUDACIA



(Y184)

by Vincent Solfronk, Alabama

STAR FLEET BATTLES

In Y184, the Federation launched an offensive against the Romulans in a half-hearted attempt to knock them out of the war. As the majority of the first-line combat ships were operating on the Klingon front at the time, many of the battle groups committed to this offensive were unusual, to say the least.

One such battle group was centered on the CVT+ Wolf. While inside Romulan space, the CVT picked up what seemed to be a large Romulan convoy and launched a strike to attack it. When the fighters reached the convoy's location, they discovered it was a ruse and wisely returned immediately to the carrier, which they discovered was fighting for its life.

(SH102.1) NUMBER OF PLAYERS: 3; the Romulan player and the Federation ship player and the Federation fighter player. Optionally, one player could control all the Federation forces.

#### (SH102.2) INITIAL SET UP

FEDERATION SHIP PLAYER: Set up on map B: Tug+ Wolf with CVA and CVL pods in hex 0915 NAC Hoemer in hex 1213 FFRA+ McCaffrey in hex 1115 FFRA+ Moore in hex 0814 6xF-18Cs from VF-72 anywhere within 7 hexes of the CVT All ships heading B, speed 7, WS-III. The fighters have any heading at the player's option and are at speed max.

FEDERATION FIGHTER PLAYER: Fighter Wing #7

12 F-18C VF-71 6 F-18C VF-72 12 F-14B VF-73 All fighters in hex row 27xx of map A, heading and speed at player's option. All fighters are fully armed.

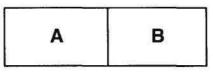
ROMULAN: Set up on map B:

NovaHawk-K Imperial Hawk SkyHawk-L+ Centurion Rogallus SkyHawk-A Glaive SeaHawk-A Steadfastly SeaHawk-A Stalwartly 2xCenturion PFs All within 2 hexes of 4227; all are heading F, speed max, WS-III.

(SH102.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SH102.4) SPECIAL RULES

(SH102.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map consists (for this scenario) of two standard maps. The 42xx hex row of map A adjoins the 01xx hex row of map B. For all purposes, they are otherwise considered as a single map.



Any fighters which disengage and are not on their carrier are considered destroyed. Any fighters left on the map after all ships have disengaged are considered destroyed.

Romulan units can only disengage in directions C or D.

Federation units can only disengage in directions E or F.

Any unit disengaging by leaving the map in a direction other than provided is considered destroyed.

#### **HISTORICAL SCENARIOS - SH**

(SH102.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH102.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH102.431).

(SH102.422) If using EW fighters, two of the F-18Cs controlled by the fighter player are F-18Es and one of the F-14s is an F-14E. If not using EW fighters, they are standard F-18Cs or F-14As as appropriate.

(SH102.423) The Centurions are the standard type.

(SH102.43) COMMANDER'S OPTION ITEMS

(SH102.431) 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.

(SH102.432) All drones are "fast," 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.

(SH102.44) REFITS: All ships, pods, and fighters are refitted as indicated in (SH102.2). The PFs have the shield refit. The NovaHawk has the mech-link refit.

(SH102.45) FIGHTERS: The six fighters with the carrier are half of one of the two F-18 squadrons which remained behind for local security. The EW fighter (if used) of this squadron accompanied the other half on the strike. The 18 F-18s in the returning strike are a squadron of 12 and a half squadron of 6 fighters.

(SH102.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SH102.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH102.61) Replace the Romulans with a Klingon force consisting of a C7, F5L, 2xF5Ks, an F5D, and 2xG-1s.

(SH102.62) Add a frigate-sized scout to each side.

(SH102.63) Use only the CVT with both of its pods and the 36 fighters on the Federation side. The Romulan side has only the SkyHawk-L+, the SkyHawk-A, and one SeaHawk-A.

(SH102.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH102.71) Change the F-14Bs to F-18Cs.

(SH102.72) Replace the NovaHawk-K with a FireHawk-K.

(SH102.73) Delete some refits from one side.

(SH102.74) Change the CVL pod to a self-defense pod, and delete 12 F-18Cs from the Fighter player's force.

#### (SH102.8) TACTICS

FEDERATION SHIPS: You are seriously outgunned at all but the closest ranges, and given your need to use phasers to block plasma torpedoes, you are outgunned all the time. This is not a battle you can win by sticking around. Recover the fighters, and get the heck out of there. Use your drones to try to kill a few of the smaller Romulan ships. It is probably not worthwhile to take an MRS shuttle on the CVT as it would probably wind up being used as a wild weasel in any case.

FEDERATION FIGHTERS: In order for you to simply survive, you have to reach the carrier or its escorts. Start salvoing drones at the Romulans when you come into range. Even if all you do is force them to cloak, this may give the ships time to recover you so that they can escape. Remember, if the carrier is in serious trouble, they will have to write you off. If that happens, use your phasers to go for any crippled Romulan (under cloak if need be) as they try to reach the map edge to disengage. Maybe you can take one with you.

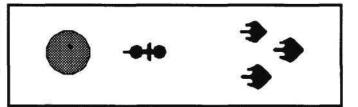
**ROMULAN:** The *Wolf* is the key to this so far as you are concerned. If it goes down, most of the fighters will be lost. You need to be wary of the forest of gatling phasers both in front of you and coming up fast. It is NOT a good idea to go after the approaching fighters. Their ability to launch drones is staggering to say the least, and they are going to be in among your ships by the end of the second turn as it is. You might want to try blocking their approach with your T-bombs, but you only have 12 of them (24 counting dummies) at most. You may have to go in for an anchor to hold the carrier still long enough to enable your ships to plant enough plasma into it to wreck it. You will win or lose on turn #1, turn #2 at the latest, in any case. If it goes to turn #3, the NovaHawk and the SkyHawk-L might be able to launch some last two-turn-Fs which you can support with whatever phasers remain on the other ships, but by that time it will be a suicide move on your part.

(SH102.9) PLAYTESTER COMMENTS: A good presentation of what must have been a common occurrence during the General War entrapment of a carrier group whose fighter squadrons have been "called away."

(SH102.X) DESIGNER'S NOTES: The purpose of the third player controlling the fighters is to create the confusion in communications between a carrier and its fighters. It also stresses the importance of teamwork.

HISTORICAL OUTCOME: The tug was forced to drop the pods, which were then destroyed by the Romulans, in order to escape. Most of the Federation pilots were forced to surrender to the Romulans. Every ship of the Romulan force was damaged in the battle, but none were destroyed.

#### (SH103.0) FIRST ARREST



(Y186)

by Stephen V Cole, Texas

The ISC Pacification Campaign (also known as the ISC Conquest) covered two years and 20,000 parsecs, but like all great marches began with a single step.

In order to delay exposing their intentions as long as possible, the ISC planned to take out the Romulan and Gorn frontier pickets before they could detect the main ISC fleet. More than a dozen such operations were launched, almost simultaneously, by the fleets that had long patrolled the borders.

The first such operation to begin was an attack by the Escort Carrier *Mandate* on a small Gorn mining station and the ship assigned to defend it. The ISC captain had orders: destroy the Gorn ship and the ground warning station without allowing any of your ships to be crippled. The easily replaceable fighters were expendable, but the carrier group (after picking up new fighters) was needed in the campaign itself.

Various factors conspired to make this battle the first in the campaign, since all of the ships near the border were in constant motion. It was, according to Galactic Standard Time, only a few minutes before other battles were joined.

But it was the first.

(SH103.1) NUMBER OF PLAYERS: 2; the ISC player and the Gorn player.

#### (SH103.2) INITIAL SET UP

TERRAIN: Small planet (no atmosphere) in hex 2215.

ISC: CVE Mandate, DEA Conviction, and FFA Stockade enter the map from the 42xx hex column on impulse #1 of turn #1, WS-III, speed max, heading toward planet. The CVE is carrying eight Fast Superiority Fighters but has not launched any of them.

GORN: Small mining station, ground-based phaser-4, and small ground warning station on hex side B of the planet.

- BDD Whiptail anywhere within 4 hexes of the planet, speed 15, WS-III, heading at option of the Gorn player.
- Two Gorn PFs anywhere within 6 hexes of the planet, speed 15, WS-III, heading at option of the Gorn player.

#### SH — HISTORICAL SCENARIOS

(SH103.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The scenario ends at the end of turn #6, when the Gorn BDD or GWS could spot the moving ISC fleet.

#### (SH103.4) SPECIAL RULES

(SH103.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The ISC units can only disengage from the 42xx hex column. The Gorn units can only disengage from the 01xx hex column or the xx01 hex row. Any unit disengaging from an illegal map edge is considered destroyed.

(SH103.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH103.421) 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 (SH103.431).

(SH103.422) If using EW fighters, one of the FSFs on the CVE is an EW variant. If not using EW fighters, it is a standard FSF.

(SH103.423) The Gorn PFs are standard Pterodactyls. They are treated as casual PFs and are not part of any flotilla.

#### (SH103.43) COMMANDER'S OPTION ITEMS

(SH103.431) 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.

(SH103.432) There are no drone-armed units in this scenario. In a variant set in the same year, all drones are "fast," 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.

(SH103.44) REFITS: The Gorn BDD has the plus (phaser-3) refit. For purposes of this scenario, the Ground Warning Station has two landing pads for PFs. There are no refits for the ISC ships.

(SH103.45) RESTRICTION: The Gorn BDD cannot disengage until turn #6 or until the bases on the planet are all destroyed.

(SH103.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The ISC force receives no points for crippling the Gorn BDD or forcing it to disengage. (Their assignment is to destroy or capture it.) The Gorn player receives double the normal points for crippling or destroying the ISC CVE, regardless of the survival of the small ground warning station, and double points for any other ISC ship crippled or destroyed if the small ground warning station is not destroyed by the end of turn #6.

(SH103.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes: (SH103.61) Replace the Gorn ship with a Romulan Skyhawk, and allow it to disengage from the xx30 hex row instead of the xx01 hex row.

(SH103.62) Allow the Gorns to replace the BDD with any ship with a BPV of 100 or less, including fighters but not Commander's Options. Alternatively, allow the Gorns to use any PF variants. Use tactical intelligence.

(SH103.63) For a more elaborate scenario, replace the Gorn BDD with a CM and replace the ISC CVE with a CV.

(SH103.64) For a simpler scenario, eliminate the ISC DEA and the two Gorn PFs.

(SH103.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH103.71) Change the BDD to an HDD.

(SH103.72) Replace the CVE with a CVL, or replace the DEA with an FFA.

(SH103.73) Delete or add a Gorn PF.

#### (SH103.8) TACTICS

**GORN:** You can kick out four plasma-F torpedoes a turn which will give the ISC ships something to think about, and the base can support you with EW. Do not close with the ISC ships as there are too many plasma-Ds to fight if you do. Stay near the planet where that phaser-4 can toast a piece of ISC hide every turn.

#### STAR FLEET BATTLES

One playtest group recommended a pre-emptive attack, storming the ISC carrier before it could launch its fighters. This would make for a short and exciting scenario.

Carefully select where you will lay your minefield (small as it is). Drop the mines from the hatch to avoid letting the enemy know where they are, or use transporters so that the "known" field will channel the enemy attack. The PFs are a critical element. You must get two volleys of plasma-Fs out of each PF. Turn toward the enemy, launch a volley, then turn away to outrun the plasma-Ds before turning back into the attack.

ISC: The Gorns have a range advantage in that they have a G torp and more plasma–Fs than you do. Worse, not only do you have a lot of short-ranged plasma-Ds, but also the burden of closing with the ground base is yours. Try to use the planet as a shield to get in position to launch your fighters to strike the base while the Gorn torpedoes are recycling. Getting to the base will at least cause the BDD to have to come to you.

On the first turn, use a mid-turn speed change about impulse #14 to #17 to get all of the fighters launched before accelerating into the attack. Concentrate on the ground-based phaser-4; the warning station can wait a few turns. The mining station is worth plenty of points if you capture it, but the BDD is probably full of Gorn Marines.

Don't waste time with ECM; use ECCM to get solid hits with the phasers. Hang EW pods on the fighters for their own protection.

(SH103.9) PLAYTESTER COMMENTS: An interesting small scenarios. The fighters are all the more enjoyable because there were y eight to deal with. Energy Allocation was a snap with so few ships. The deadline provided the necessary suspense.

(SH103.X) DESIGNER'S NOTES: I wanted a scenario that reflected the fighter concepts of F&E, wherein one could expend the fighters but needed to keep the carrier intact, while the enemy used "directed damage" to go for the carrier.

#### SCENARIO PLAYTESTERS

BATTLE GROUP AMARILLO: John Chisum.

- BATTLE GROUP CHICAGO: John Berg, Randy Demsetz, Paul Miller, Andy Pundy, Paul Pundy, Alex Pundy, Joe Lewis.
- BATTLE GROUP DETROIT-1: Keith Velleux, Paul Kondon, Matt Hargraves, Paul Geeting, David Oberheu, Bill Whaley, Ed Goodwin.
- BATTLE GROUP DETROIT-2: David Watson, Mike Vinarcik, Bryan Schenk.
- BATTLE GROUP FLORIDA: Frank Otto, Ed Marcellus, Scott Marcellus, Richard England, Danny Tuten, Larry Bruce, Gary Hacker.

BATTLE GROUP HOUSTON: Frank Crull, Eric Nussberger, John Viles, Henry Triplett, Terry Haugh, Matt Burleigh, Jason Faulks, Paul Hamilton, Brad Hinkle, Brian Klinger, Paul Kramer, Mike McKenzie, Greg Wheeless, Curtis Wood, James Chrysler and Jeff Kelley.

BATTLE GROUP INDIANA: Tony Zaraschuk, Jim Moran, Richard Willey, Jeff Burnett, Chris Pittman.

BATTLE GROUP LOS ANGELES: Ray Olesen, Thomas Gondolfi.

BATTLE GROUP MONTANA: David Zimdars, Matt Leuthold.

BATTLE GROUP NEW JERSEY I: Alan Gopin.

- BATTLE GROUP OKLAHOMA: Chuck Strong, Eris Ellsworth, Tom Grulich, Mike Kahn, Joshua Zustiak, Robert Simmons, Randy Dullell, Craig Rutherford, Eddie Bowman.
- BATTLE GROUP OREGON: Doug Junker, Stuart Craig, Joe Mihara, Gordon Nance, Paul Nance.
- BATTLE GROUP PITTSBURGH: Mark Schultz, Mike West.
- BATTLE GROUP ST LOUIS: Gregg Dieckhaus, Kent Logsdon, Richard Beyer, Gary Rucker, Allan Phelps, Dick Herbert, Jay Clendenny, Rod Uding, Greg Boschert.
- CHAS GAMING: Charles Hunt, Philip LaBarge.

DAYTON STAR FLEET COUNCIL: Bruce Graw, Bruce Fiedler, Gary Fitzpatrick, Mike Filsinger, Dennis Frost, Wayne Rancy, Roger Randaon, Dave Waters, Kenneth Stith.

GROUP #279: Richard E. Beyer.

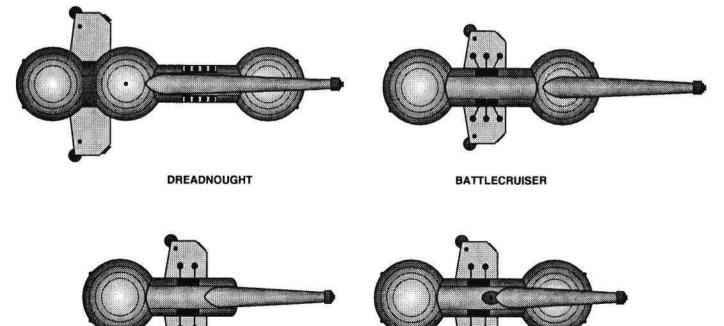
SIMULATION AND SPECULATIVE GAMING (NEW YORK): John Hammer, Johnathan Kapleau, Peter DiMitri, Matt Smith, Jeff House, Joe Mannino.

STAR	FLE	ET B	ATTLE	S								MAS	TER S	HIP CHART
Ship Type	G9.0 Crew Unts		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
	and a second		RIAL	1150 States and a state of the								01	riding	**
1116		FE	NIAL	nu					н (г	14.0)				
NEW	SERI	<b>ES (</b> '	'HAWK	") SHI	PS BL	JILT	DUR	NG T	HE G	ENER	AL WA	R		
DREAD	Columbia -	T AND 20	VARIANTS 234	5-6	1.50	2	0	E	6	170	12	00	10	
CON+	60 60	20	246	5-6	1.50	2	2	E	6	176	12	28 28	10	
CNV	66	16	220	5-6	1.50	2+4	2	E	45	175	12	26	10	v
ROC PHX	66 66	20 20	266 244	5-6 5-6	1.50 1.50	2 2+4	2	E	44 49	183 184	12 12	28 26	10 10	P P,V
		1000764			1.00		355					20		
FH-A	40	12	VARIANTS 174	5-6	1.00	1	3	С	38	171	8	19	8	Y1
FH-K	40	12	179	5–6	1.00	1	3	CC	38	174	8	19	8	
FH-F	40	12	169	5-6	1.00	1	3	ç	75	175	8	19	8	S, +
KH–A KH–K	55 55	20 20	219 224	5-6 5-6	1.00 1.00	1	3	č	37 37	183 183	8 8	23 24	9 9	S, UNV S, Y1
NH-K	42	16	192	5-6	1.00	1	3	C	72	174	8	21	9	
SUP-A	45	15	192	5-6	1.00	1+2	3	0000000	34	170	8	21	9 9	V
SUP-B SUP-K	42 45	8 15	196/181 197	5-6 5-6	1.00 1.00	1+4 1+2	3	00	29 34A	173 174	8 8	19 22	9	V V
TH	45	15	197	5-6	1.00	1+2	3	č	50	183	8	19	9	L, V, P,♦
RH-K	42	16	192	5-6	1.00	1	3	C	73	175	8	21	9	54777 6497538 - 634 9923
								-	10000					
SPA SPB	36 38	10 8	125 125/110	5-6 5-6	0.67 0.67	1 1+2	3	B	14 15	168 168	7 7	16 14	6 8	v
SPC	40	10	130/114	5-6	0.67	1	3	в	16	168	7	14	6	•
SPD	32	6	110	5-6	0.67	1	3	в	17	168	7	14	6	MS
SPE	38	6	123	5-6	0.67	1	3	В	18	182	7	14	6	P,•
SPF	32 44	6 48	120 143/110	5-6 5-6	0.67 0.67	1	3 3	B B	19 20	168 168	7 7	23 14	6 6	S, 🕈 T
SPH	34	8	124/100	5-6	0.67	1	3	в	31	168	7	14	6	6
SPJ	36	8	173	5-6	0.67	1	З	в	51	177	7	16	6	S
SPL	40 36	10 10	133 150	5-6 5-6	0.67 0.67	1	3	B	71 70	173 175	7 7	17 17	7 6	E, A, Y1
SPR	32	8	135/115	5-6	0.67	i	3	В	52	170	7	14	6	C, A, 11
SKYHAV	VK DES	TROYE	R AND VA	RIANTS										
SKA	22	8	102	6	0.50		4	A	21	168	4	12	5	100
SKB	24	. 6	92	6	0.50	0+2	4	A	22	168	4	10	6	V P
SKC	24 20	6 6	93 95	6 6	0.50	2	4	A	23 24	182 168	4	10 10	5 5	P MS
SKE	22	8	95	6	0.50	ī	4	A	25	168	4	12	5	E, LA
SKEA	22	8	105	6	0.50	1	4	A	25A	175	4	12	5 5	E, A
SKF SKG	22 30	8 24	110/90 107/92	6 6	0.50	1 2	4	A	26 27	168 168	4	10 10	5	Ť
SKH	18	6	93/85	6	0.50	ĩ	4	Â	28	168	4	10	5 5	- <u>N</u>
SKL	25	10	122	6	0.50	1	4	A	74	172	4	14	6	
SKP			11	-		-	<b>4</b> °	-	28A	168	2	0	+0	
					0.00		20 <b>4</b> -		76	174		0		N
SEA SEB	16 18	6 4	80 75	6 6	0.33	- 0+1	4	A	76 77	174 174	4	8 8	3 4	N V,N
SEC	16	6	105/80	6	0.33	-	4	A	78	174	4	8	3	◆,N
SED	16	6	84	6	0.33	-	4	A	79	174	4	8	3	E,LA,N
SEE	16	6	92	6	0.33		4	Α	80	175	4	8	3	E,A,N
K-SEF	RIES	("KE	STREL'	") SHII	PS PU	RCH	ASE	D FR	OM TI	HE KLI	NGON	S		
			OUGHT CO						10	470		07	10	Vo JINV
K9R K9RB	64 64	20 20	250 269	3-6 3-6	1.50 1.50	2 2	2	D D	40 40	172 172	12 12	27 27	10 10	Y2, UNV R
KLINGO	N D7C (	COMMA	ND CRUIS	ER CONV	ERTED	TO RO	MULAN	SERVI	CE					
KRC	48	16	171	5-6	1.00	1	3	В	32	165	7	19	9	
KRL	48	16	181	5–6	1.00	1	3	в	32	170	7	19	9	R
			RUISER C						05	107	-	40	•	
K7R K7V	44	12 6	150 174	56 56	1.00	1 2+2	3 3	B	35 65	167 173	7 7	19 18	8 8	V,UNV
K7RB	44	12	166	5-6	1.00	1	3	B	35	170	7	19	8	R
	3892	1877-82	(3)7 (5) 	1752.75 1	12725	1992	1273	199	2552	100	6355	100	55	0.507

	and the second second second		CHART		a dawaa 👘	in.	2 . A				6	STAN		BATTLE
Ship	G9.0 Crew		S2.1 BPV	C6.5 Break	C2.12 Move	J1.42 Spare	R0.6 Size	C3.3 Turn	Rule	Year in	C13.3 Dock	D5.2 Explo	F&E Cmnd	Notes
Туре	Unts	Prts		Down	Cost	Shttl	Class	Mode	Nbr	Srvc	Pts	Str	Ratng	
KLINGO	N D6 BA	TTLE	CRUISER C	ONVERT	ED TO R	OMULA	N SER	VICE						
<r< td=""><td>40</td><td>10</td><td>115</td><td>5-6</td><td>1.00</td><td>1</td><td>3</td><td>в</td><td>4</td><td>160</td><td>7</td><td>17</td><td>8</td><td>- 25</td></r<>	40	10	115	5-6	1.00	1	3	в	4	160	7	17	8	- 25
RB	40	10	132	5-6	1.00	1	3	В	4	170	7	17	8	R
RE	42	8	150/115	5-6	1.00	1	3	В	60	170	7	16	8	<b>•</b>
(RG (RP	50 46	48 6	133/103 124/104	56 56	1.00	1	3 3	B B	57 58	166 182	7 7	15 17	8 8	Т Р,◆
RM	40	6	142	5-6	1.00	i	3	В	36	168	7	26	8	S, <b>+</b>
RS	44	6	150/115	5-6	1.00	1	3	в	59	170	7	16	8	Y1♦
RV	44	6	142	5-6	1.00	1+2	3	в	56	170	7	17	8	v
RVB	44	6	159	5-6	1.00	1+2	3	в	56	172	7	17	8	V,R
	N T6 TU	G CON	IVERTED T			RVICE								
RT	20	6	140/128	3-6	1.00	1	3	†	33	162	7	18	6	TG
P-C1	0	õ	14/10	-		-	<b>4</b> °	<u> </u>	33A	162	3	0	-	
	N D5 W	AR CR	UISER CON	IVERTED	TO BO	AULAN	SERVI	E.						
DR	36	8	128	5-6	0.67	1	3	в	61	174	6	16	6	N1, Y2, L
DV	44	8	130/120	5-6	0.67	1+2	3	в	66	174	6	14	6	V,UNV, Y2
LINGO	N F5 FR	IGATE	CONVERT	ED TO R	OMULAN	SERV	CE							
5R	20	5 5	78	4-6	0.50	-	4	A	5	160	4	9	4	112271
5B	20		84	4-6	0.50	-	4	A	5	170	4	9	4	R
5D	20	5	88	4-6	0.50		4	A	55	175	4	10	4	E, A
5L	24	10	104	4-6	0.50	1	4	A	63	162	4	11	5	
5M	20 18	6	85/67 85/60	4-6	0.50		4	A	64 11	168 164	4	9 9	4	MS
5S	18	4	85/60	4-6	0.50	<u>.</u>	4	A	11	104	4	9	4	*
			FRIGATE C											
FR	26	12	120	4-6	0.67	1	4	A	62	176	5	14	5	CJ, S
LINGO	N E4 ES	CORT	CONVERT	ED TO RO	MULAN	SERVI	CE							
4R	13	4	60	4-6	0.33		4	А	10	168	3	7	3	
(AD)														
	13	4	64	4-6	0.33	-	4	A	67	172	3	7	3	E, LA
(4D (4B	13 13	4 4	64 63	46 46	0.33 0.33	-	4	AA	67 10	172 168	3 3	7 7	3 3	e, la R
(4B	13	4		4-6	0.33	•	4	Α	10	168	3	7	3 3	
(4B DLD S	13 SERIE	4 ES ("	63 EAGLE	<sup>4–6</sup> ") SHI	0.33 PS C(	•	4	Α	10	168	3	7	3 3	
(4B OLD S VAR EA	13 SERIE	4 ES (" avy c 5	63	4–6 ") SHI ND VARIA 5–6	0.33 PS C(	•	4 RTE 3	Α	10	168 UBLIG 162	3 iHT SH 5	7 IIPS 13	3 3 8	
(4B DLD S VAR EA VE VER	13 SERIE AGLE HE 20 20 20	4 ES (" AVY C 5 5	63 EAGLE RUISER AN 100 103	4–6 ") SHI ND VARIA 5–6 5–6	0.33 PS C( NTS 1.00 1.00	DNVE	4 RTE 3 3	A D FR	10 OM SI	168 UBLIG 162 172	3 HT SH	7 IIPS 13 13	3 8 8	₽ *
(4B <b>DLD</b> VAR EA VE VER (E	13 SERIE AGLE HE 20 20 25	4 ES (" AVY C 5 8	63 EAGLE RUISER AN 100 103 140	4–6 ") SHI ND VARIA 5–6 5–6 5–6 5–6	0.33 PS CC NTS 1.00 1.00 1.00	DNVE - 1	4 RTE	A D FR	10 OM SI 3 39	168 UBLIG 162 172 169	3 iHT SH	7 IIPS 13 13 17	3 8 8 9	R * *
(4B <b>DLD :</b> <b>VAR EA</b> VER (E (E (E	13 SERIE AGLE HE 20 20 20	4 ES (" AVY C 5 5	63 EAGLE RUISER AN 100 103 140 90/50	4–6 <b>") SHI</b> <b>10 VARIA</b> 5–6 5–6 5–6 5–6 5–6 5–6	0.33 PS CC NTS 1.00 1.00 1.00 1.00†	DNVE - 1	4 RTE 3 3 3 3 3	A D FR	10 OM SI 3 39 30	168 UBLIG 162 172 169 165	3 HT SH 5 5 5 5 5	7 IIPS 13 13 17 12	3 8 9 3	₽ *
(4B <b>DLD :</b> <b>VAR EA</b> VER (E E -Pal	13 SERIE 20 20 25 16 -	4 ES (" AVY C 5 5 8 2 -	63 EAGLE RUISER AN 100 103 140 90/50 10	4-6 <b>") SHI</b> <b>VARIA</b> 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( NTS 1.00 1.00 1.00 1.00†	- DNVE - 1 - -	4 RTE 3 3 3 3 4°		10 OM SI 3 39 30 30A	168 UBLIG 162 172 169 165 165	3 HT SH	7 IIPS 13 13 17 12 +0	3 8 9 3 -	₽ * * *
(4B <b>DLD :</b> VE VER (E E -Pal VB+	13 SERIE 20 20 25 16 - 15	4 EAVY C 5 8 2 - 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60	4-6 <b>") SHI</b> <b>ND VARIA</b> 5-6 5-6 5-6 5-6 - -	0.33 PS CC NTS 1.00 1.00 1.00 1.00†	- ONVE - 1 - -	4 RTE 3 3 3 3 4° 3		10 OM S 3 39 30 30A 2	168 UBLIG 162 172 169 165 165 158	3 HT SH 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 IIPS 13 13 17 12 +0 7	3 8 9 3 - 8	R * * *
X4B <b>DLD</b> VE VE VER VER VER VE VER VE VB+ VB	13 SERIE 20 20 25 16 - 15 15	4 ES (" 5 5 8 2 - 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45	4–6 <b>**) SHI</b> <b>**D VARIA</b> 5–6 5–6 5–6 5–6 - - - - - -	0.33 PS CC NTS 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	- DNVE - 1 - -	4 RTE 3 3 3 3 4° 3 3 3	A D FR D D D D D - -	10 OM S 3 39 30 30A 2 2	168 UBLIG 162 172 169 165 165 158 33	3 <b>HT SH</b> 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4	3 8 9 3 - 8 8	R * * * *
AB <b>DLD</b> VE VE VER E -Pal VB+ VB E	13 SERIE 20 25 16 - 15 15 18	4 EAVY C 5 5 8 2 - 5 5 4	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80	4–6 <b>**) SHI</b> <b>5–6</b> 5–6 5–6 5–6 5–6 5–6 5–6 5–6 5–6	0.33 PS C( NTS 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	- DNVE - - - - - 1 - - - - 1	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	A D FR	10 OM SI 3 39 300 300 2 2 12	168 UBLIG 162 172 169 165 165 165 158 33 166	3 <b>HT SH</b> 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4 13	3 8 9 3 - 8 8 8	R * * * * *
4B <b>)LD</b> /AR EA /E /ER E -Pal /B+ /B E E	13 SERIE 20 20 25 16 - 15 15	4 ES (" 5 5 8 2 - 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45	4–6 <b>**) SHI</b> <b>**D VARIA</b> 5–6 5–6 5–6 5–6 - - - - - -	0.33 PS CC NTS 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	- DNVE - 1 - -	4 RTE 3 3 3 3 4° 3 3 3	A D FR D D D D D - -	10 OM S 3 39 30 30A 2 2	168 UBLIG 162 172 169 165 165 158 33	3 <b>HT SH</b> 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4	3 8 9 3 - 8 8	R * * * *
AB AREA /ER EE -Pal /B+ /B+ EE EE E	13 SERIE 20 20 25 16 - 15 15 18 28 18	4 EAVY C 5 5 8 2 - 5 5 4 24 4	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90	4-6 <b>**) SHI</b> 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( NTS 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	- DNVE - - - - 1 - - 1 1 1	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3		10 OM S 3 39 30 30A 2 2 12 54	168 UBLIG 162 172 169 165 165 165 158 33 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4 13 12	3 8 9 3 - 8 8 8 3	R * * * * * * T,*
KAB VAR EA VE VER E -Pal VB+ VB+ VB+ VB+ VB E E KAWK L	13 SERIE 20 20 25 16 - 15 15 18 28 18	4 EAVY C 5 5 8 2 - 5 5 4 24 4 8 RUISEI	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70	4-6 <b>**) SHI</b> 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( NTS 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	- DNVE - - - - 1 - - 1 1 1	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3		10 OM S 3 39 30 30A 2 2 12 54	168 UBLIG 162 172 169 165 165 165 158 33 166 166	3 <b>HT SH</b> 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4 13 12	3 8 9 3 - 8 8 8 3	R * * * * * * T,*
KAB VAREA VER VER E-Pal VB+ VB SE SE SE SE SAWKL SH	13 SERIE 20 20 25 16 - 15 15 15 18 28 18	4 EAVY C 5 5 8 2 - 5 5 4 24 4	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90	4-6 <b>**) SHI</b> 5-6 5-6 5-6 5-6 - - 5-6 5-6 5-	0.33 PS C( 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	- - - - - - 1 - - - 1 1 1	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 3 3 3		10 OM S 3 39 30 30A 2 2 2 12 54 53	168 UBLIG 162 172 169 165 165 158 33 166 166 166	3 <b>HT SH</b> 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 IIPS 13 13 17 12 +0 7 4 13 12 13	3 8 9 3 - 8 8 3 3 3	R ** * * * * * * * * * *
(4B <b>DLD</b> VAR EA VE VER (E Pal VB Pal VB Pal VB Pal VB Pal VB Pal VB Pal 	13 SERIE 20 25 16 - 15 15 18 28 18 18 LIGHT CI 16 16	4 EAVY C 5 5 8 2 - 5 5 4 24 4 8 UISEF 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30	4-6 <b>**) SHI</b> 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS CO 1.00	- - - - - - 1 - - - 1 1 1 1 1 1	4 <b>RTE</b> 3 3 3 4° 3 3 3 3 3 4° 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48	168 UBLIG 162 172 169 165 165 158 33 166 166 166 166 166	3 <b>HT SH</b> 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 12 13 10 10 -	3 8 9 3 - 8 8 8 3 3 6 6 6	R ** * * * * * * * * * * * *
AB VAREA VE VER E -Pal VB+ VB E E AWK L BH H- I-S VH	13 SERIE 20 20 25 16 - 15 15 18 28 18 .IGHT CI 16 16 16 16 20	4 EAVY C 5 5 8 2 - 5 5 4 24 4 8 UISEI 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 R AND VAR 85 50 30 87/60	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 4° 3 3 3 3 4° 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7	168 UBLIG 162 172 169 165 165 158 33 166 166 166 166 166 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 10 10 - 9	3 8 9 3 - 8 8 8 3 3 6 6 6 6	R * * * * * * * * * * * * * * * * * * *
AB VAR EA VE VER E -Pal VB VB E E AWK L H +-S VH H	13 SERIE 20 20 25 16 - 15 15 18 28 18 .IGHT CI 16 16 16 16 20 22	4 EAVY C 5 5 8 2 - 5 5 4 24 4 8 24 4 8 8 24 4 8 8 5 5 5 4 5 5 5 4	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30 87/60 93/58	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 4° 3 3 3 3 4° 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13	168 UBLIG 162 172 169 165 165 165 166 166 166 166 166 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9	3 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6	R ** * * * * * * * * * * * * * * * *
AB VAR EA VE VER E -Pal VB VB VB E E VB AWK L H +-S H EL	13 SERIE 20 20 25 16 - 15 15 18 28 18 .IGHT CI 16 16 16 16 16 20 22 14	4 EAVY C 5 5 2 - 5 5 4 24 4 8 CUISER 5 5 5 5 4 5 5 5 4 5 5 5 4 5 5 5 4 5 5 5 4 5 5 5 5 4 5 5 5 5 4 5 5 5 5 5 8 2 4 5 5 5 5 8 2 4 5 5 5 5 5 8 2 5 5 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30 87/60 93/58 72/40	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 0.50 Δ 0.50 0.50 0.50 0.50	- - - - - - - - - - - - - - - - - - -	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 4° 3 3 3 3 3 4° 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8	168 UBLIG 162 172 169 165 165 158 33 166 166 166 166 166 166 166 165 158 33 165 182 164	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6	R **** ** ** ** * * * * * * * * * * * *
AB VAR EA VER EE -Pal VB EE -Pal VB EE AWK L H H EL HE	13 SERIE 20 20 25 16 - 15 15 18 28 18 28 18 28 16 16 16 16 16 16 20 22 14 16	4 EAVY C 5 5 8 2 - 5 5 4 24 4 FUISER 5 5 4 5 5 4 5 5 5 4 5 5 5 4 5 5 5 4 5 5 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30 87/60 93/58	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 4° 3 3 3 3 4° 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13	168 UBLIG 162 172 169 165 165 165 166 166 166 166 166 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9	3 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6	R ** * * * * * * * * * * * * * * * *
AB VAREA VER VER 2-Pal VB 2-Pal	13 SERIE 20 20 25 16 - 15 15 18 28 18 28 18 28 18 28 16 16 16 16 16 16 16 16 16 16 16 16 16	4 EAVY C 5 5 8 2 - 5 5 4 24 4 8 UISER 5 5 5 4 5 5 5 5 8 2 - 5 5 4 4 5 5 5 8 2 - 5 5 4 4 4 5 5 5 8 2 - 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 4 4 4 4 5 5 5 5 8 2 - 5 5 5 8 2 - 5 5 8 2 - 5 5 5 8 2 - 5 5 8 2 - 5 5 8 2 - 5 5 8 8 2 - 5 5 8 8 2 - 5 5 8 8 2 - 5 5 8 8 2 - 5 5 5 8 8 2 - 5 5 8 8 2 - 5 5 5 8 5 5 5 8 8 2 - 5 5 8 8 2 - 5 5 5 8 8 2 - 5 5 8 8 5 5 5 8 8 2 - 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30 87/60 93/58 72/40 79	4-6 <b>**) SHI</b> <b>** VARIA</b> 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 0.50 0.50 0.50 0.50	- - - - - - - - - - - - - - - - - - -	4 <b>RTE</b> 3 3 3 3 3 3 3 3 3 3 3 3 3		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8 69	168 UBLIG 162 172 169 165 165 165 166 166 166 166 166 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6 10	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6 6	R ** * * * * * * * * * * * * * * * * *
AB VAR EA VER E = -Pal VB E = -Pal VB E = -Pal VB E = -Pal VB E = -Pal VB E = -Pal VB E = -Pal VB H H E = -Pal H H E = -Pal H H H E = -Pal H H H E = -Pal H H H E = -Pal H H H H H H H H H H H H H	13 SERIE 20 20 25 16 - 15 15 18 28 18 28 18 28 16 16 16 16 16 16 20 22 14 16	4 EAVY C 5 5 8 2 - 5 5 4 24 4 FUISER 5 5 4 5 5 4 5 5 5 4 5 5 5 4 5 5 5 4 5 5 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30 87/60 93/58 72/40	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 0.50 Δ 0.50 0.50 0.50 0.50	- - - - - - - - - - - - - - - - - - -	4 RTE 3 3 3 4° 3 3 3 3 3 3 3 3 4° 3 3 3 3 3 4° 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8	168 UBLIG 162 172 169 165 165 158 33 166 166 166 166 166 166 166 165 158 33 165 182 164	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6	R **** ** ** ** * * * * * * * * * * * *
AB VAREA VER EPal VB EE IAWK L H H H AL NIPE F	13 SERIE 20 20 25 16 - 15 15 18 28 18 18 18 18 18 18 16 16 16 16 16 16 16 16 16 16 16 16 16	4 ES (" 5 5 4 24 4 8 24 4 8 24 4 5 5 5 5 4 5 5 5 4 5 5 5 4 5 5 5 4 24 4 8 2 2 4 24 4 8 2 5 5 5 4 24 4 8 2 5 5 5 8 2 2 4 2 4 2 4 4 8 8 8 8 8 8 8 8 8 8 8	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 R AND VAR 85 50 30 87/60 93/58 72/40 79 88 VARIANTS	4-6 <b>**) SHI</b> <b>** VARIA</b> 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 <b>RTE</b> 3 3 3 3 3 3 3 3 3 3 3 3 3		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8 69 9	168 UBLIG 162 172 169 165 165 158 33 166 166 166 166 166 166 165 182 164 172 164	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6 10 21	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6 6 8 8	R * * * * * * * * * * * * * * * * * * *
AB VAREA VE VER E -Pal VB+ VB E E AWK L BH H-S VH CH E E ALCON SNIPE F SNS	13 SERIE 20 20 25 16 - 15 15 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 20 20 25 16 - 15 15 15 15 15 15 15 15 15 15 15 15 15	4 EAVY C 5 5 8 2 - 5 5 4 24 4 7 5 5 5 4 24 4 8 24 4 8 8 24 4 7 5 5 5 5 4 25 5 5 4 24 4 8 5 5 5 5 8 2 - 5 5 5 8 2 - 5 5 8 2 4 2 4 8 2 4 8 2 5 5 5 8 2 4 2 4 5 5 5 5 8 2 5 5 5 8 2 5 5 5 8 2 5 5 5 8 2 4 2 4 5 5 5 5 5 5 5 8 2 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 R AND VAR 85 50 30 87/60 93/58 72/40 79 88 /ARIANTS 38	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 <b>RTE</b> 3 3 3 4° 3 3 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8 69 9 41	168 UBLIG 162 172 169 165 165 158 33 166 166 166 166 166 166 166 162 158 33 165 182 164 172 164 33	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 IIPS 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6 10 21 21	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6 6 8 3	R * * * * * * * * * * * * * * * * * * *
KAB <b>DLD</b> <b>VAR EA</b> WE WE WE WE WE WE WE WE WE WE	13 SERIE 20 20 25 16 - 15 15 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 20 20 25 16 - 15 15 15 15 15 15 15 15 15 15 15 15 15	4 EAVY C 5 5 8 2 - 5 5 4 24 4 24 4 8 UISEI 5 5 5 4 5 5 5 4 5 5 5 4 2 4 2 4 4 8 2 4 4 8 5 5 5 4 2 4 4 4 8 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 8 2 - 5 5 5 5 8 2 - 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 RAND VAR 85 50 30 87/60 93/58 72/40 79 88 /ARIANTS 38 65	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 <b>RTE</b> 3 3 3 4° 3 3 3 3 4° 3 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8 69 9 41 42	168 UBLIG 162 172 169 165 165 165 166 166 166 166 166 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 <b>IIPS</b> 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6 10 21 4 5	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6 6 6 8 3 3	R * * * * * * * * * * * * * * * * * * *
KAB OLD S WAR EA WE WE WE CE 	13 SERIE 20 20 25 16 - 15 15 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 28 18 20 20 25 16 - 15 15 15 15 15 15 15 15 15 15 15 15 15	4 EAVY C 5 5 8 2 - 5 5 4 24 4 7 5 5 5 4 24 4 8 24 4 8 8 24 4 7 5 5 5 5 4 25 5 5 4 24 4 8 5 5 5 5 8 2 - 5 5 5 8 2 - 5 5 8 2 4 2 4 8 2 4 8 2 5 5 5 8 2 4 2 4 5 5 5 5 8 2 5 5 5 8 2 5 5 5 8 2 5 5 5 8 2 4 2 4 5 5 5 5 5 5 5 8 2 5 5 5 5 5 5 5 5 5 5 5	63 EAGLE RUISER AN 100 103 140 90/50 10 60 45 110/80 110/70 120/90 R AND VAR 85 50 30 87/60 93/58 72/40 79 88 /ARIANTS 38	4-6 ") SHI 5-6 5-6 5-6 5-6 5-6 5-6 5-6 5-6	0.33 PS C( 1.00	- - - - - - - - - - - - - - - - - - -	4 <b>RTE</b> 3 3 3 4° 3 3 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4		10 <b>OM S</b> 3 39 30 30A 2 2 12 54 53 46 47 48 7 13 8 69 9 41	168 UBLIG 162 172 169 165 165 165 166 166 166 166 166 166 166	3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7 IIPS 13 13 17 12 +0 7 4 13 12 13 10 10 - 9 9 6 10 21 21	3 8 8 9 3 - 8 8 8 3 3 6 6 6 6 6 6 6 8 3	R * * * * * * * * * * * * * * * * * * *

**NOTE:** All Romulan ships include the cloaking device except for freighters, Q-ships, pods, pallets, and the Snipe-P police ship. Romulan bases may be equipped with the cloaking device and, if so equipped, must add 15% to their BPV to pay for it. The presence or absence of a cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces). N1: The KDR was the conversion of three D5s which arrived in the year shown. See (R4.61) for additional information.

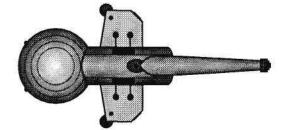
STAR	FLE	ET B	ATTLE	S			100		S76.			MAS	TER S	HIP CHART
Ship Type	G9.0 Crew Unts		S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shtti	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
THE	G	DRI	N CO	NFE	DE	RAI	ΓΙΟ	NF	LEE	T (R	(6.0)			
DREADN	OUGH		VARIANTS											
DN DNF CVA SCS	66 66 70 70	30 30 24 24	215 229 240 268	4-6 4-6 4-6 4-6	1.50 1.50 1.50 1.50	4 4 2+4 2+4	2 2 2 2	E E E	11 11 20	171 175 175 183	12 12 12 12	27 27 27 27	10 10 10 10	R V,CJ V, P
	BUISE		VARIANTS	8										2 <b>4</b> 00
CA CA+ BC CC CC+ CCF BCH	48 48 50 50 50 50	16 16 20 20 20 20	120 146 160 124 150 164 192 W HEAVY 161 161 168	5-6 5-6 5-6 5-6 5-6 5-6	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	3 3 3 3 3 3 3 3 3 <b>ARIAN</b> 7 2 2 2 2	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3		2 19 18 18 18 40 39 42 43	121 170 175 140 170 175 180 173 173 175	8 8 8 8 8 8 8 8 8 8	19 19 19 19 19 22 18 18 18	8 8 9 9 9 10 8 8 9	R R R Y1
			ARIANTS											
CL CL+ CLF CLE CLA LSC COM SR SRV CV	32 32 32 32 30 38 32 32 32 32 36	8 8 8 8 8 8 8 8 8 8 8 8 8	92 108 122 134 142 110/80 100/75 115/95 115/95 120	4-6-6-6-6-6-6-6-6-6-6-6-6-6-6-6-6-6-6-6	0.67 0.67 0.67 0.67 0.67 0.67 0.67 0.67	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	3333333333		3 3 38 38A 10 29 30 30A 30A	121 170 175 173 175 170 125 150 175 173	6 6 6 6 6 6 6 6 6	14 14 14 14 12 14 13 13 13	6 6 6 6 6 6 6 6	R E, LA E, A Y1♦ T ♥ V, ♦ V,Y1



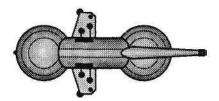
LIGHT CRUISER

MEDIUM CRUISER

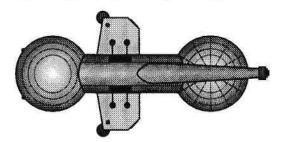
MAST	TER S	HIP	CHART									STAR	FLEE	<b>FBATTLE</b>
Ship	G9.0 Crew	Brdg	S2.1 BPV	C6.5 Break	C2.12 Move	J1.42 Spare	R0.6 Size	C3.3 Tum	Rule	Year in	C13.3 Dock	D5.2 Explo	F&E Cmnd	Notes
Гуре	Unts	Prts	1221-23	Down	Cost	Shttl	Class	Mode	Nbr	Srvc	Pts	Str	Ratng	
IEAVY I	DESTRO	YER (	WAR CRUI	SER) AND	VARIA	NTS								
HDD	32	12	111	5-6	0.67	1	3	С	12	170	6	13	6	
HDD+	32	12	117	5-6	0.67	1	3	С	12	170	6	13	6	R
CDD	36	12	132	5-6	0.67	1	3	Ċ	21	173	6	15	7	
HDA	30	10	130	5-6	0.67	1	3	C	25	175	6	15	6	E, A
HDE	30	10	116	5-6	0.67	1	3	С	24	174	6	15	6	E, LA
HDP	32	10	126/106	5-6	0.67	1	3	С	26	182	6	14	6	P, •
HDT	26	8	116/86	5-6	+	1	3	C†	28	173	6	12	6	TG
HDV	32	10	116/101	5-6	0.67	1+2	3	C	27	174	6	13	6	V
HCD	38	32	116/96	5-6	0.67	1	3	С	44	172	6	12	6	Т
HMS	30	10	116/96	5-6	0.67	1	3	С	22	173	6	13	6	MS
IDS	30	10	131/106	5-6	0.67	1	3	Ċ	23	173	6	12	6	•
	DECTO	OVER		TROVER			•							
BDD	DESTH 24	8	(WAR DES 96	5-6	0.50	AHIAN I	5 4	в	17	169	4	11	5	
3DD+	24	8	98	5-6	0.50	4	4	в	17	175	4	11	5	R
SDL	30	12	103	5-6	0.50	÷	4	в	31	172	4	12	6	0.000
BDE	24	8	89	5-6	0.50	1	4	в	36	174	4	11	5	E, LA
3DA	24	8	99	5-6	0.50	1	4	В	36A	175	4	11	5	E, A
						ł	4	B	45	169	4	10	5 5	•
BDS	24	8	95/75	5-6	0.50	1	4	B	45	182	4	10	5	P, +
BDP	24	6	100/80	5-6	0.50		4	D	40	102	4	10	5	- F . T
DESTRO	YER A	ND VAF	RIANTS											
DD	20	6	68	4-6	0.50	1	4	C	4	120	4	10	4	
DD+	20	6	74	4-6	0.50	1	4	C	4	170	4	10	4	R
DDF	20	6	91	4-6	0.50	1	4	C	4	175	4	10	4	R
DDL	24	10	100	4-6	0.50	1	4	C	32	165	4	12	5 4	
DE	20	6	80	4-6	0.50	1	4	С	37	173	4	10	4	E, LA
DEA	20	6	90	4-6	0.50	1	4	С	37A	175	4	10	4	E, A
SC	20	6	80/55	4-6	0.50	1	4	000000	13	125	4	9	4	•
PFT	20	4	87/72	4-6	0.50	1	4	C	14	182	4	8	4	P,♦
AS	20	4	70/55	4-6	0.50	1	4	Ċ	15	168	4	9	4	MS
RIGAT		OLICE	SHIP											
F	12	4	45	4-6	0.33	1	4	в	33	125	3	7	3	
FF+	12	4	50	4-6	0.33	4	4	в	33	125	3	7	3	R
						55			28/22		1977			
	UG+PO 23	D COM	BINATION 96/44	5, AND P0 2-6		2	3	t	5	130	8	14	8	TG
ľug					+	2	4°		6	130	3	0	-	i u
2-C	0	0	20/15	-		2	4° 4°	-	7	130	3	+3	+0	т
P-T	18	32	50/30	<b>1</b>	Δ			1072						
P-SL	5+20	6	40/20	<b>*</b> 2	Δ	1	4°	8 <del></del>	9	130	3	+2	+0	
P-HB	20	8	45/97	7		122	4°	2014	8	150	3	+4	+2	
P-HB+	20	8	60/120	<del>8</del> 8		30 <del></del>	4°	1	8	175	3	+4	+2	R
P-LB	10	2	20/50	-		-	4°		41	173	3	+4	+2	
P-LBE	10	2	16/34	-		-	<b>4</b> °	200	41	173	3	+4	+2	UNV
P-PF	20	6	38/24	-		15411	<b>4</b> °	1.00	34	182	3	+1	+0	Ρ,♦
P-R	20	4	40/20	÷.		1	4°		35	160	3	+2	+0	



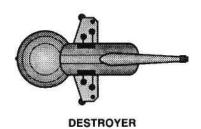
HEAVY DESTROYER



**BATTLE DESTROYER** 

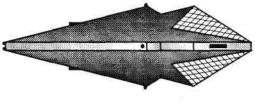


TUG

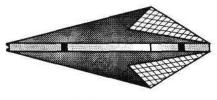


STAR	FLE	ET B	ATTLE	S	S-1105						-	MAS	TER S	HIP CHA
	G9.0		S2.1	C6.5	A CONTRACTOR OF	J1.42	R0.6	C3.3		Year	C13.3	D5.2	F&E	Notes
Ship	Crew		BPV	Break	Move		Size	Turn	Rule	in	Dock	Explo	Cmnd	
уре	Unts	Prts		Down	Cost	Shttl	Class	Mode	Nbr	Srvc	Pts	Str	Ratng	
<b>FHE</b>	ETH	IOL	.IAN	DEF	ENS	SE	FLE	ET	(R7	.0)				
READ	NOUGH	TAND	VARIANTS											
)	45	14	175	4-6	1.00	2	2	С	5	167	10	26	10	
OP	45	14	183	4-6	1.00	2	2	C	31	170	10	26	10	R
OPW	45	14	208	4-6	1.00	2	2	C	69	184	10	26	10	R
EAVY	CRUISE	R AND	VARIANTS	5										
;	34	10	120	4-6	0.67	1	3	в	6	147	7	15	8	
CVA	40	8	141	4-6	0.67	1+4	3	в	9	173	7	15	10	V
00	36	10	148	4-6	0.67	1	3	в	15	165	7	18	9	
CP	36	10	148	4-6	0.67	1	3	в	33	170	7	18	9	R,L
CCW	36	10	163	4-6	0.67	1	3	В	67	184	7	18	9	R
CA	34	10	128	4–6	0.67	1	3	в	20	160	7	16	8	R
CAP	34	10	128	4-6	0.67	1	3	В	32	170	7	16	8	R,L
WAS	34	10	143	4-6	0.67	1	з	в	68	184	7	16	8	R
VAR CF	UISER	AND V	ARIANTS											
W	30	10	126	5-6	0.67	1	3	в	19	179	6	15	6	Y1
WS	28	8	130/110	5-6	0.67	1	3	в	21	179	6	14	6	Y1, ♦
WP	30	10	126	5-6	0.67	1	3	в	23	179	6	15	6	Y1
CWA	30	10	140	5-6	0.67	1	3	в	37	179	6	16	6	E, A, Y1
CWM	28	8	120/100	5-6	0.67	া	3	в	24	179	6	14	6	MS, Y1
TT.	26	8	120/90	5-6	<b>†</b>	1	3	B†	22	179	6-7	13	6	TG, Y1
T	46	52	132/140	5-6	0.67	1	3	в	27	179	6	13	6	T, Y1
PFW	32	8	132/102	5-6	0.67	1	з	в	38	181	6	13	6	P,•
			Vs and varia an LTT is in					Neo-Th	iolian tec	hnology. S	See ship d	escription.		
FSTR	YER A		MANTS											
DD	18	8	80	5-6	0.50	1	4	A	4	115	4	10	5	N
DDP	18	8	80	5-6	0.50	i	4	A	34	170	4	10	5	N,R,L
FT	20	6	70	5-6	0.50	- <b>1</b>	4	A	8	180	5	7	3	V, P,
	CORVI			NTS										
°C	12	6	59	5-6	0.33	1	4	Α	2	83	4	8	3	N
PC+	12	6	65	5-6	0.33	1	4	A	3	98	4	8	3	R, N
PC	12	6	59	5-6	0.33	i	4	A	16	112	4	7	3	N
PC+	12	6	65	5-6	0.33	1	4	A	16	165	4	ż	3	B, N
PC+	12	6	65	5-6	0.33	1	4	A	30	170	4	7	3	N, L
W	20	6	65	5-6	0.33	1+2	4	A	7	169	4	7	5	v
PC	12	4	55/50	5-6	0.33	· 1	4	Â	11	90	4	ż	3	N, TG
C	12	4	90/50	5-6	0.33	1	4	A	12	125	4	6	3	N, +
IS	12	4	60/50	5-6	0.33	i	4	Â	13	168	4	7	3	MS, N
CE	12	6	71	5-6	0.33	4	4	Â	28	170	4	7	3	E, LA, N
CA	12	6	77	5-6	0.33	- i	4	Â	29	175	4	7	3	E, A, N
R	12	4	60/50	5-6	0.33	1	4	Â	18	160	4	7	3	N, TG
MC	22	24	60/50	5-6	0.33	i	4	Â	26	110	4	8	3	T, N
	Sec. 500				ack or po	-		~	20		O.M.R.	•		

The CPC is nimble only when not carrying a pack or pod.



WAR CRUISER



PATROL CORVETTE

MAS	TER S	HIP (	CHART									STAR	FLEE	<b>FBATTLES</b>
Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shtti	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
WEB TE	NDER													
WT	10	5	70/30	3-6	0.33	1	4	С	10	150	3	11	3	ML
CAPTU	RED SHI	Р												
TK5	20	6	80	4-6	0.50	1	4	Α	17	170	5	10	4	CP
CARGO	PACKS													
C-P	0	0	6	-		-	5°	-	14	85	1	+0		
R-P	8	0	10			-	5°	-	25B	179	1	+0	+0	
T-P	22	44	12/50	-		-	5° 5°	-	25C	179	1	+0	+0	T
P-P	4	0	10			-	5°	-	25D	179	1	+3	+0	
SD-P		2	15	220		3 <b></b> -	5°	-	25E	179	1	+2	+0	
B-P	5 5	2	20/30	<b>5</b> 0		855	5°	-	25F	179	1	+2	+0	
P1-P	5	2	18/36	-		)	<b>5</b> °	() <del>) (</del>	25G	179	1	+2	+0	
PURCH	ASED FI	EDERA	TION CAR	GO POD										
CPF	0	0	21/15			-	<b>4</b> °	8	36	150	4	+0	+0	Y1
NEO-TH	IOLIAN S	SHIPS (	R7.60)											
NBB	80	26	340	3-6	2.00	2+2	2	D	60	178	32+2+2	33+3+4	10	L,CJ
NDN	60	20	240	4-6	1.50	2	2	C	62	178	12-10	24+4	10	L
NSCS	64	20	260	4-6	1.50	2+4	2	С	65	186	12-10	24+4	10	P, V, L
NCA	45	15	170	5-6	1.00	2	3	в	63	178	8-6	16+4	8	L
NCL	36	12	136	5-6	0.67	2	3	в	64	178	6-4	13+4	6	L
CoM	12	4	56/36	3-6	0.25		4	Α	61	178	2	4	5	L
FCoM	12	4	62/42	3-6	0.25	(1 <del>11)</del>	4	A	61	178	2	4	6	L
SCoM	12	4	66/46	3-6	0.25	-	4	Α	66	186	2	4	6	V, L

Command ratings assume the normal assignment of Command Modules. (Ratings of ships and command modules are not additive.) NCA or NCL with FCom or SCom add one. NDN or NSCS with CoM subtract one. Ship without command module, subtract 3.

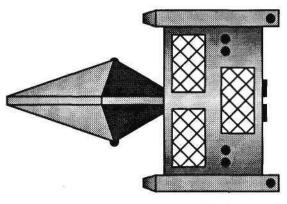
Docking points: Lower number is used without a Command Module attached.

Explosion strengths show the rear hull (first) and Command Module separately. Neo-Tholian BB shows the "collar" as the middle number in the Docking and Explosion columns; lack of this collar has no effect on the Command rating.

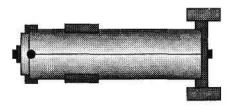
#### SPECIAL: THOLIAN UNITS WITH WEB CASTER (R7.R2)

OI LUIAL	1110	PINIA		TLD OR	01									
Mon+Pal	36	15	106/166	2-6	0.50	2	3	D	R1.22	184	6	18	6	ML
SBW	250	50	See Descrp.			6	1	12	1	180	-	54+	10	A, �
BATSW	100	24	See Descrp.	-		4	2	100	2	183	3 <b>2</b>	18+	9	A, �
THOLIAN	MONI	TORS												
MNP	30	15	85/145	2-6	0.50	2	3	D	22	140	6	18	6	ML

NOTE: The Tholian PC and Neo-Tholian ships were in service (in the Tholian Home Galaxy) long before the dates shown. Y83 is the date of the first contact between the Klingons and Tholians. See (S8.223) for command ratings of Tholian ships in Tholian space.



**NEO-THOLIAN HEAVY CRUISER** 



WEB TENDER

STAR	FLE	ET B	ATTLES	S								MAS	TER S	HIP CHART
Ship Type	G9.0 Crew Unts		S2.1 BPV	C6.5 Break Down		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
1. The second second		TE	RSTE		BC	ON	ICO	BD	IUM			7.5		
										i han P		(	)	
DN	IOUGH 64	24	280	3-6	1.50	4	2	E	2	171	14	31	10	
DNT	64	24	270	3-6	1.50	4	2	E	37	188	14	31	10	
CVA SCS	66 70	20 20	245 248	3-6 3-6	1.50 1.50	4+8 4+4	2	E E	3 4	176 182	14 14	31 31	10 10	V P,V
HEAVY C	RUISE	R AND	VARIANTS											
CA	46	14	185	5-6	1.00	3	3	D	6	160	10	22	8	
CC CV	48 50	16 12	220 166	5-6 5-6	1.00	3+3	3 3	DD	5 7	168 172	10 10	24 22	9 8	v
<b>ČVS</b>	50	12	176	5-6	1.00	3+3	3	D	8	173	10	22	8	v
			ARIANTS	<b>F</b> 0	0.07	•		~	•	100	-		~	
CL CE	36 34	12 10	145 129	5-6 5-6	0.67	2	3 3	00000000	9 27	160 172	6 6	17 17	6 6	E, LA
CEA	34	10	145	5-6	0.67	2	3	C	27A	175	6	17	6	E, A
CS SR	36 36	12 10	155 140/120	5-6 5-6	0.67	2	3 3	C	11 13	168 160	6 6	17 12	6 6	•
CVL	40	10	135	5-6	0.67	2+2	3	č	10	171	6	17	6	v
CVLS	40	10	145	5-6	0.67	2+2	3	C	12	172	6	17	6	v
HSC LTT	32 32	10 6	170/120 140/100	5-6 5-6	0.67 †	2	3 3	Ct	14 31	175 175	6 6	15 14	6 6	♦ TG
PFT	36	10	160/140	5-6	0.67	2	3	C	15	183	6	17	6	P,♦
CLG	40	34	100/80	5-6	0.67	2	3	C	33	165	6	15	6	т
DESTRO					0.50	•				100		40		
DD DDL	24 28	8 10	92 110	6 6	0.50	2 2 2	4	B	17 16	160 168	4	12 13	4 5	
DDG	24	8	94	6	0.50	2	4	в	34	177	4	12	4	
DE DEA	24 24	8 8	88 100	6 6	0.50	2	4	B B	28 28A	171 175	4	12 12	4 4	E, LA E, A
CVE	30	6	100/90	6	0.50	1+2	4	в	30	170	4	12	5	2
DPT	23	6	90	6	0.50	2	4	в	36	188	4	12	5	
MS SC	20 22	6 8	92 126/90	6 6	0.50	1	4	B B	19 18	168 160	4 4	11 11	4 4	MS ♦
FRIGATE			PTI											
FF	16	6	73	6	0.33	1	4	Α	20	160	4	9	3	N
FFL	16	6	83	6	0.33	1	4	A	35	170	4	9	4	N
FFE FFA	16 16	6 6	67 77	6 6	0.33	1	4	A A	29 29A	170 175	4	9 9	3 3	E, LA, N E, A, N
POLICE	FRIGAT	F												
POL	8	2	44	6	0.33	-	4	Α	21	160	2	6	3	N
TUGS, TI	UG+PO		BINATIONS	, AND PO	DDS									
Tug	40	10	124/90	3-6	<u>+</u>	2	3 4°	†	22	160	7	18	8	TG
P-C P-T	0 22	0 32	21/15 36/20	-	Δ		4°	-	23 24	160 160	3 3	+0 +2	+0	т
P-B	10	4	30/50	-		-	4°	-	25	168	3	+4	+2	N1
P-LB P-R	8 15	4	30/60 32/18	11 <del>75</del> 13 <del>14</del>		-	4° 4°	-	32 26	175 160	3	+4	+1	
P-R P-CV	7	2	15	-		0+2	4° 4°	-	38	175	3 3	+1 +2	+0 +1	V, N1
P-CVA	14	2	25	2		0+4	<b>4</b> °	100	39	178	3	+2	+1	V, N1
P-CVL P-PFT	12	2	22	-		0+3	4° 4°	-	40	175	3	+1	+1	V P
P-PFT P-LPF	14 14	2	28/12 38/24	-		-	4° 4°	-	41 42	184 185	3 3	+1 +1	+0 +0	P, ♦ P,♦
P-TB	10	4	38/55	3 <del>44</del>		-	4°	-	43	188	3	+4	+2	N1
DCP	0	0	12	-		1774	<b>4</b> °	-	36A	188	1	+0	+0	

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.

#### **ANNEX #7: SHIP DATA**

#### ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Romula	n SUB	24	4	4	150¥	24
	CNV	24	6	2	150¥	24
	PHX	12	6	1	75¥	12
	KCN	8	4		200¥	8
	K10R	8	6	2	200¥	8
	TH	8	4	2 2 2 3	50¥	8
	SPB	16		3	100¥	16
	SKB	8	3 2 2		50¥	8
	SEB	6	2	1	50¥	6
	SUP	8	4	2	50¥	8
	SUN	12	4	2 4	100¥	12
	WH	5	1		50¥	5
	KRV	10	2	2	60¥	10
	K7V	12	4	1 2 2	150¥	12
	KDV	12	2	1	150¥	12
Gorn	SCS	12	8	1	200¥	12
Gom	CVA	24	8	2	400¥	24
	BB	6	14	2 2 1 1 1 2	100¥	6
	BCS	6	2	1	100¥	6
	BCV	12	2	i	200¥	12
	CVS	12	2	i	200¥	12
	CV	12	2	2	150¥	12
	HDV	12	2	ĩ	150¥	12
	SRV	6	2	2	75¥	6
Tholian	CVA	24	4	1	0	24
monan	BW	8	1	1	õ	8
	PFT	2	i	i	0	2
Neo-T	SCS	12	4	i	0	12
NBO-1	SCoM	4	o o	ż	0	4
	NBB	4	5	0 2	ŏ	4
ISC	SCS	12	6	2	250¥	12
	CVA	24	6	2 2 1	250¥	24
	BB	6	6	ī	75¥	6
	BCS	6	2	1	75¥	6
	BCV	12	4	1	125¥	12
	CV	12	4	1	125¥	12
	CVS	12	4	i	125¥	12
	CVL	9		1	100¥	9
	CVLS	9	3 3	1	100¥	9
	CVES	8	4	1	125¥	8
	P-CV	6	ů,	1	75¥	6
	P-CVA	12		-		12
			0	1	125¥	
	P-CVL	12	0	1	125¥	12

† This assumes that drone-using fighters are present.

If fighters that use plasma-D are present, these are plasma-Ds. ¥ These are type-D plasma torpedoes, not drones.

‡ This is a Tug+Pod combination.

Federation carriers show SWACS in the Admin column (admin + SWAC).

MRS shuttles are not shown or included.

Tholian CVAs and BWs have one internal and multiple external bays. The Neo-Tholian SCS also uses some external fighter bays.

Drone storage from carrier pods is loaded into the cargo boxes of the tug itself (if any).

For casual carriers, see (J4.62).

#### **ANNEX #7L: UNIT TOWING COSTS**

This data is used for purposes of (G7.321).

PODS, PACKS, AND PALLETS

Cargo and other Packs, Tholian	0.1667
Pallets, Romulan Freight Eagle	0.3333
	Cargo and other Packs, Tholian Cargo Pack, ISC Destroyer Priority Transport Pallets, Romulan Freight Eagle Cargo Pack, Romulan SkyHawk Pods, Federation single-weight used by Tholians

#### STAR FLEET BATTLES

#### ANNEX #10 TACTICAL INTELLIGENCE

KCN	Unique
	Condor, ROC, CVA±.
	Condor-V, Phoenix.
FH	SUP, KHŞ, FH, FHFŞ, THŞ, SUBŞ, NH, RHŞ, SUN.
SpH	SpH (any type), SPB§, SPF§, SPE§; Klingon RKL.
SkH	SkH (all types), SKB§, SKL§.
SeH	SEA, SEBS, SEC, SED, SEE.
	WE, KES, SE, FE, FalconS, CE, PE, WB, WB+.
	WH, CH, Pelican, BH, BHE, H+, HS.
	SNA, SNP, SNE, SNB§, SNS.
	A or K can be distinguished at level G when the phasers can be counted.
Cargo	Cargo packs on FE and SkH can be detected at level D.
Sublight	The sublight version of a given Old-Series hull type can be distinguished from the warp-powered version at level H (or when it moves at warp speeds).
See Also	Klingon B10, C‡, BCH‡, D‡, DV‡, DM‡, D5, F5 F6, E4, T‡. These ships may be distinguished indirectly by identifying their weapons.

#### **GORN SHIPS**

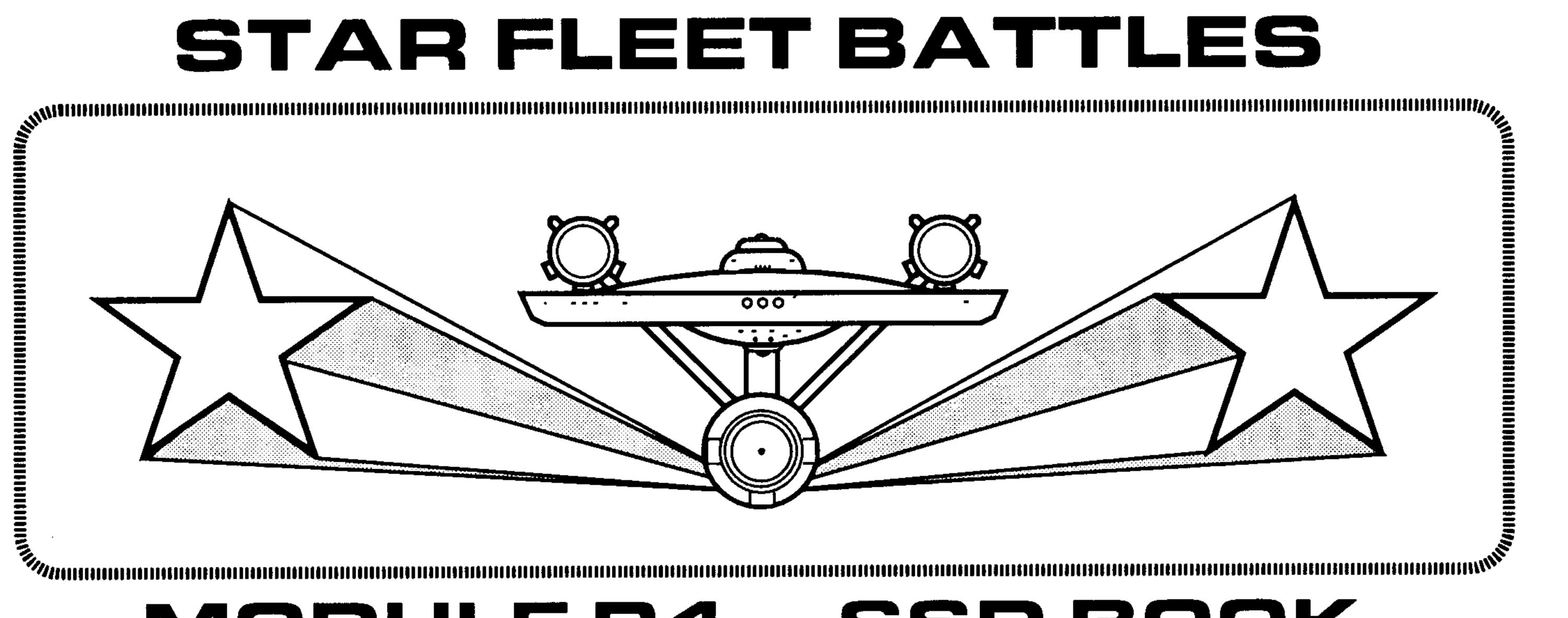
BB	Unique.
DN	DN, SCS, CVA.
CA	CA, BC, CC, CM <sup>±</sup> , CVS, Tug with pods§, BH <sup>±</sup> .
	Tug without pods. (With pods in CA category.)
BH‡	BCH, CCH, BCV, BCS.
CM‡	
CL	CL, CV, LSC, SR, COM.
HDD	
BDD	BDD, (BDD variants).
DD	DD, (DD variants).
FF	
Note: Presence of t	he F refit will be detected at level F.

#### THOLIAN SHIPS

ARCHAEO-THOLIA	INS
D	DN, [DP and DPW distinguished at level F].
C	C, CC, CA, CVAS, CCH, CCW, CAW.
PC	
DD	DD, PFT§.
CW	CW, (variants), CWH, CHP.
Pods	
Packs	on any Tholian ship detected at level D§.
Web Caster	Refits with this weapon are detected at level F.
See Also	Klingon F5; Civilian small freighter.
Pinwheels	Identify the component ships individually.
<b>NEO-THOLIANS</b>	
NBB	. Unique
NDN	NDN, NSCS§.
NCA	NCA.
NCL	NCL.
CoM	CoM, FCoM, SCoM§.
BB Collar	Unique.

#### INTERSTELLAR CONCORDIUM SHIPS

BB	. Unique.
DN	DN, DNT, SCS, CVA.
CA	. CC, CA, CV, CVS, BCS, BCV.
CL	CL, CS, CVL, CVLS, SR, HSC, PFT.
DD	DD (and variants), DPT (§ if with cargo pack).
	. FF (and variants), Pol.
Tug	Tug (presence of pods detected at level D§).
	LTT (presence of pods detected at level D§).
PPD	. Variants with this weapon are often detected at
	level F.



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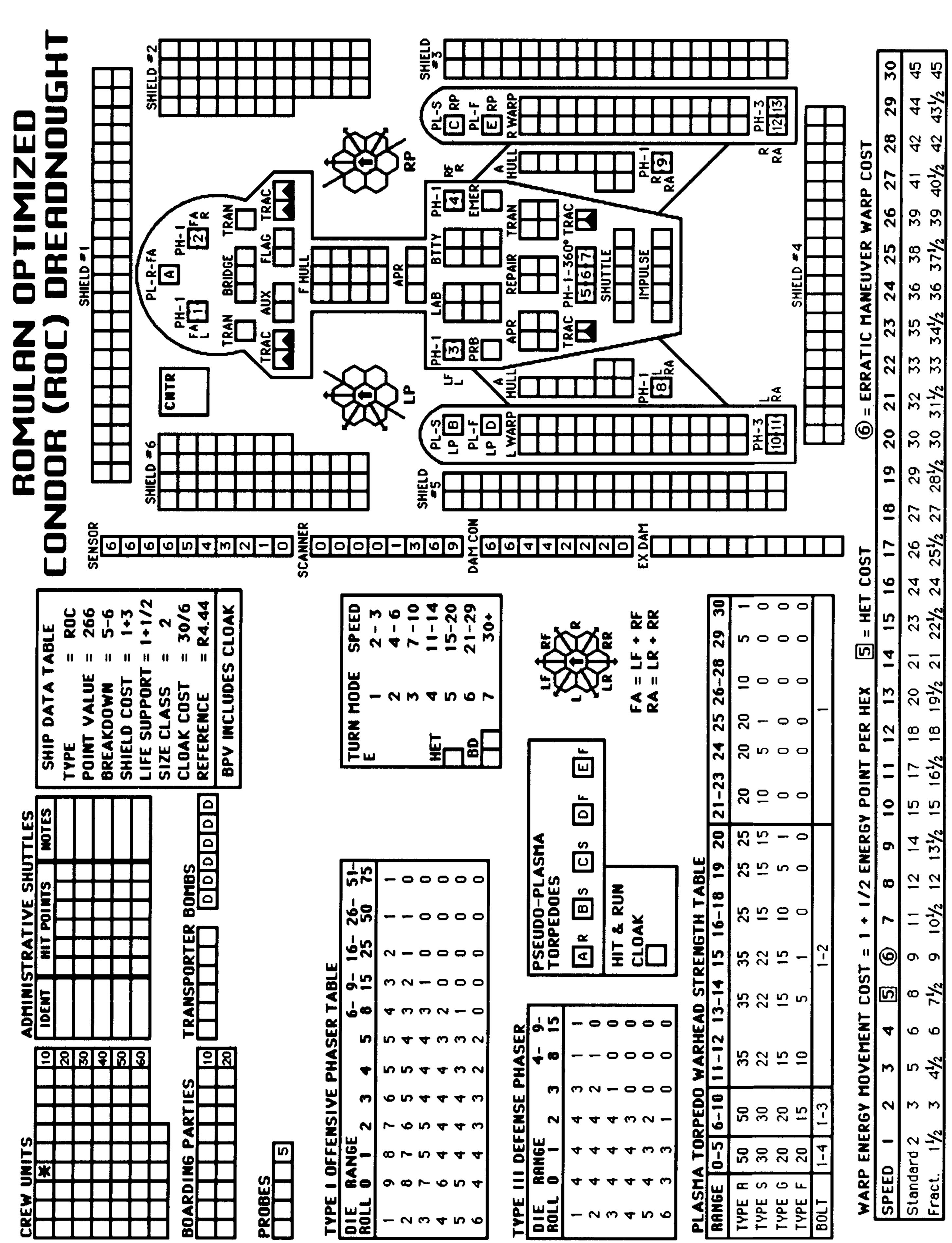
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**R4.44 ROMULAN ROC** 

75	-	0	0	0	0	0
20-	-		0	0	0	0
25	2	_	0	0	0	0
15	e	2		0	0	0
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S	S	4	4	ო	ŋ	8
+	765	S	4	4	ო	2
e	9	S	4	4	4	ო
2	~	9	S	4	4	e

24	20	പ	0	0	
21-23	20	10	0	0	
20	25	15		0	
6-	25	15	ഗ	0	
16-18	25	15	10	0	
15	35	22	15	-	1-2
13-14	35	22	15	5	
11-12	32	22	15	10	
6-10	50	30	20	15	1-3

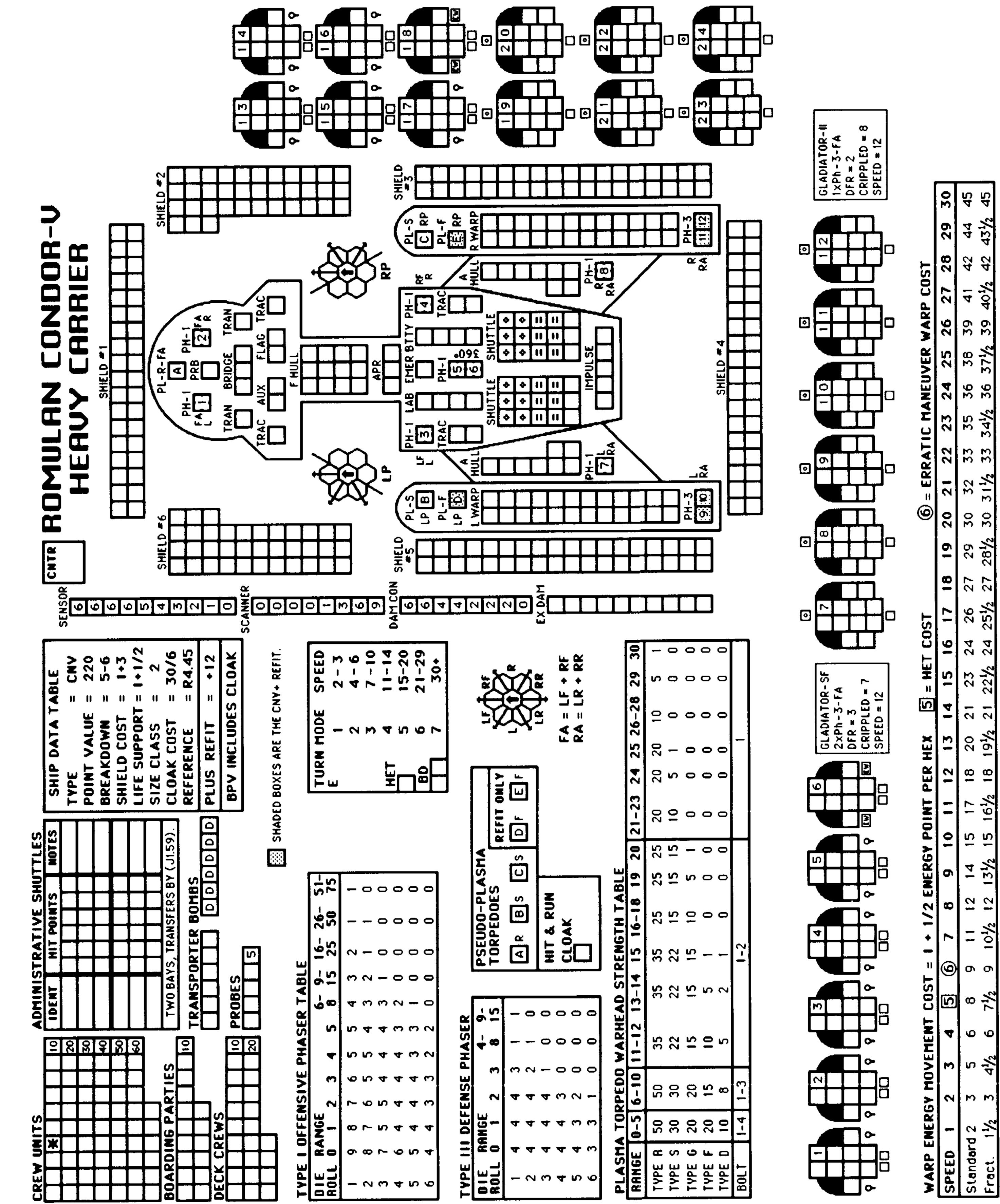
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INT	11	17
Y POI	10	15
ENERG	6	4
/2 E	8	12
+	2	-
 	9	6
COST	S	ω
1ENT	4	9
MOVEME	3	ഹ
GV M	2	m
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**R4.45 ROMULAN CNV** 

# STAR FLEET BATTLES



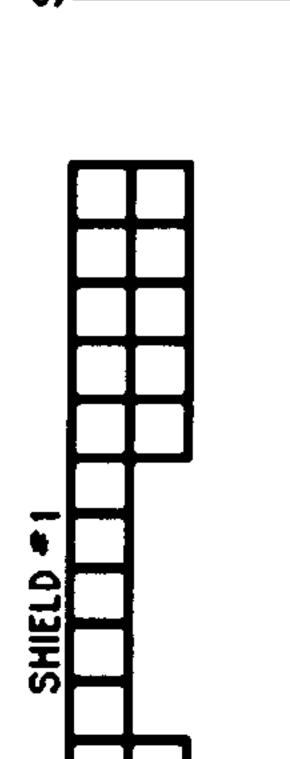
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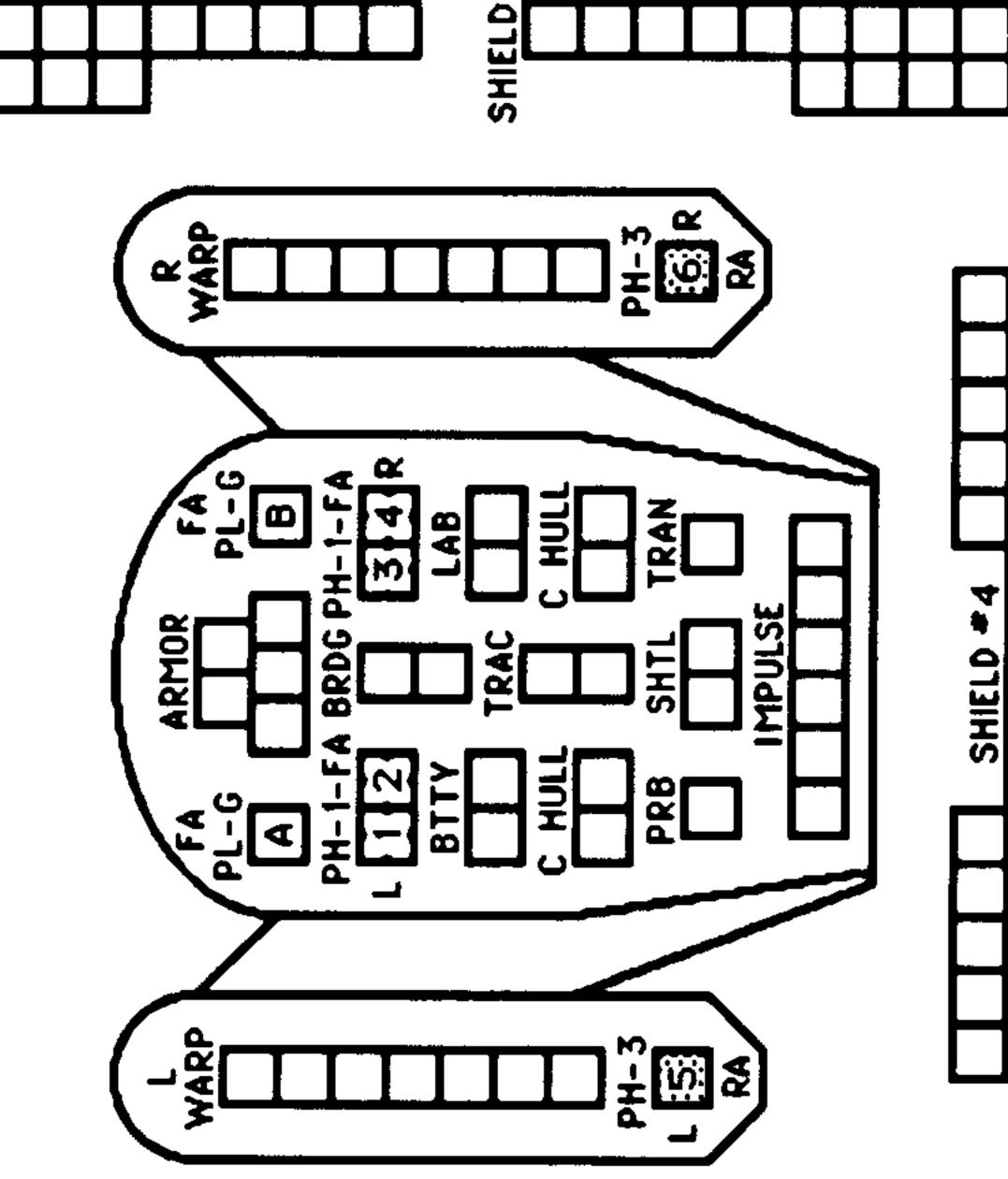


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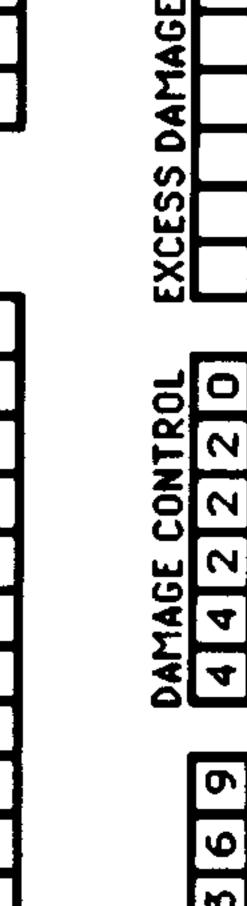
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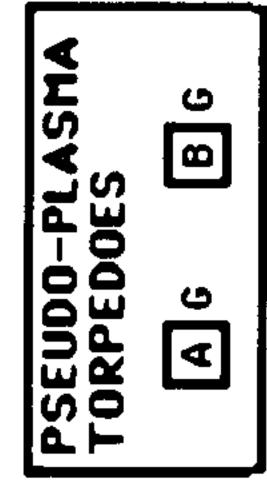


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SHIP DATA TABLE	H	T VALUE =	KDOWN =	LD COST =	SUPPORT =	CLASS =	K COST =	RENCE =	SER REFIT =	/ INCLUDES CLOAK

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ON PLANETS USING THE ING SYSTEM (P2.433).

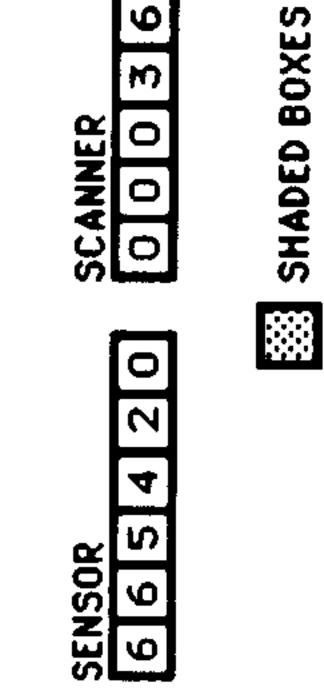
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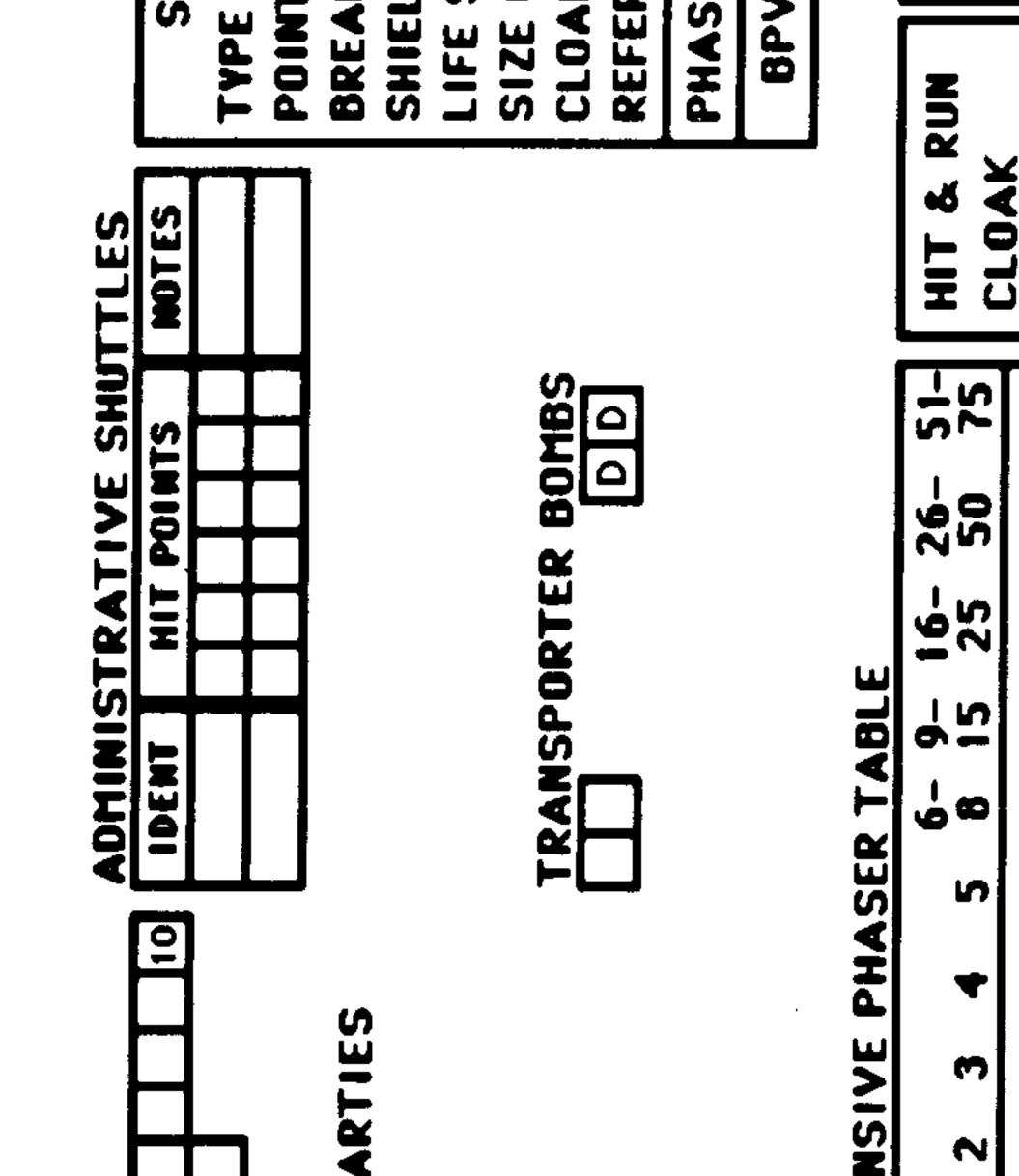


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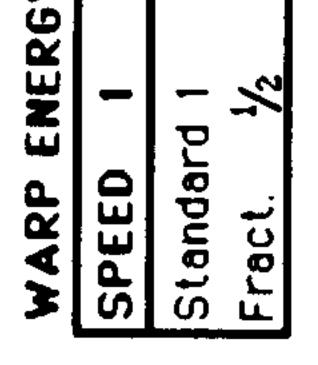
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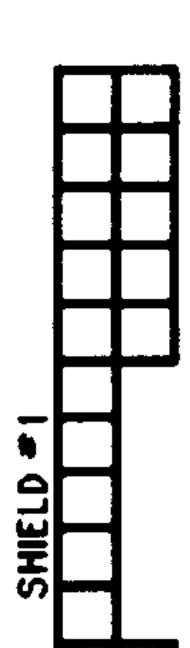


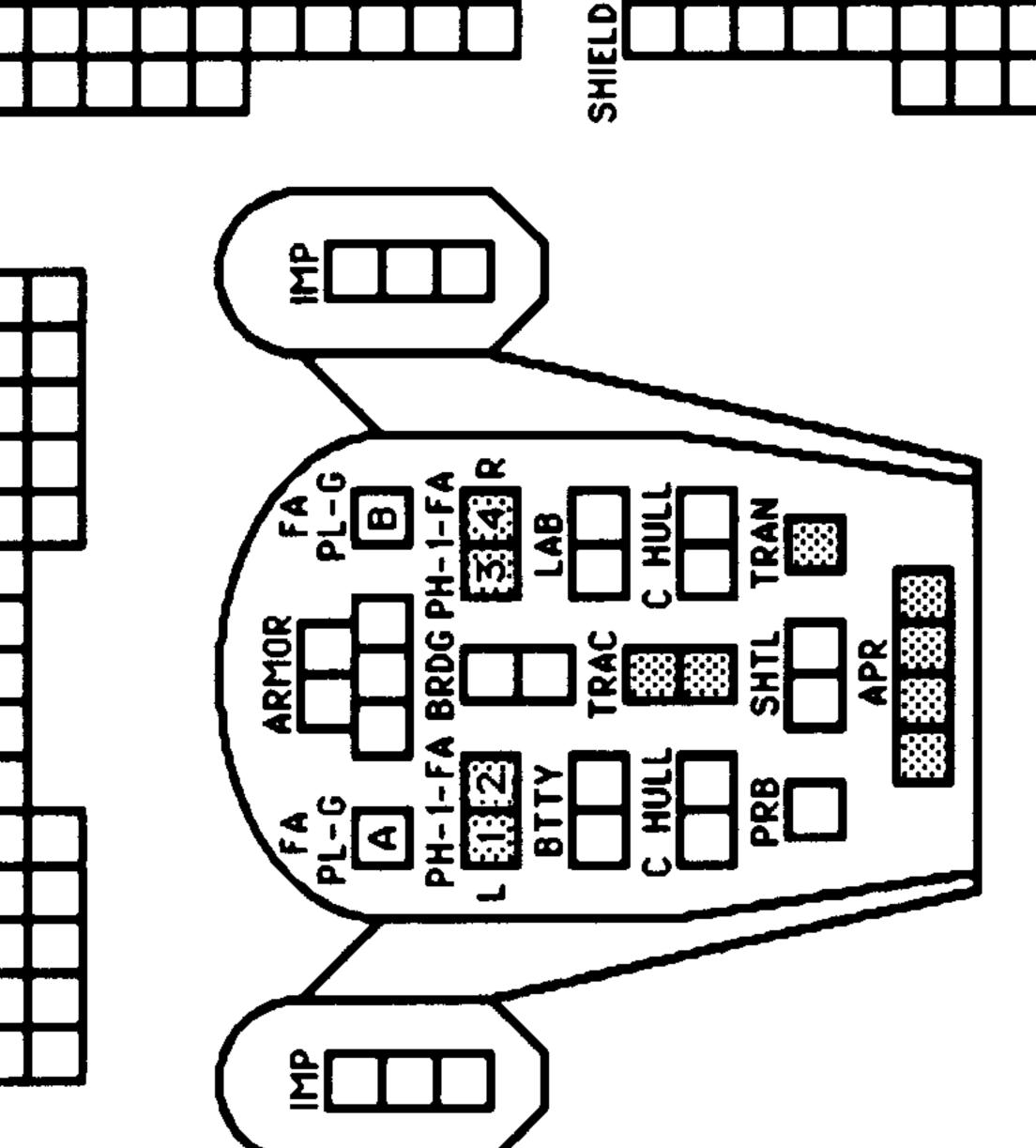


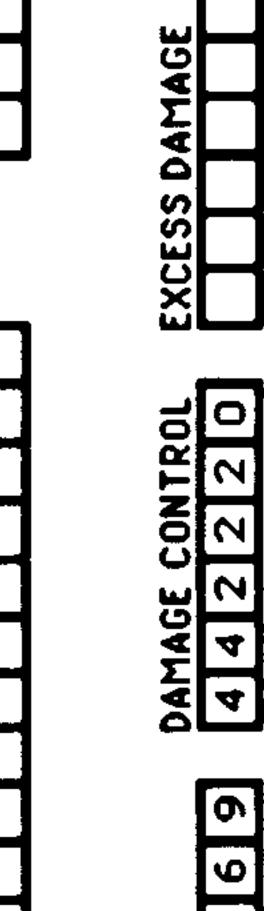
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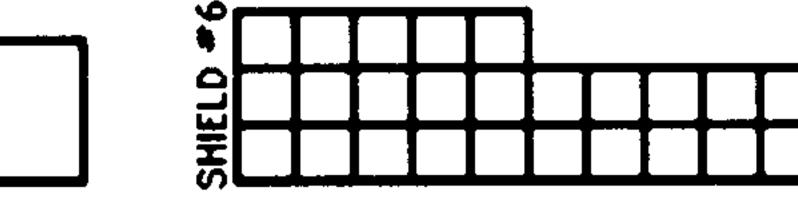
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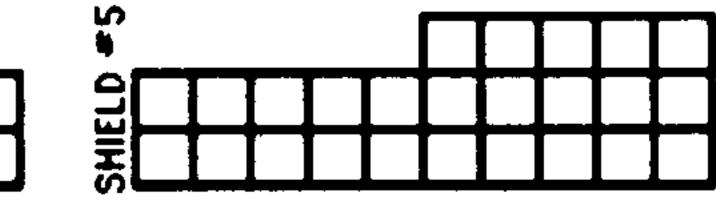
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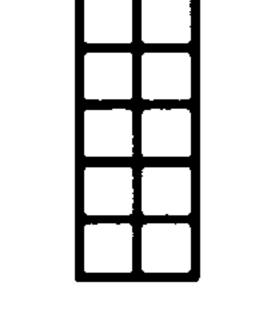
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S	TYPE	POINT	REFERENCE	BPV





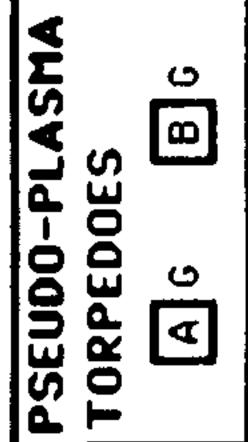


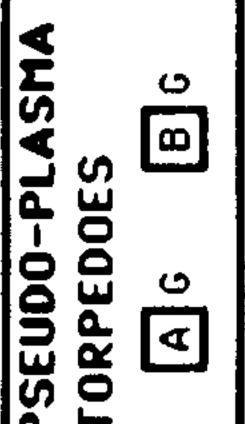
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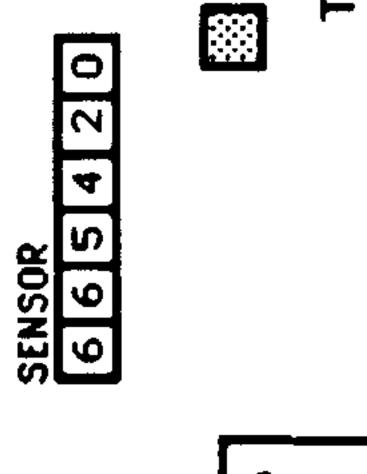
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IOR RULES. SEE (D4.12) FOR ARM









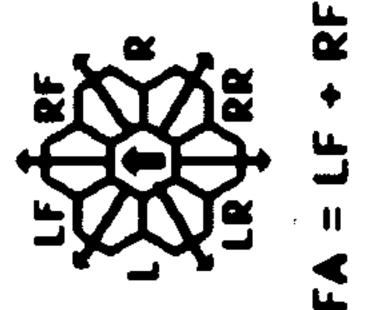
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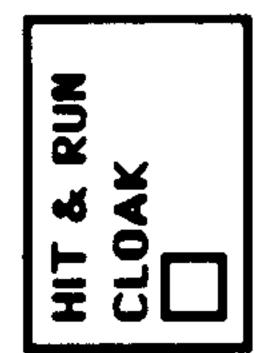
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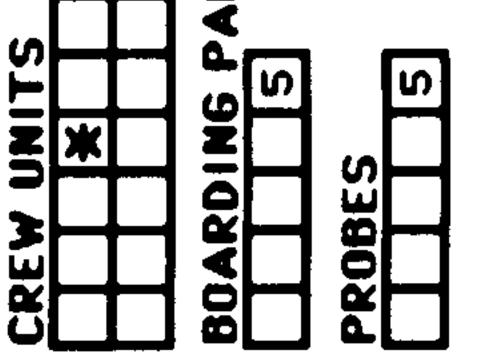


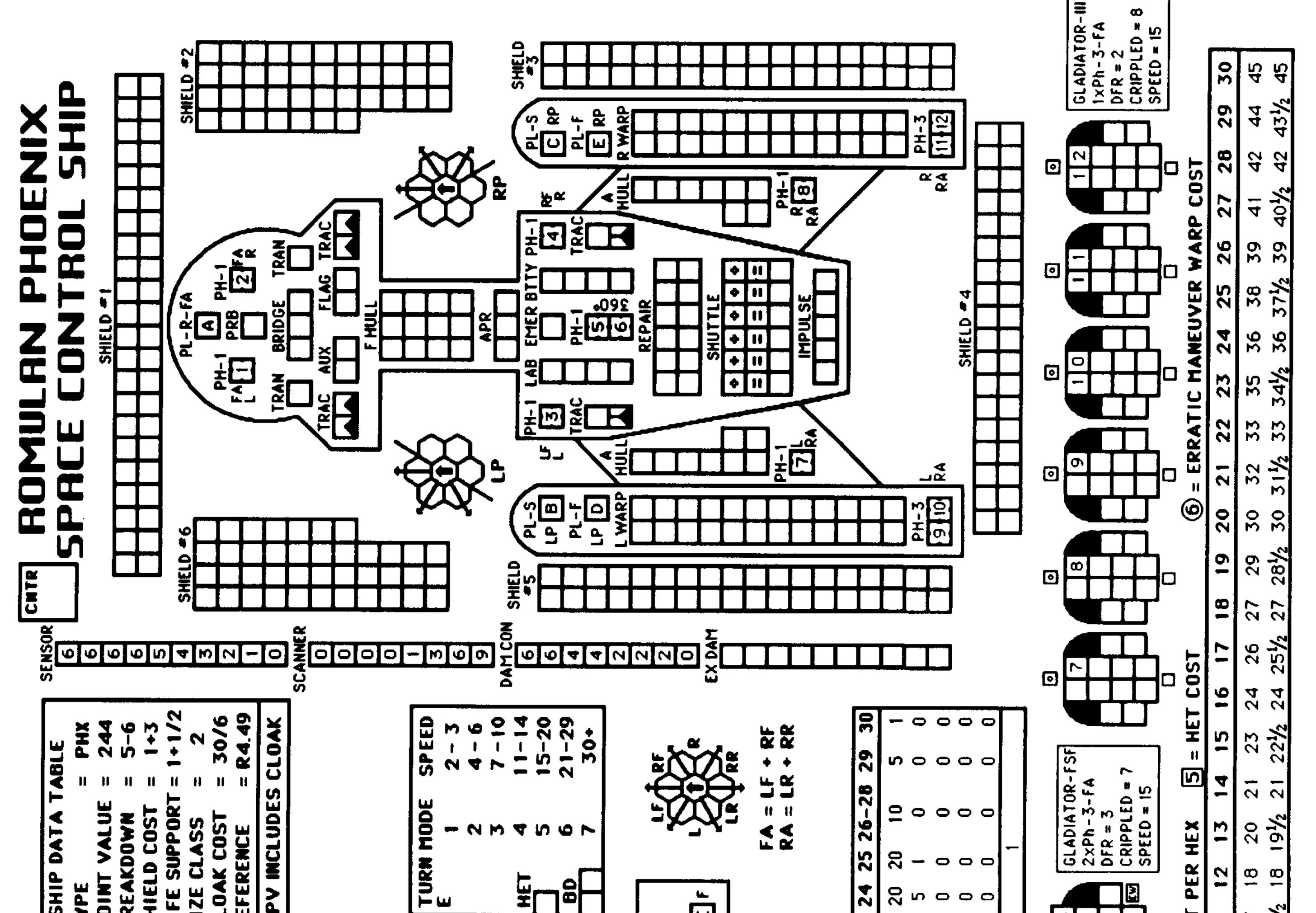




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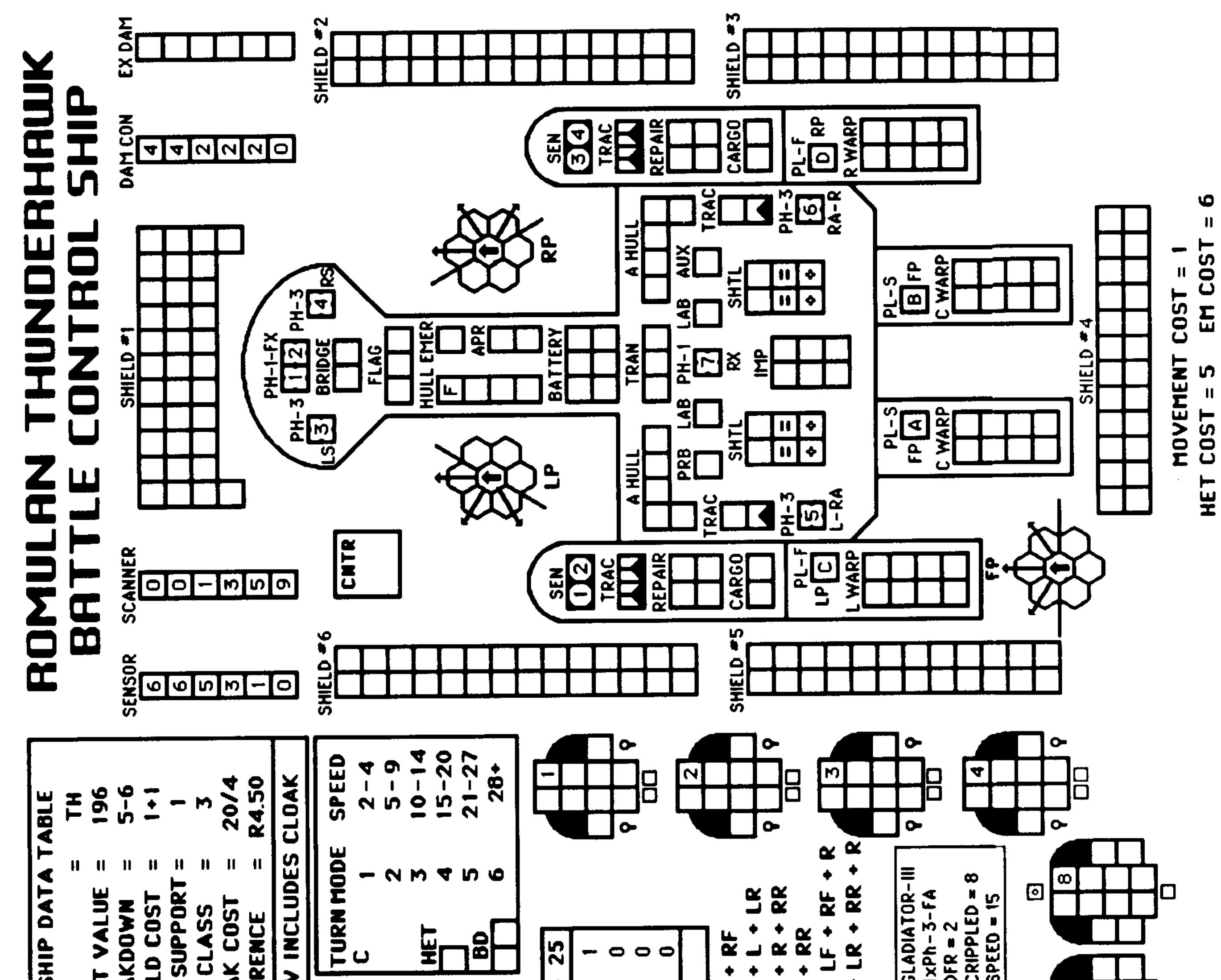


**R4.49 ROMULAN PHX** 

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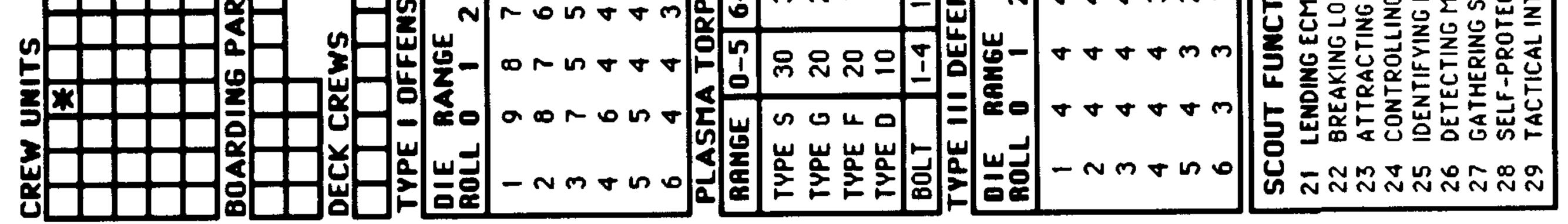


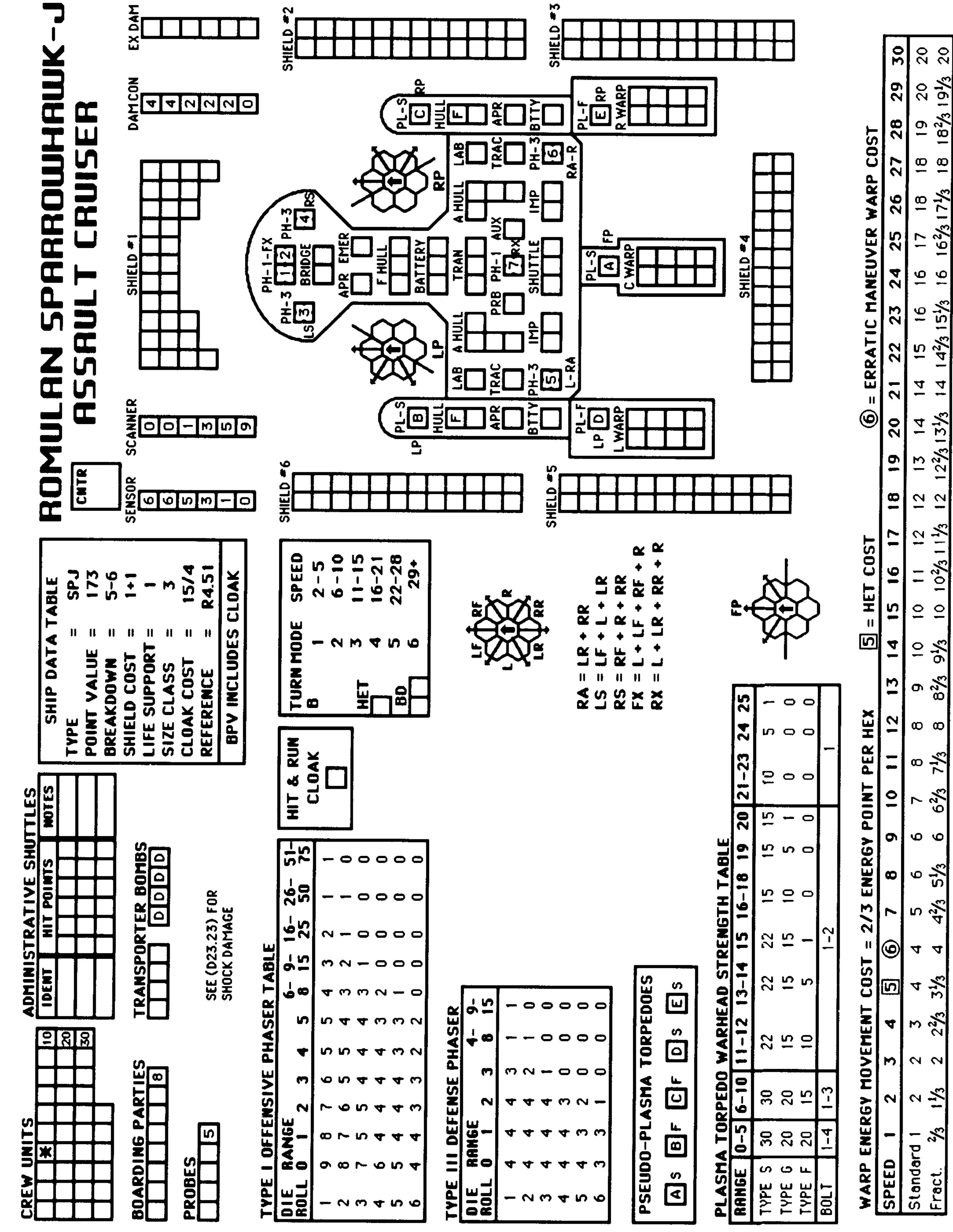




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**R4.51 ROMULAN SPJ** 

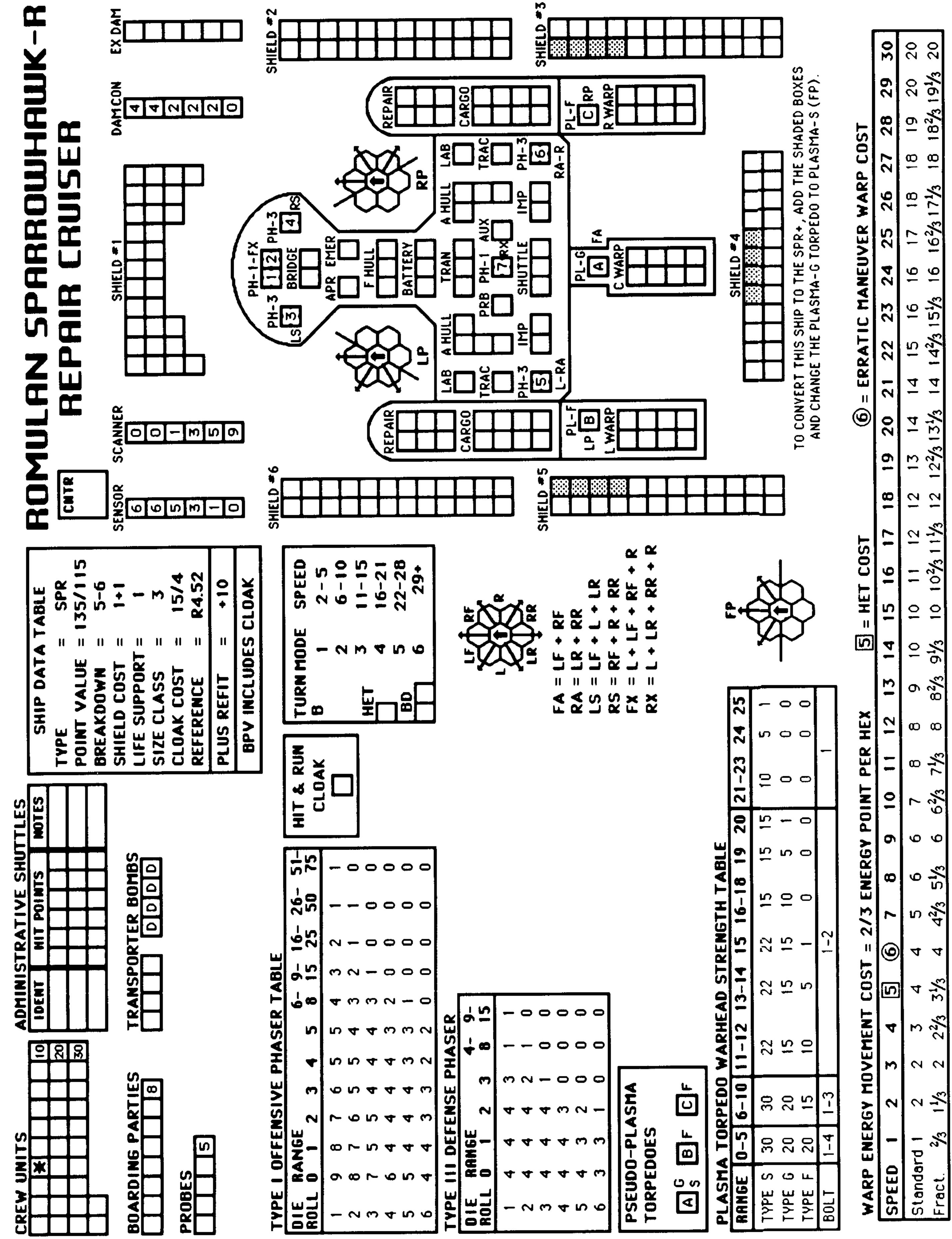
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**R4.52 ROMULAN SPR** 

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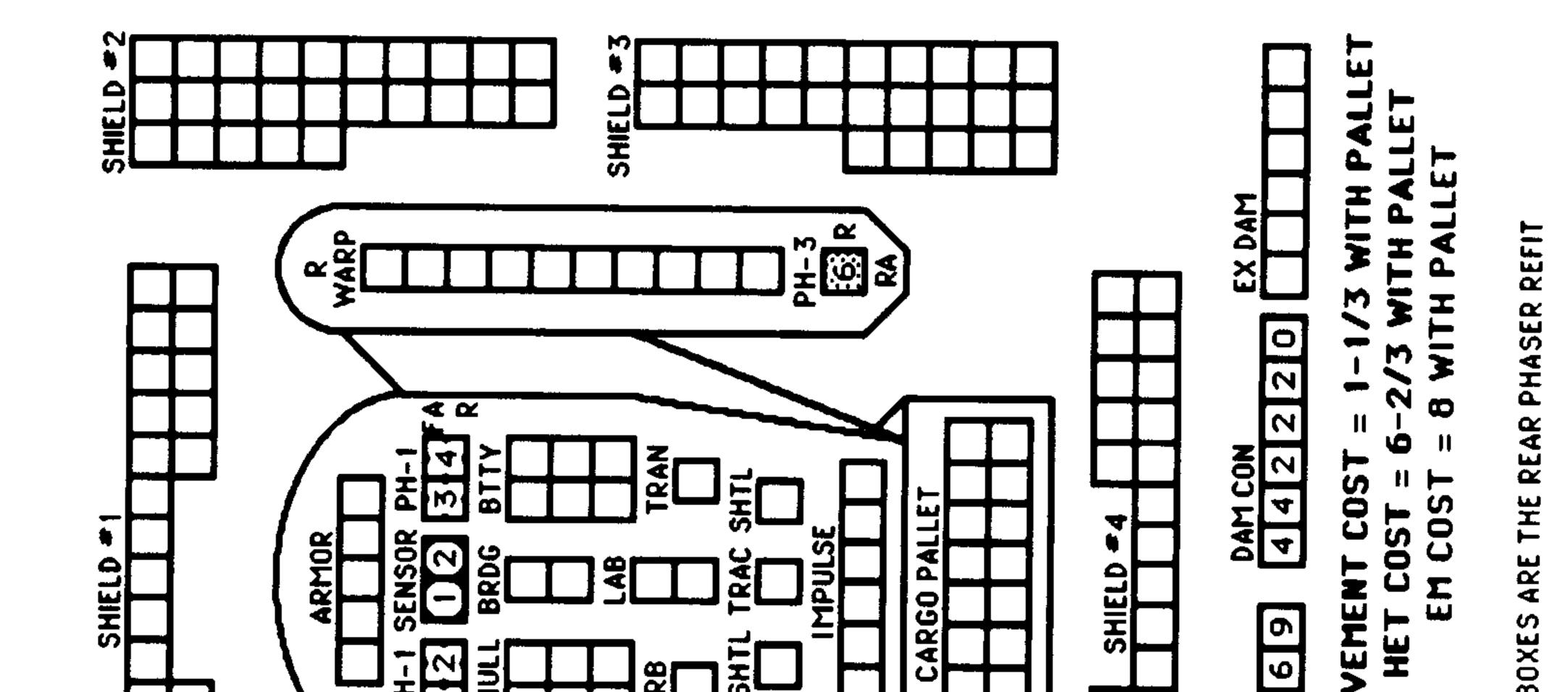
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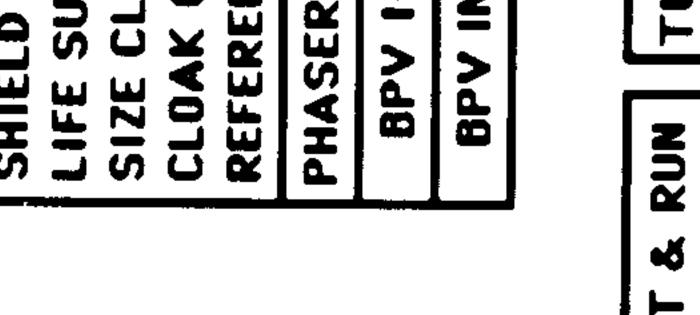




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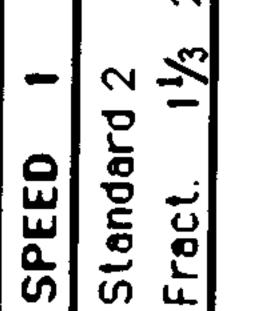
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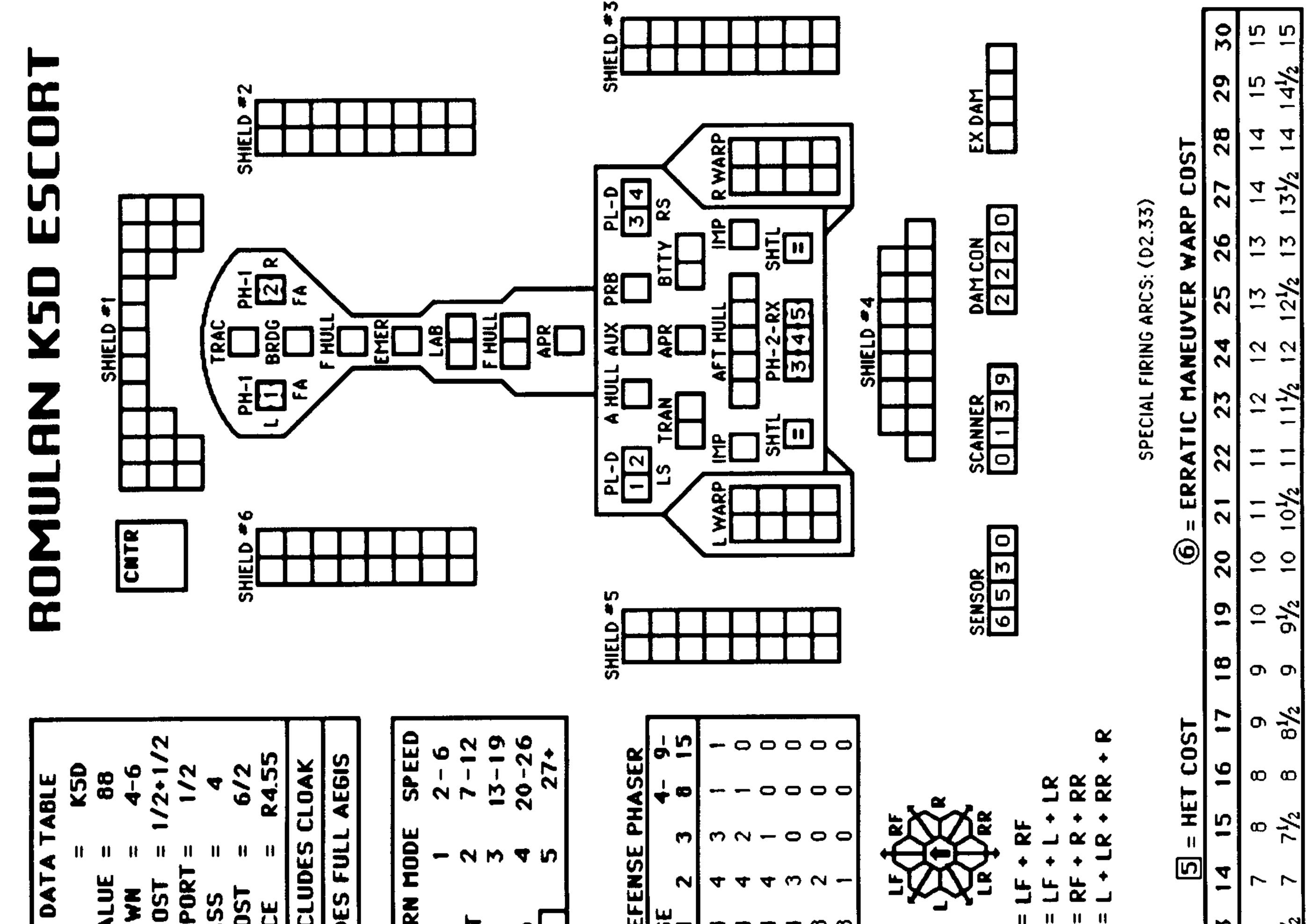
Page 10









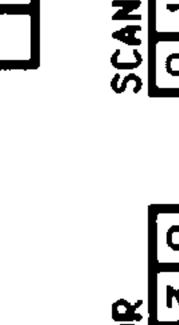


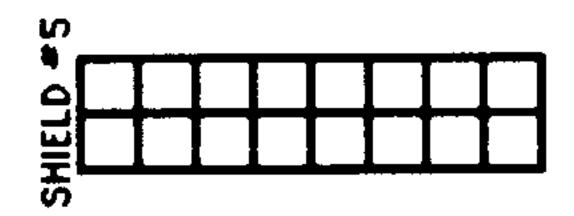
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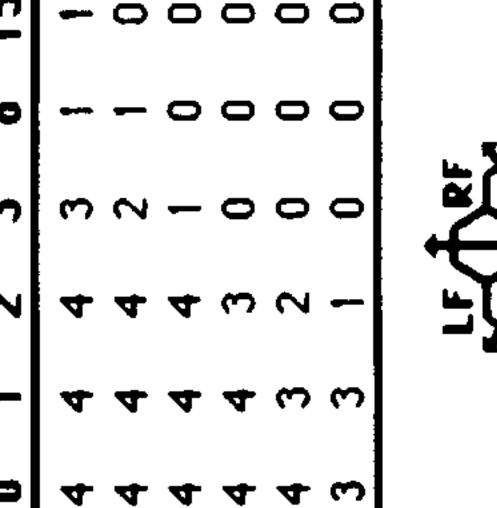
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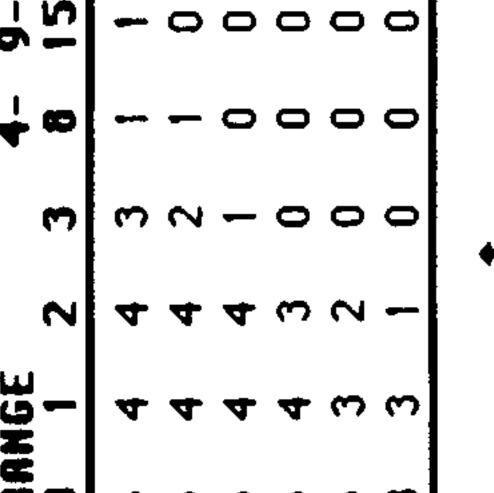


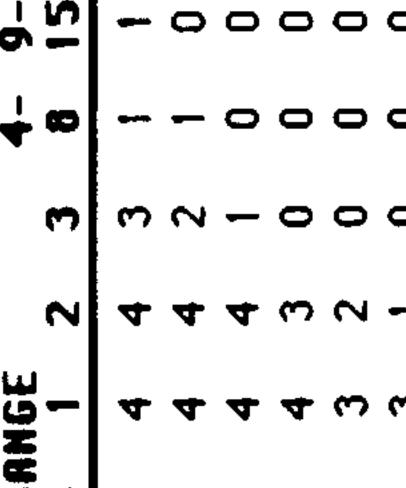


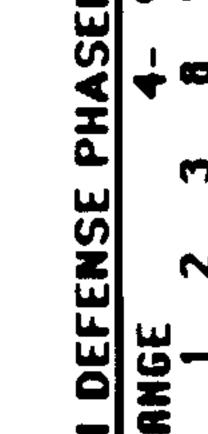
















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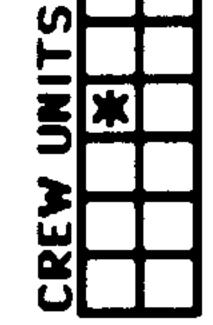
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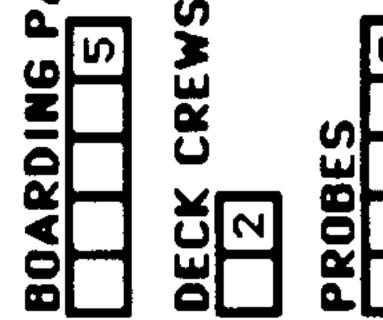
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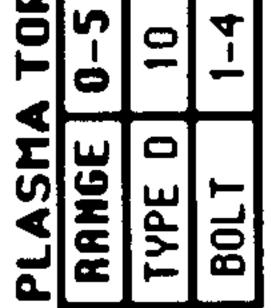
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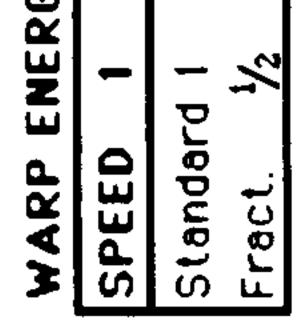


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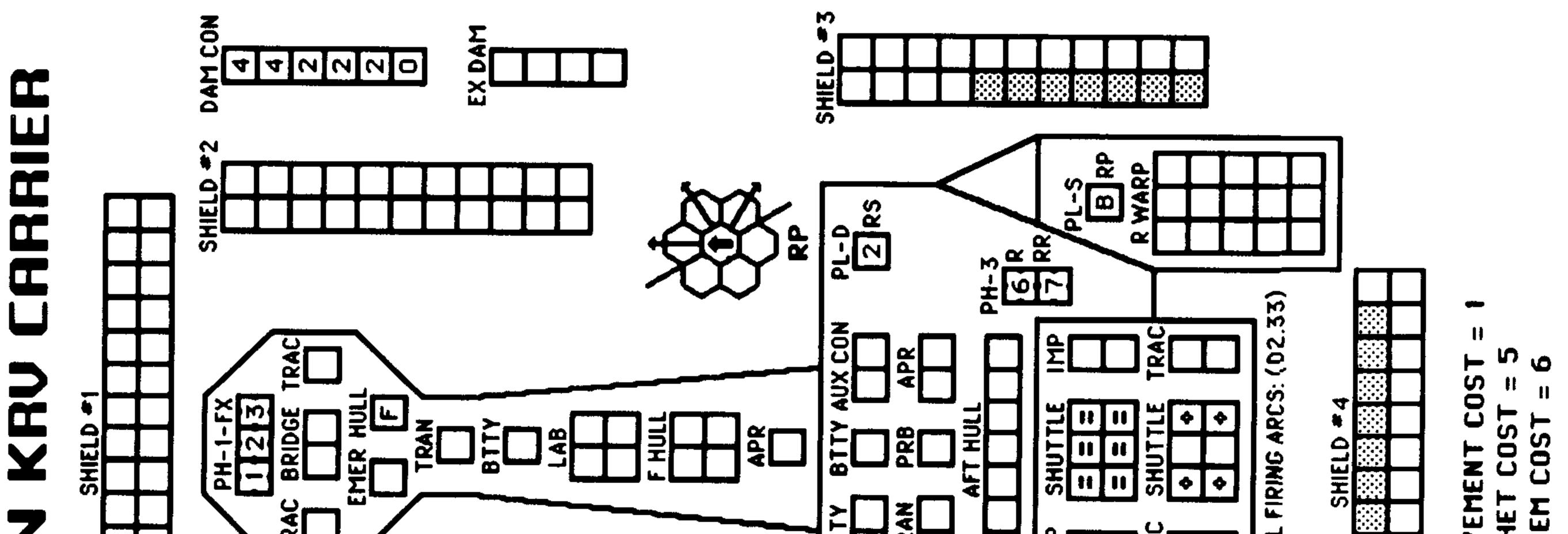
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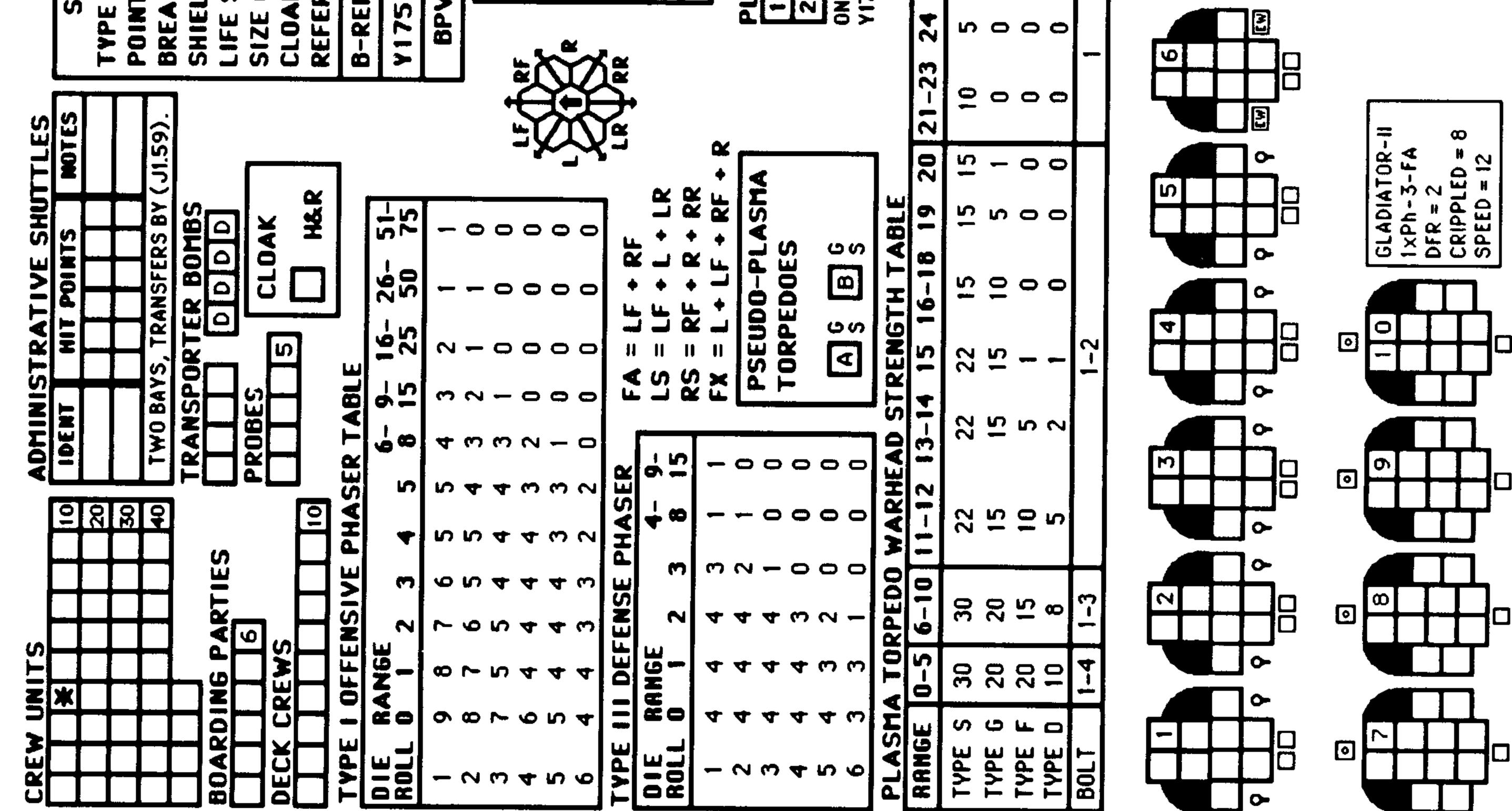








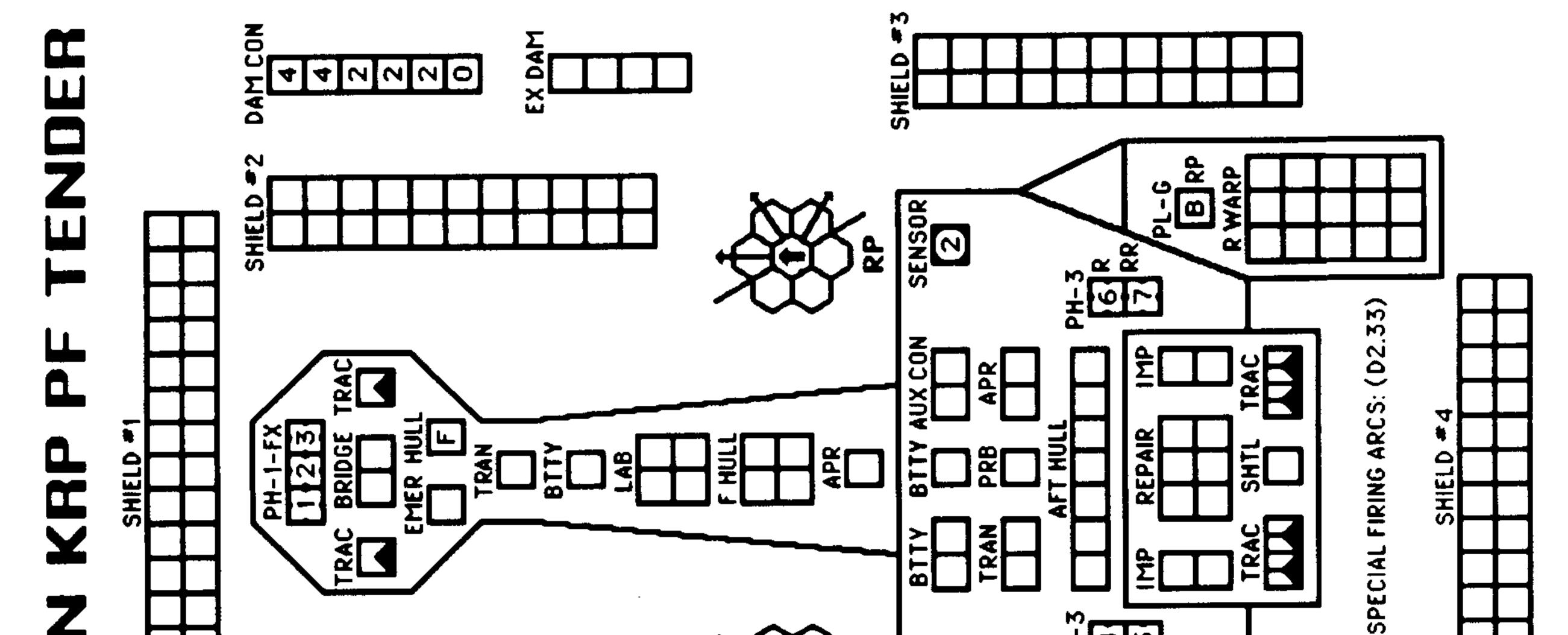
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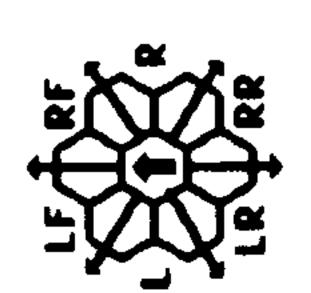
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Page 12





HIP DATA TABLE = KRP - VALUE = 124/104 KDOWN = 5-6 D COST = 1+1	SUPPORT = 1 CLASS = 3 CLASS = 20/4 K COST = 20/4 RENCE = R4.58 INCLUDES CLOAK	TURN MODE       SPEED         B       1       2 - 5         B       1       2 - 5         HET       3       11 - 15         HET       3       11 - 15         BD       5       52 - 28         BD       5       22 - 28         BD       5       29 + 16 - 18         STRENGTH TABLE       15 16 - 18       19       20	



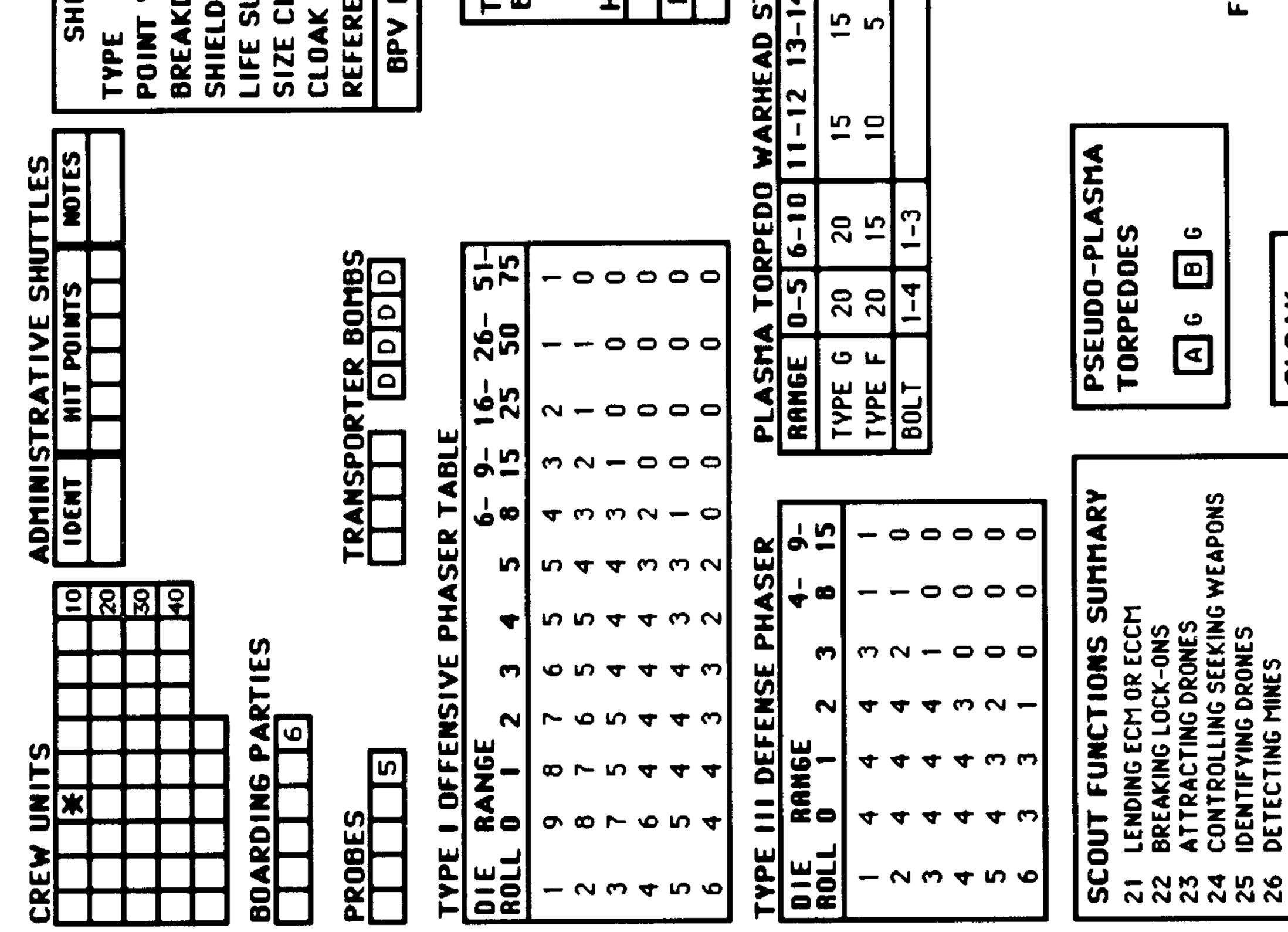
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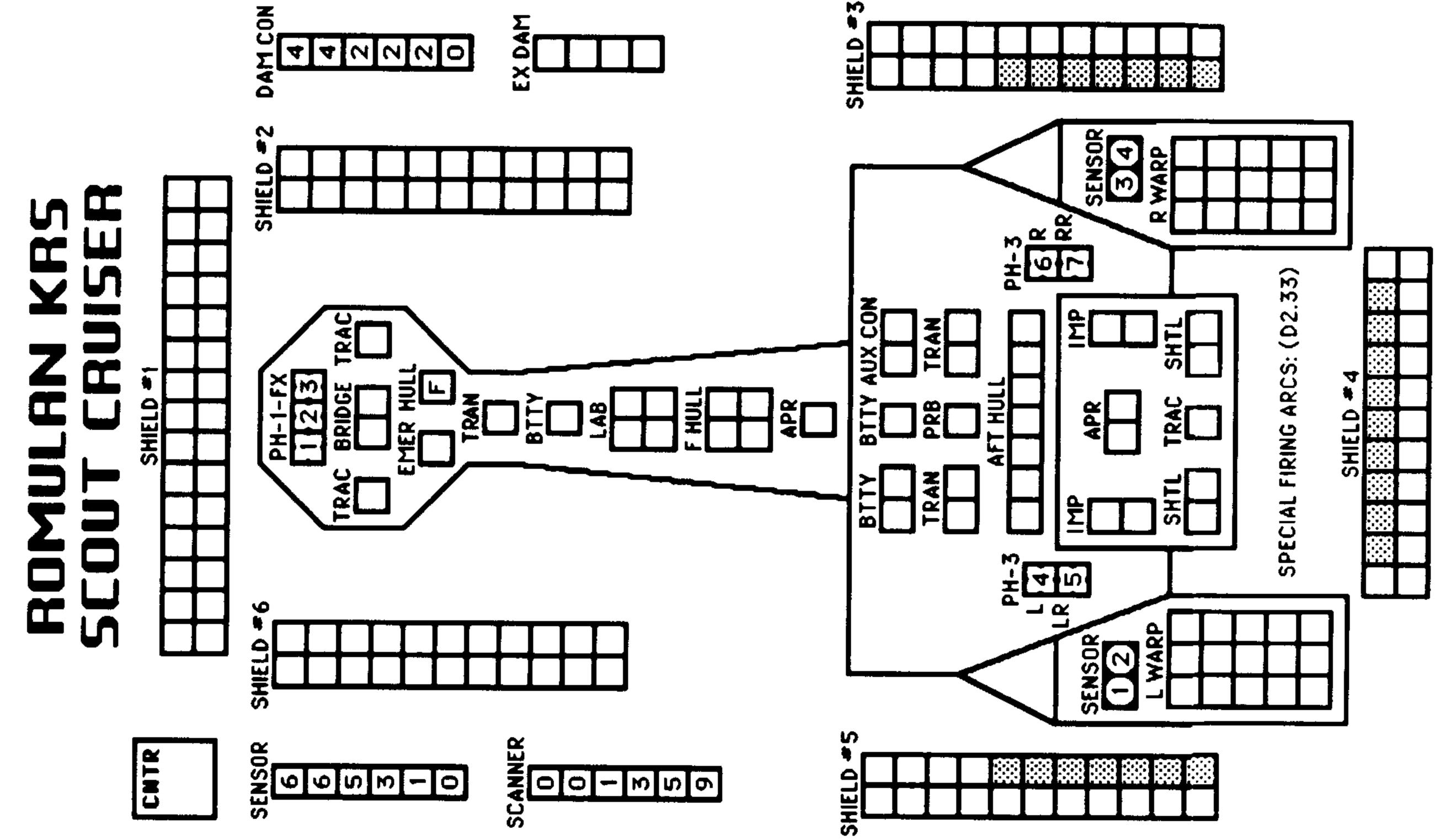


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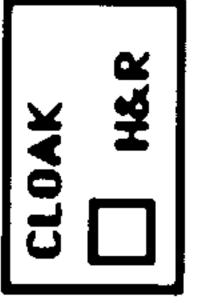
# **R4.59 ROMULAN KRS**



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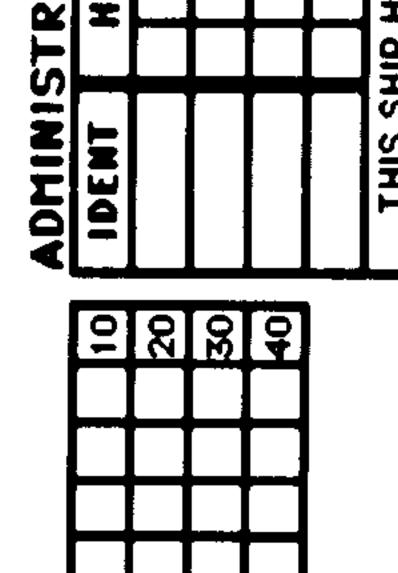
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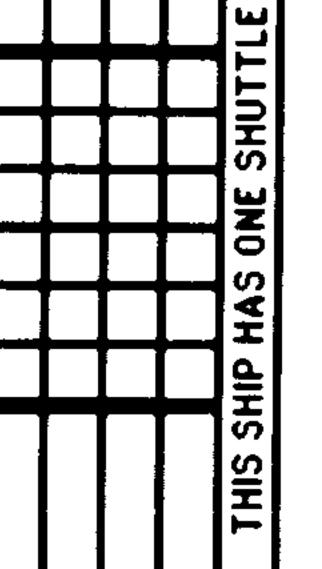
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Page 14

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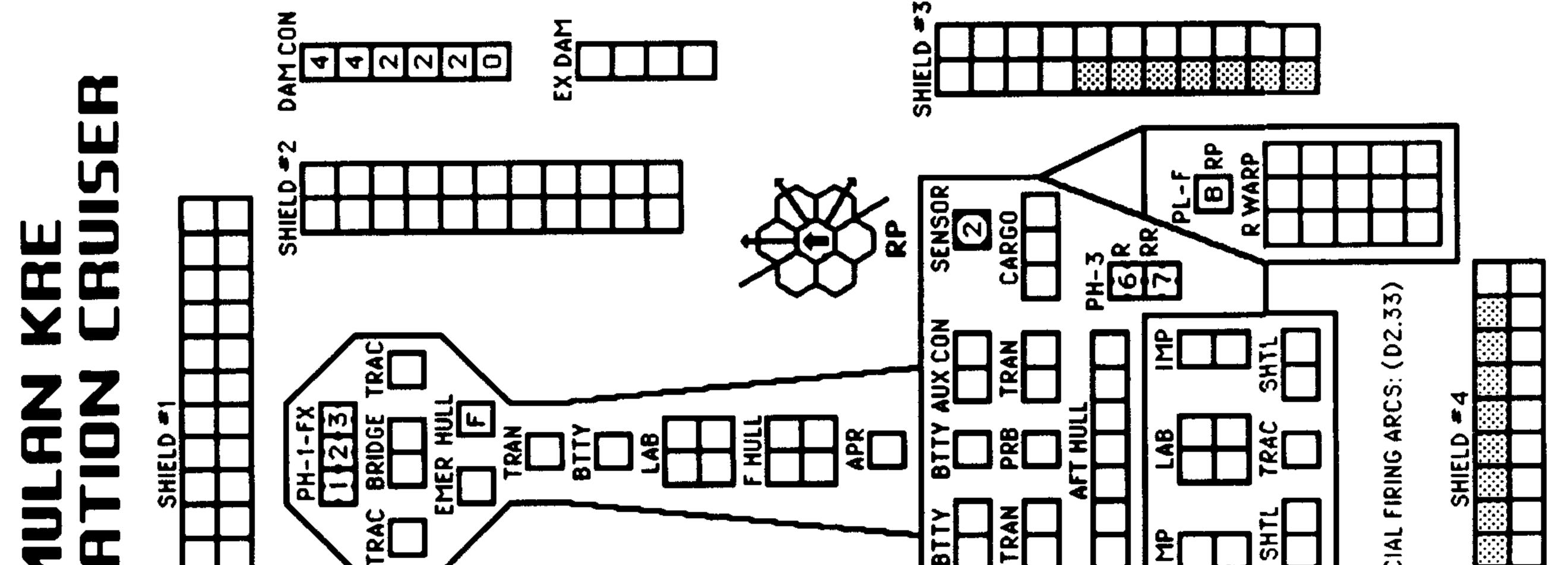
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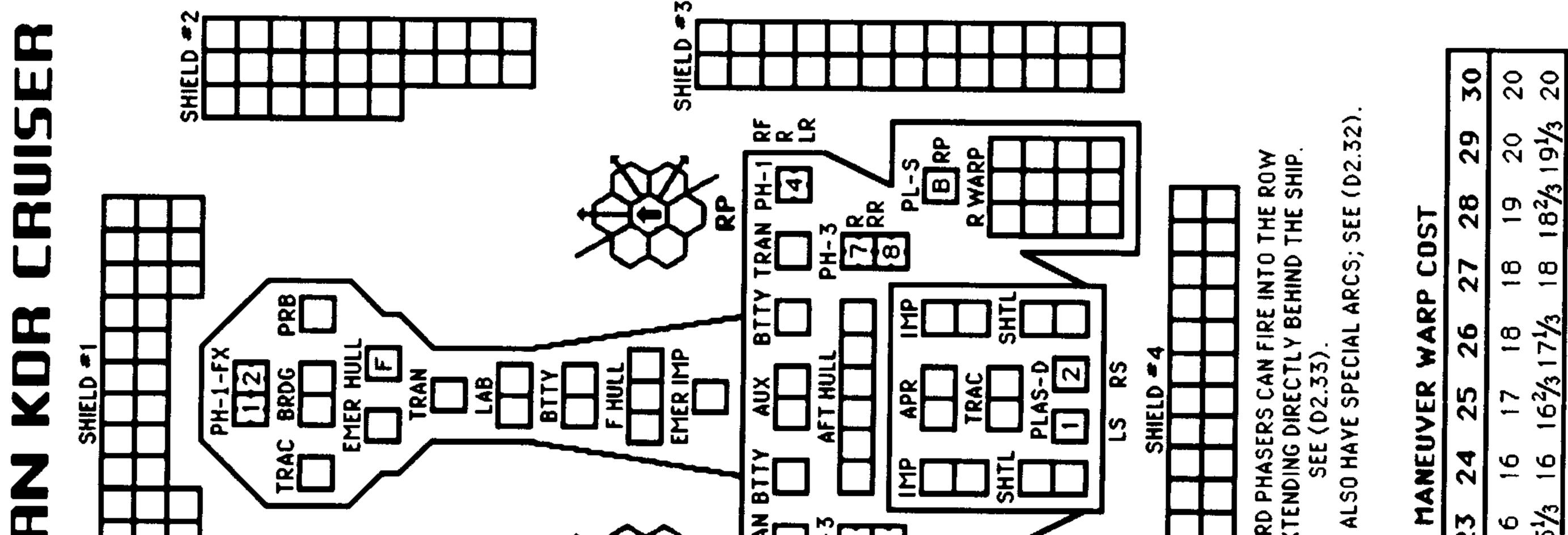
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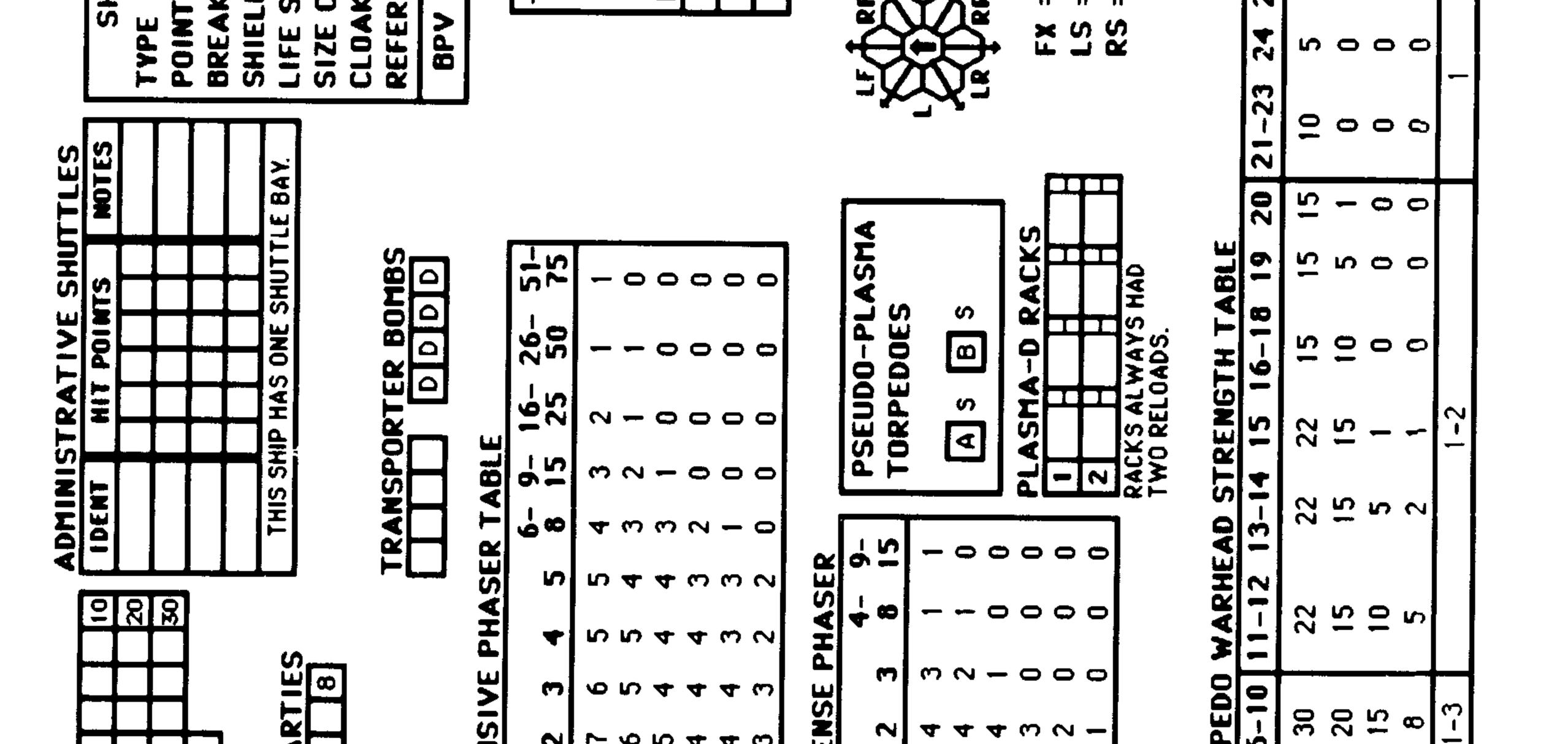
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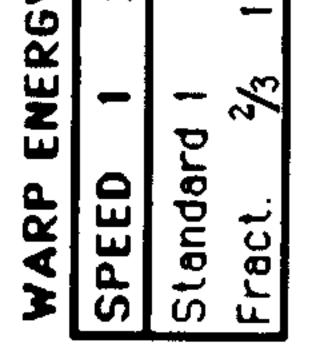


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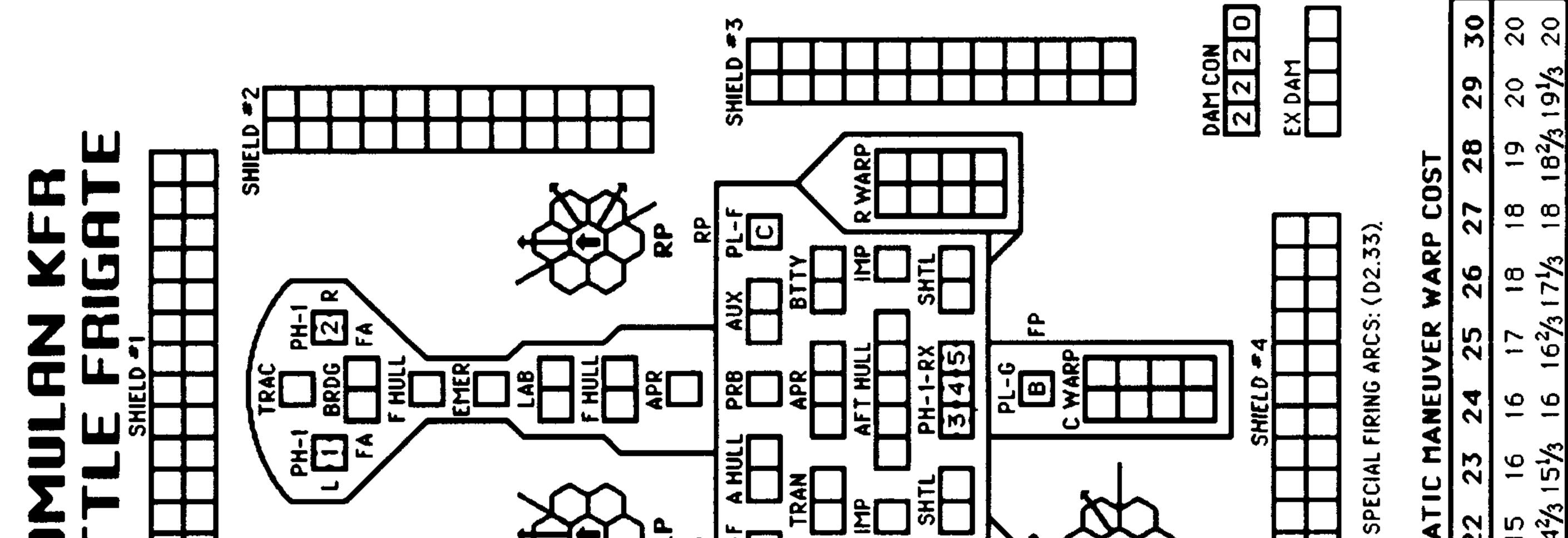
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### Page 16



**R4.62 ROMULAN KFR** 

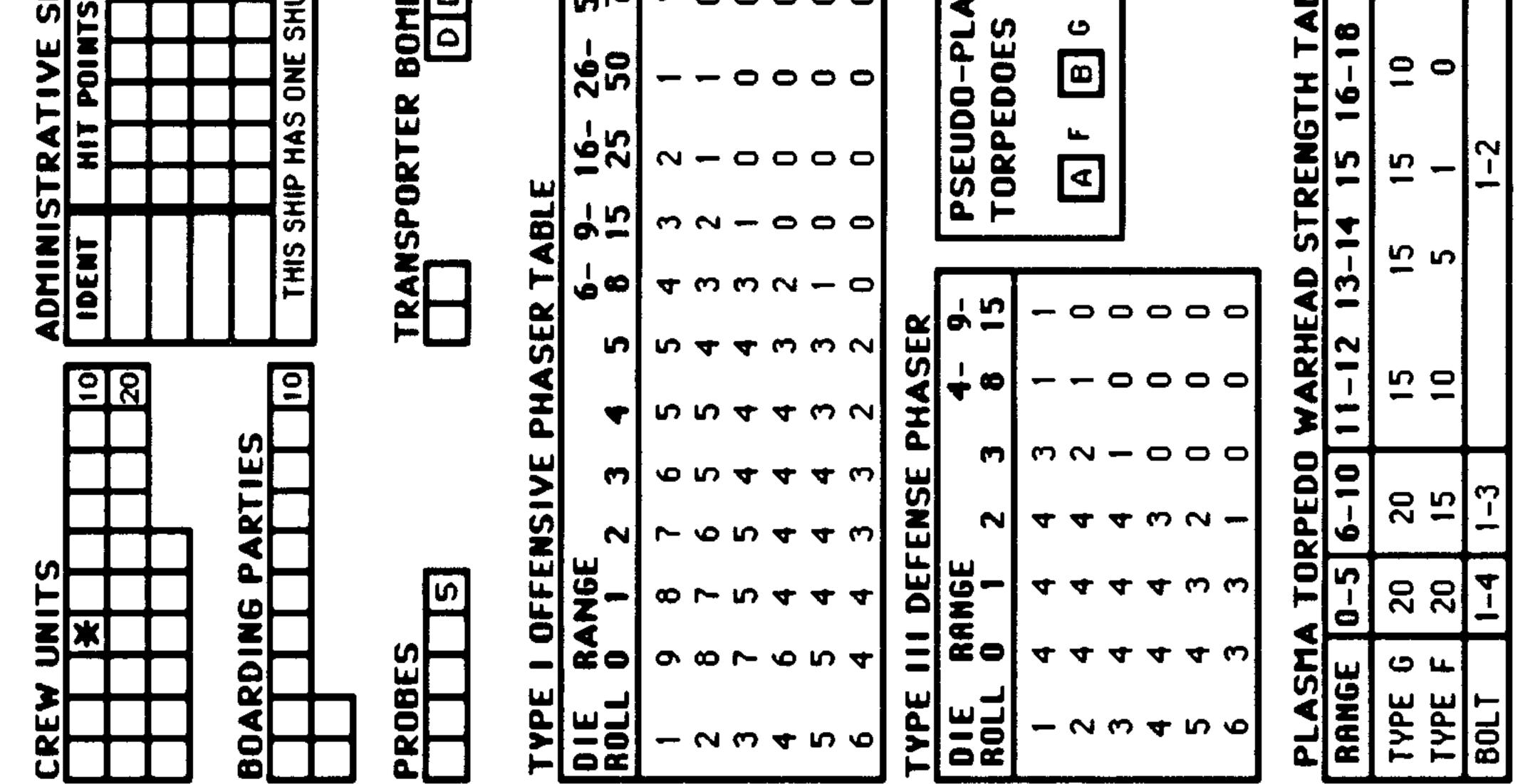
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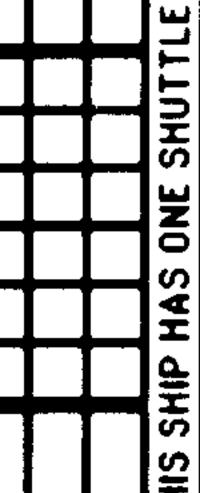
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SHIP DATA TABLETYPE=KFRTYPE=KFRPOINT VALUE=120BREAKDOWN=4-6SHIELD COST=1/2+1/2LIFE SUPPORT=1/2LIFE SUPPORT=1/2CLOAK COST=12/4REFERENCE=R4.62BPV INCLUDES CLOAK	TURN MODE SPEED A 1 2-6 HET 2 7-12 B 13-19 B 13-19 B 13-19 C 27+ 27+ A 20-26 C 26 B 27+ A 20-26 C 0AK HAR HAR HAR HAR

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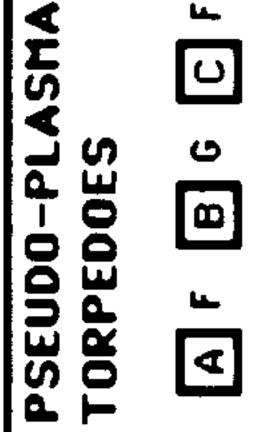
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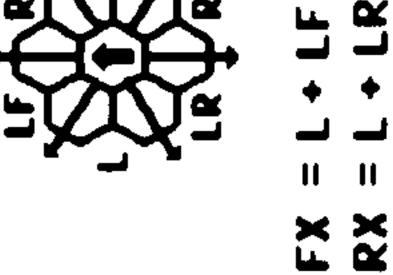
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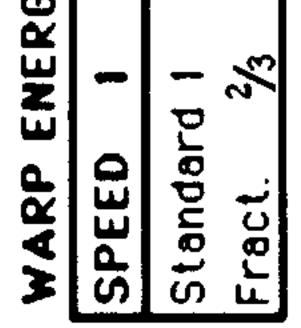
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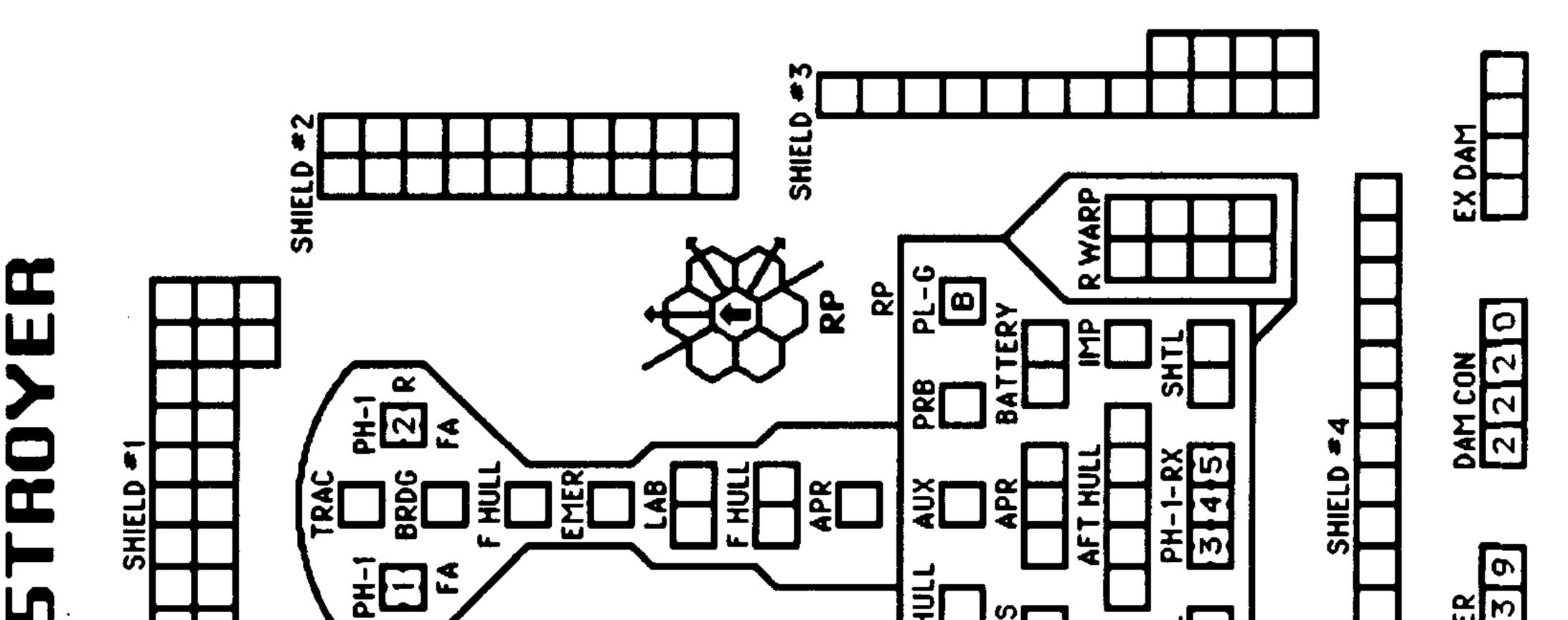




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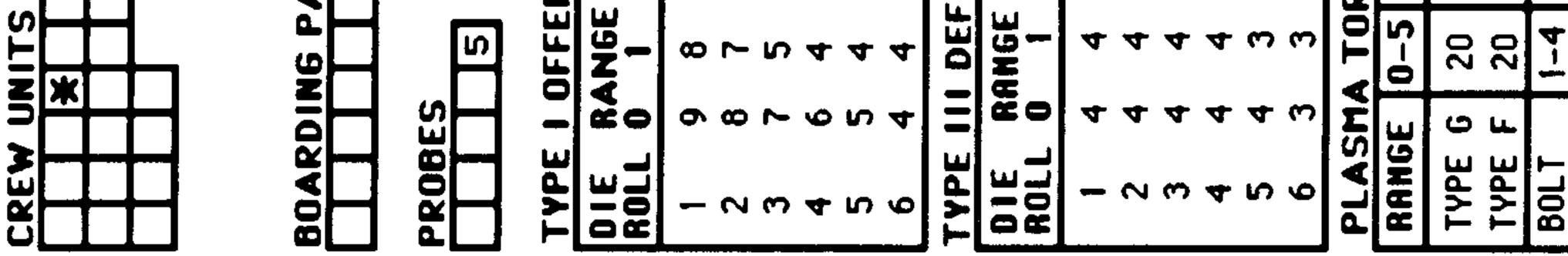
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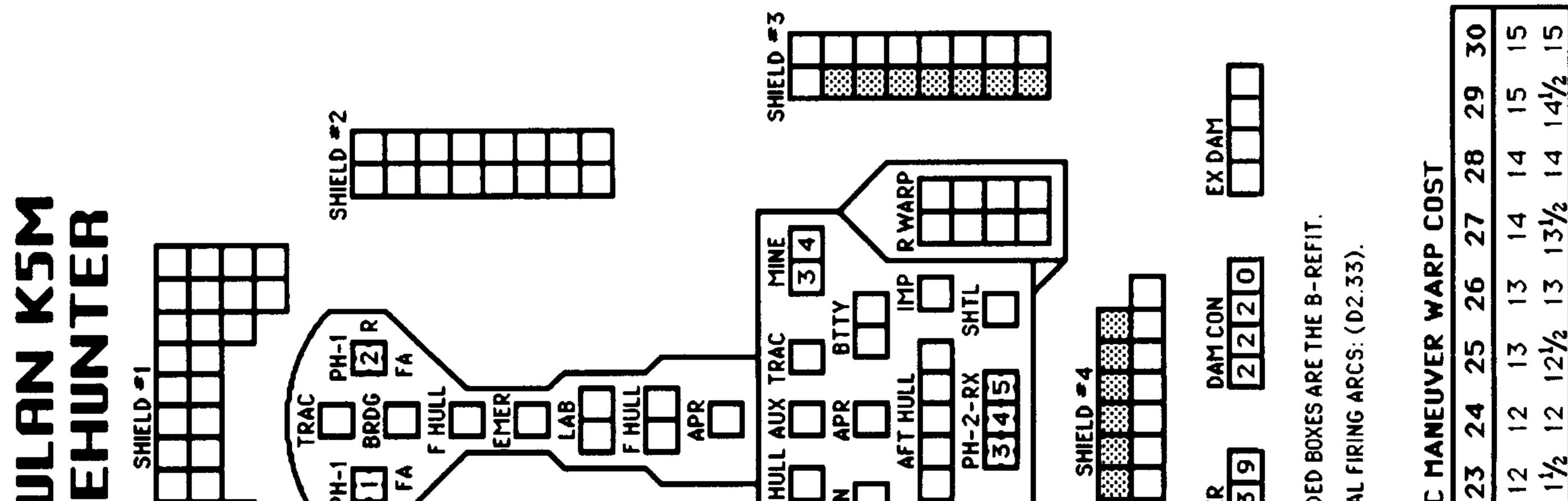
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**R4.64 ROMULAN K5M** 

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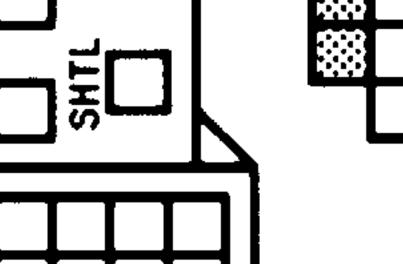
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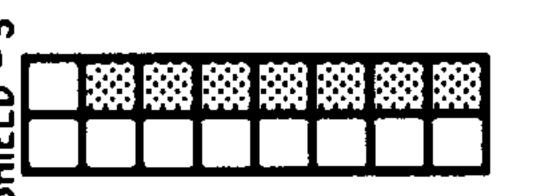
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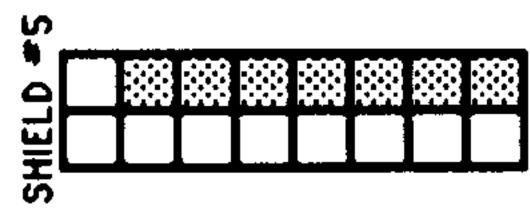
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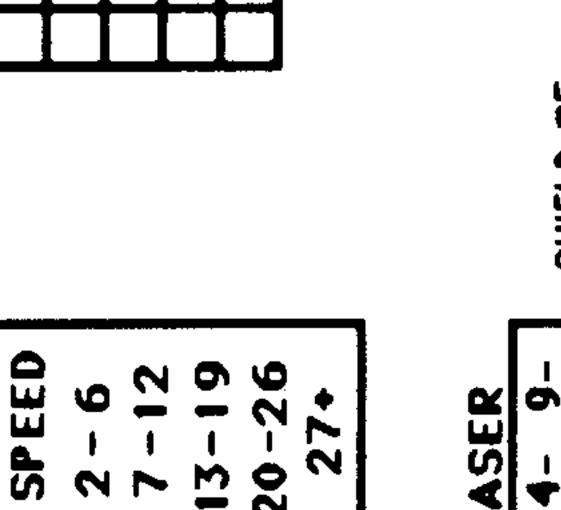


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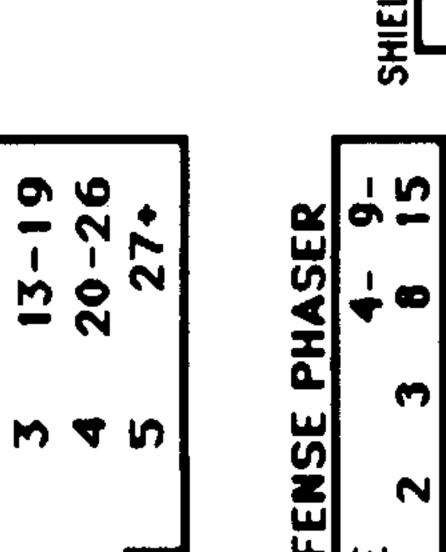


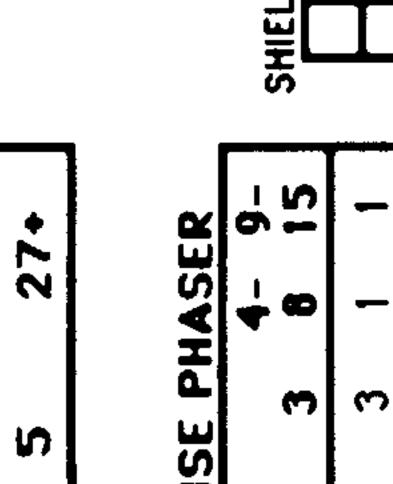
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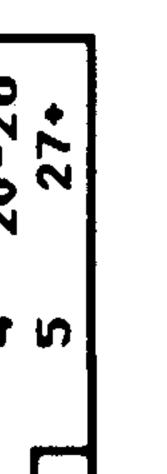


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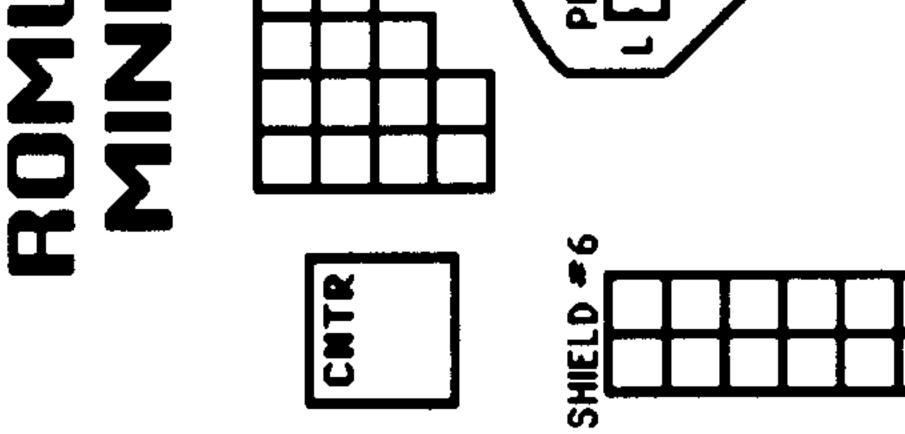
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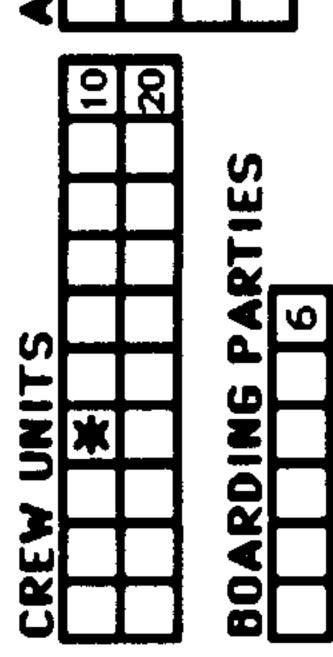
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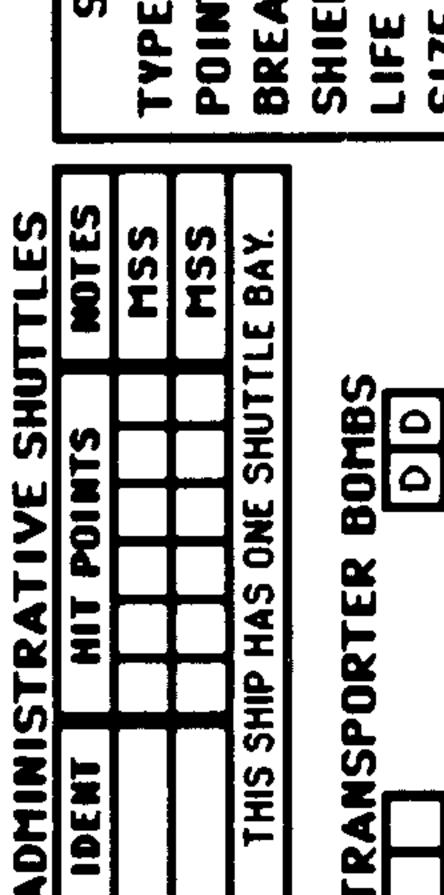
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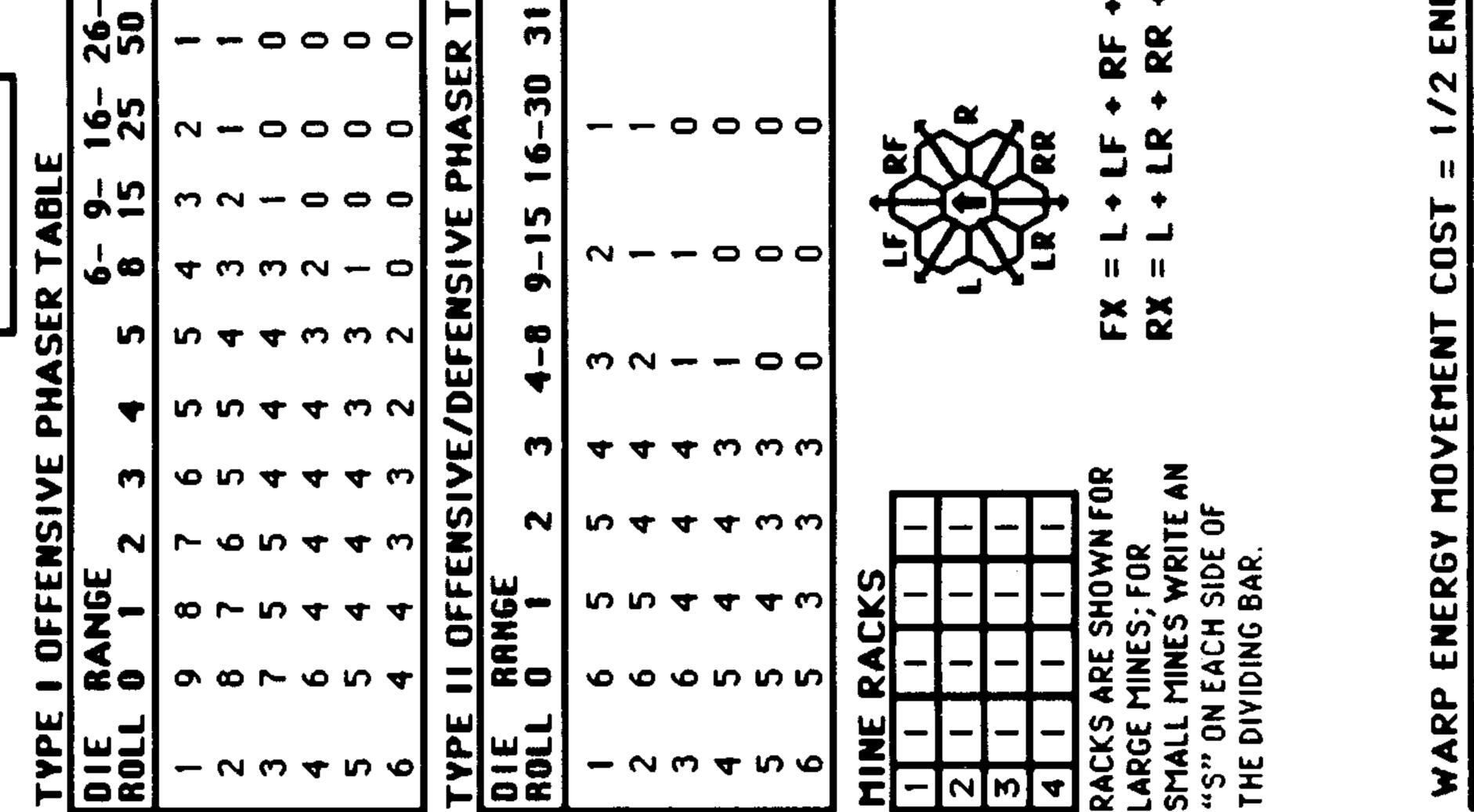




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### CAPTAIN'S MODULE R4 SSD BOOK — Copyright © 1992 Amarilio Design Bureau



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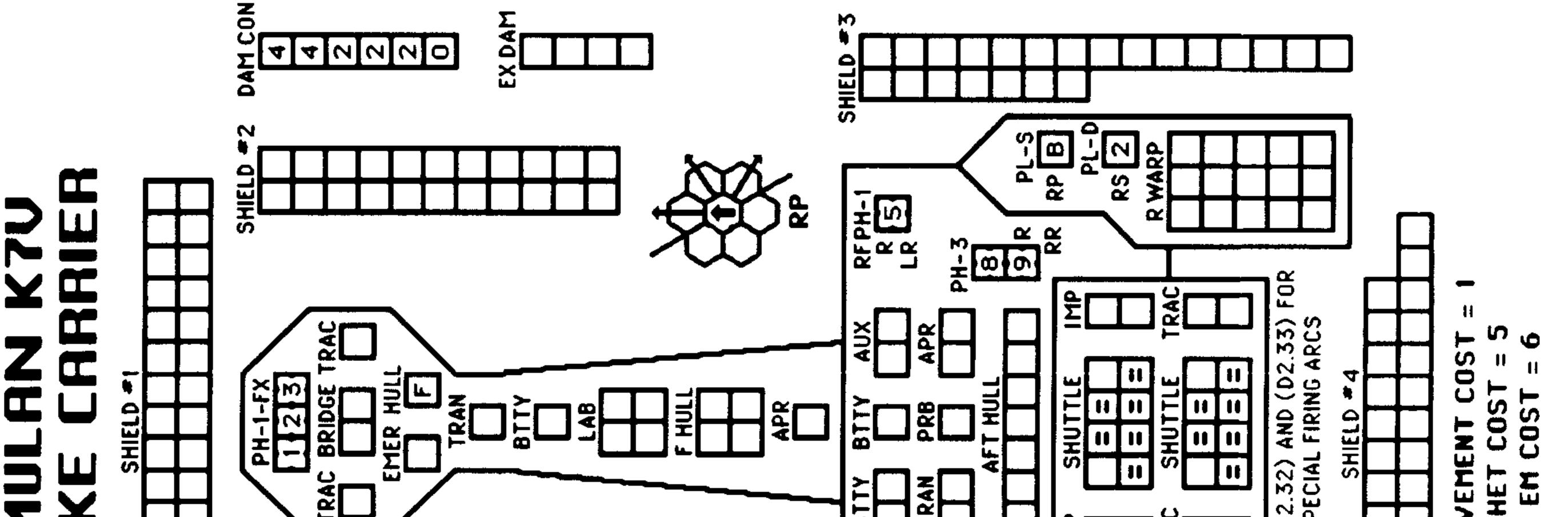
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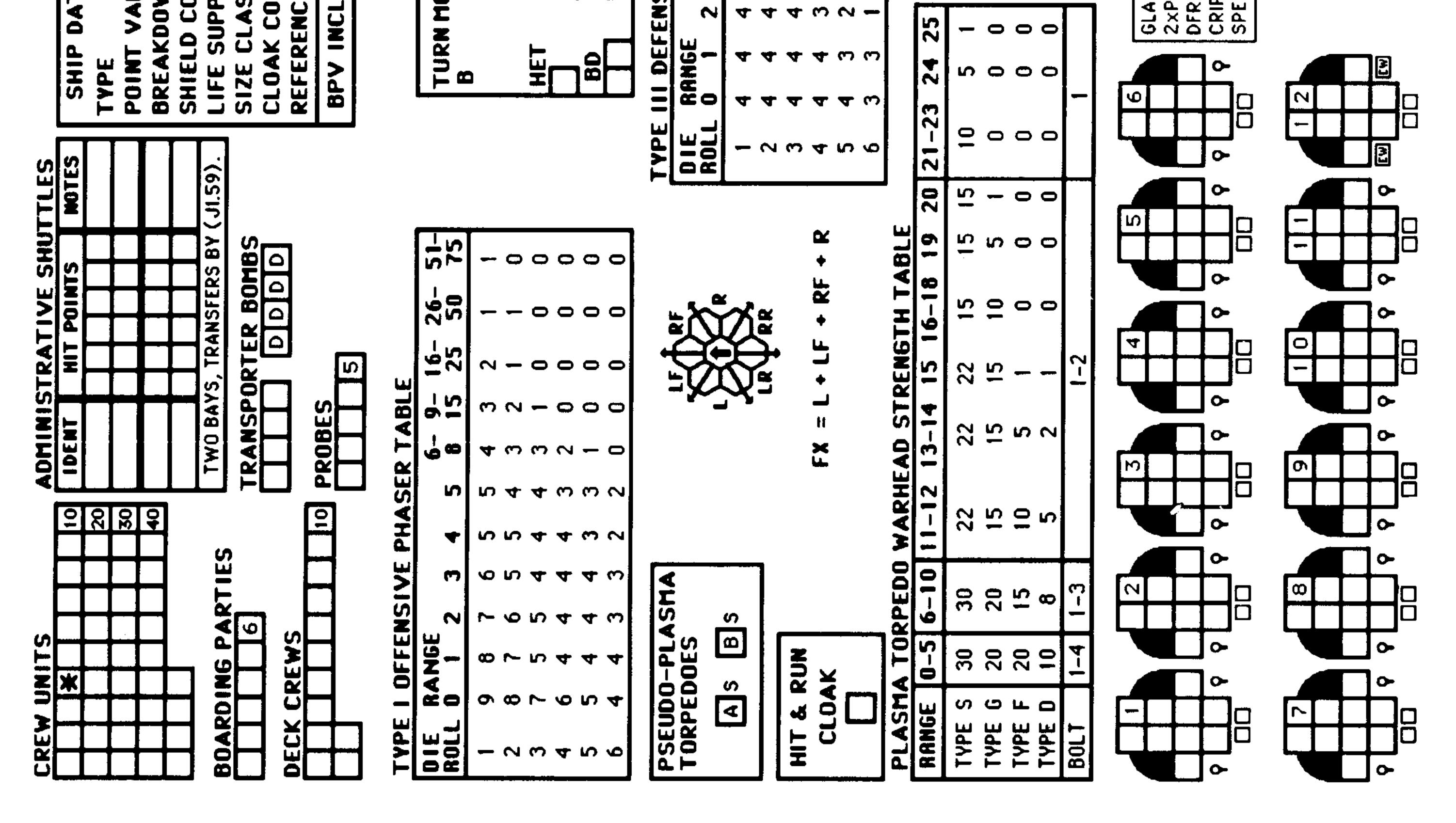
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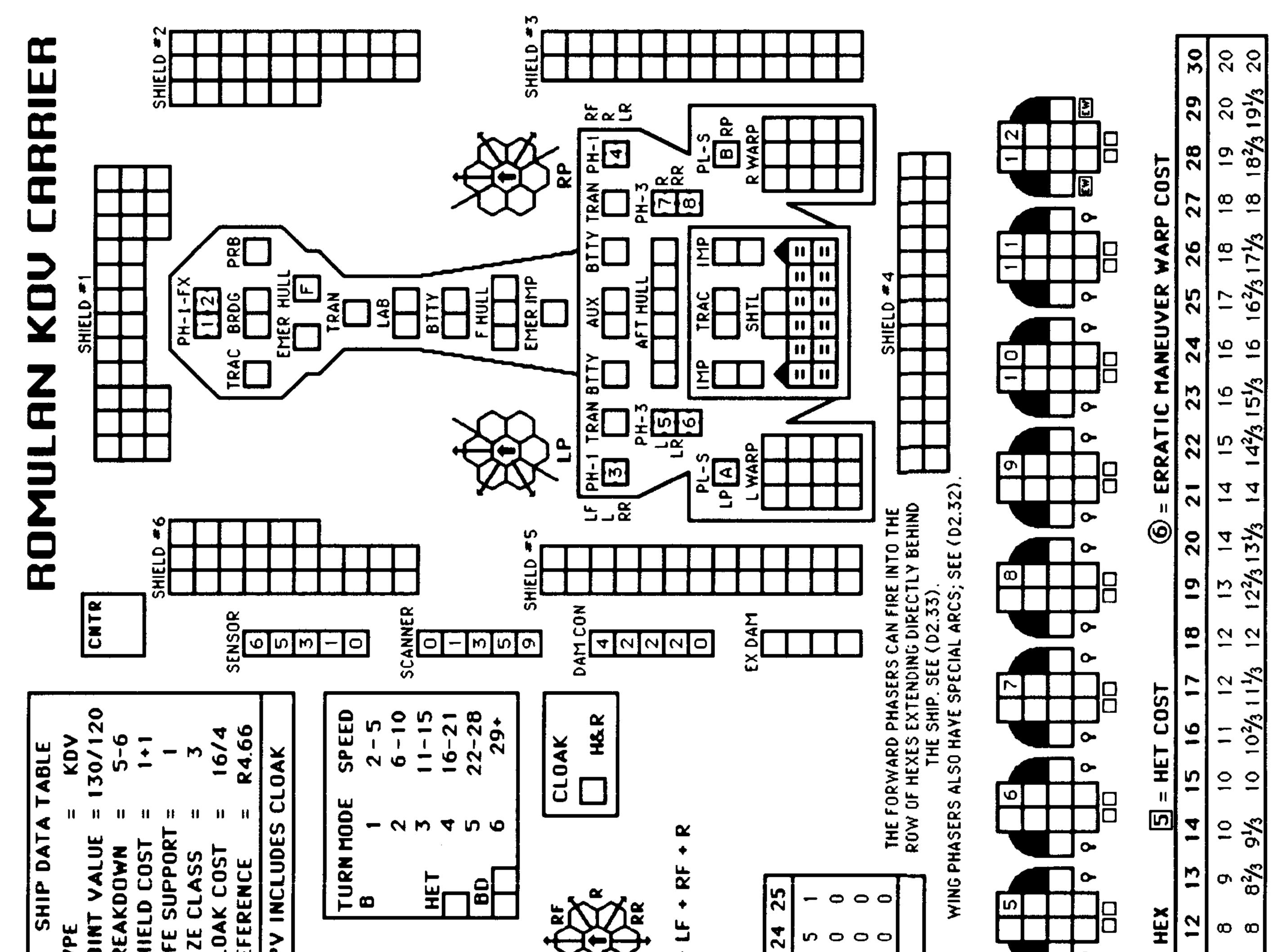




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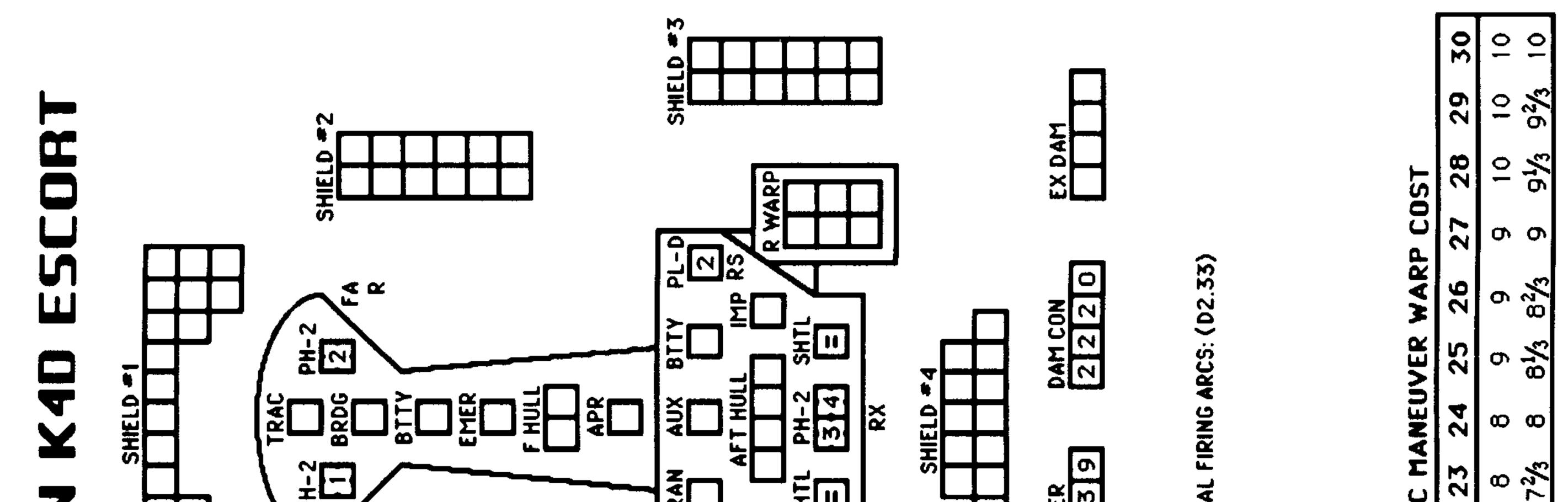


**R4.66 ROMULAN KDV** 

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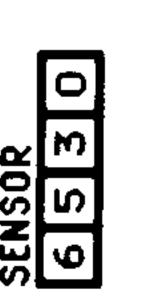


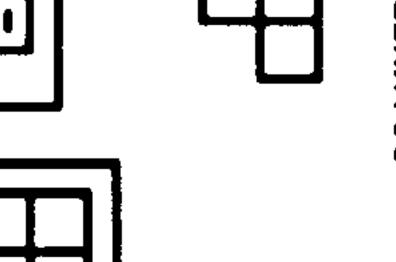


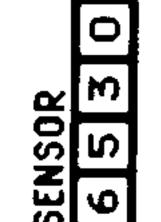


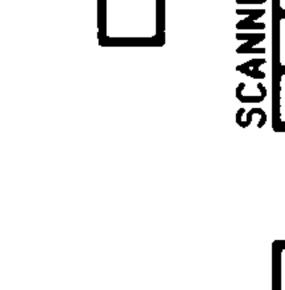
# R4.67 ROMULAN K4D

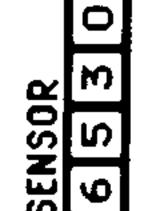
SHIP DATA TABLETYPE=K4DTYPE=K4DPOINT VALUE=64POINT VALUE=4-6BREAKDOWN=4-6SHIELD COST=1/2+1/2LIFE SUPPORT=1/2SIZE CLASS=4SIZE CLASS=4SIZE CLASS=4SIZE CLASS=4SIZE CLASS=8SIZE CLA		R HEX $5$ = HET COST         1       12       13       14       15       16       17         3       4       5       5       5       6       6       6         3       4 $4^2$ / <sub>3</sub> 5       5/ <sub>3</sub> 5/ <sub>3</sub> 5/ <sub>3</sub> 5/ <sub>3</sub>
ADMINISTRATIVE SHUTTLES IDENT NIT POINTS NOTES IDENT NIT POINTS NOTES THIS SHIP HAS ONE SHUTTLE BAY. THIS SHIP HAS ONE SHUTTLE BAY. DD DD RECORT, THIS SHIP HAS DECK CREWS RACK TO SERVICE THE FIGHTERS OF THAS NO FIGHTERS OF THE OWN	ENSIVE PHASER TABLE         8       9-15       16-30       31-50         2       1       1       0       0         1       1       0       0       0         1       1       0       0       0         1       1       0       0       0         1       1       0       0       0         1       0       0       0       0         1       0       0       0       0         1       1       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0         0       0       0       0       0	T COST = 1/3 ENERGY POINT PE $5$ $6$ 7       8       9       10       1 $2$ $2$ $3$ $3$ $4$ $4$ $1^2/_3$ $2$ $3$ $3$ $4$ $4$ $1^2/_3$ $2$ $3$ $3^2/_3$ $3^2/_3$ $3^2/_3$
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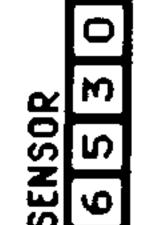




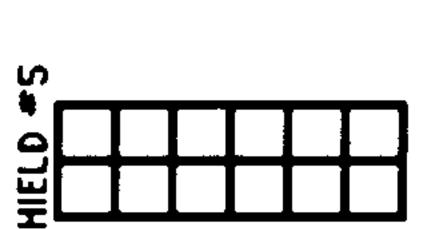


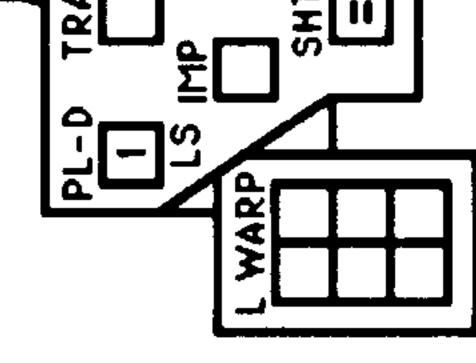


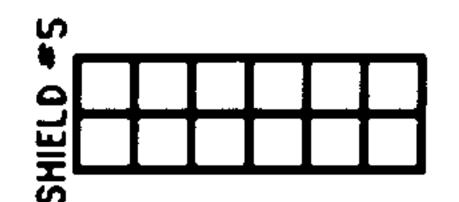


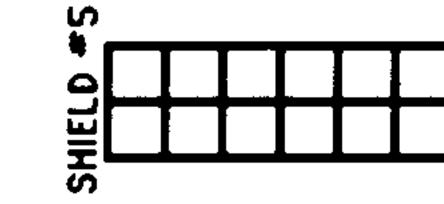


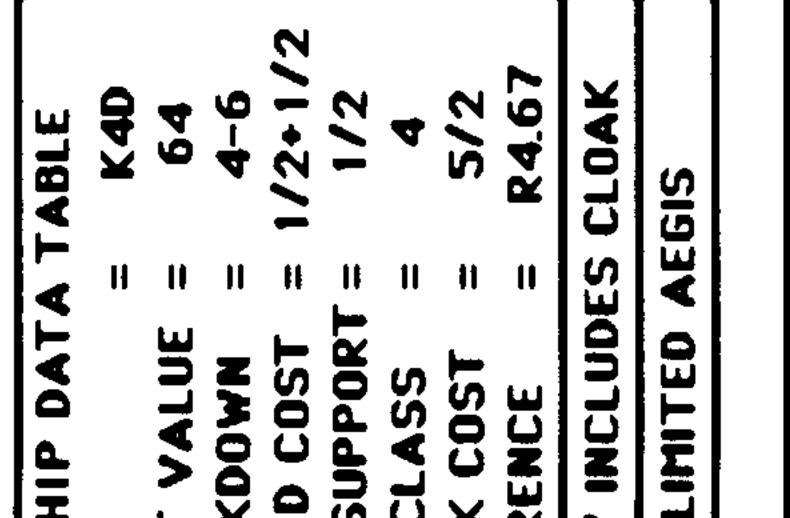


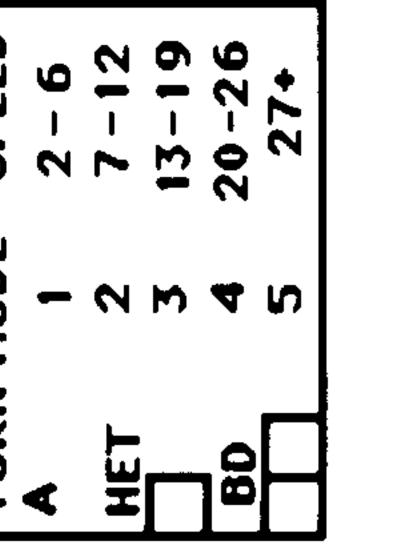


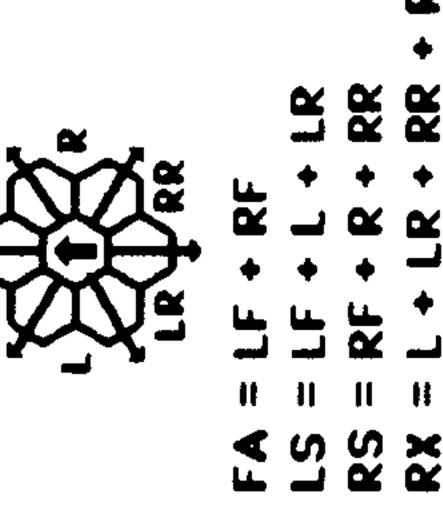






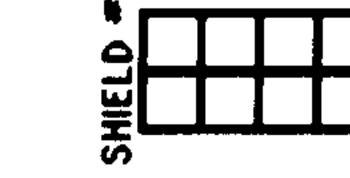


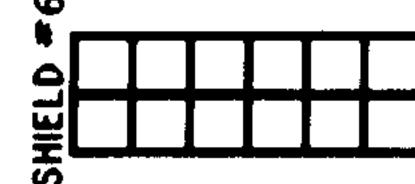






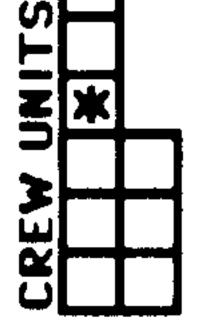


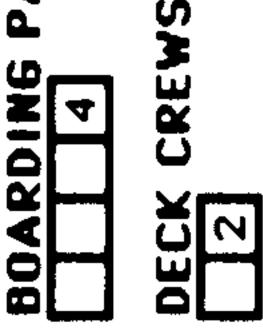


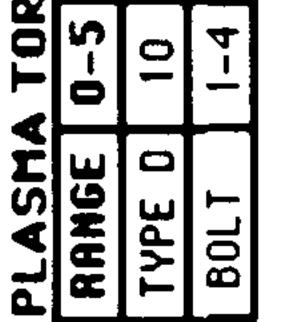




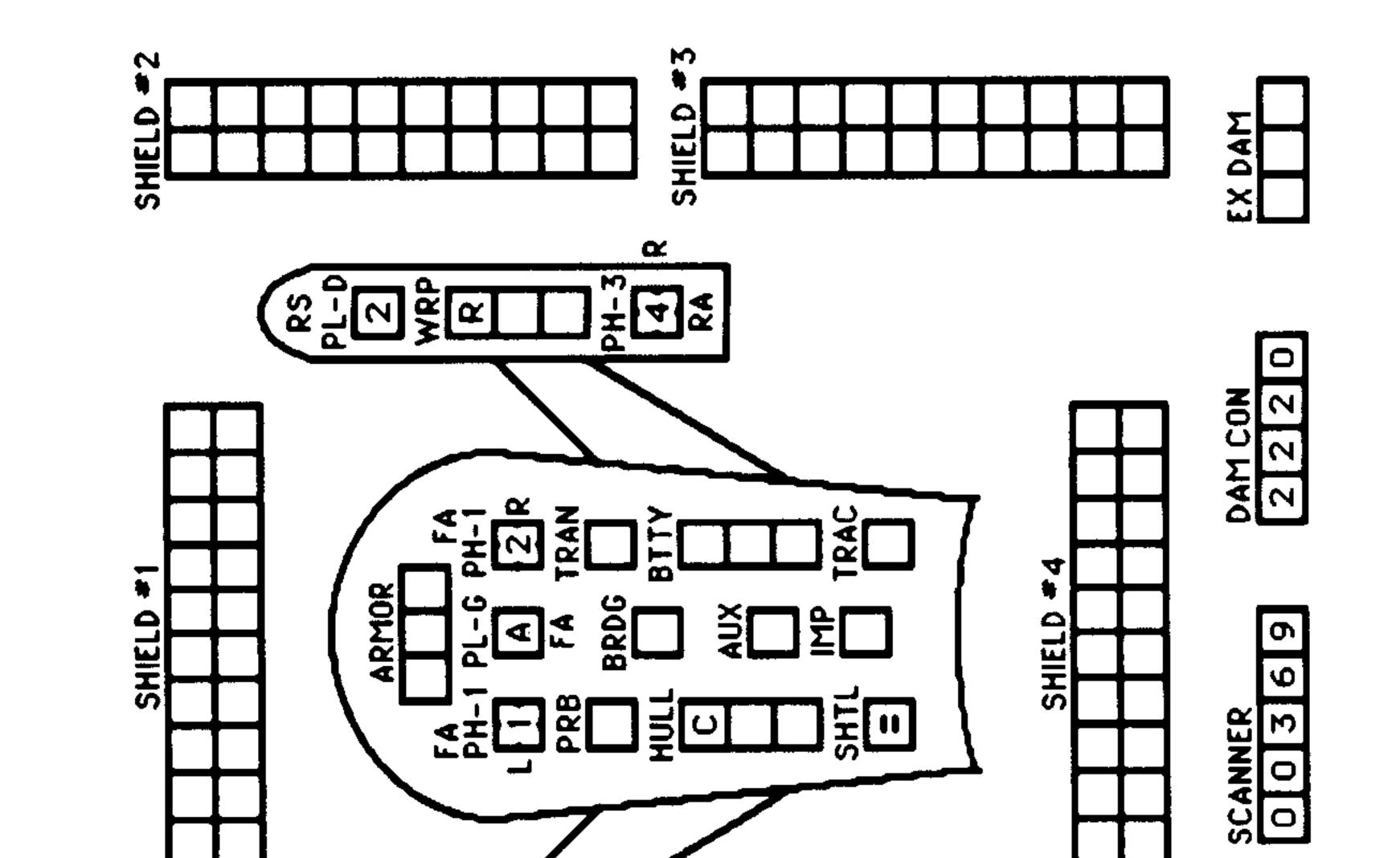


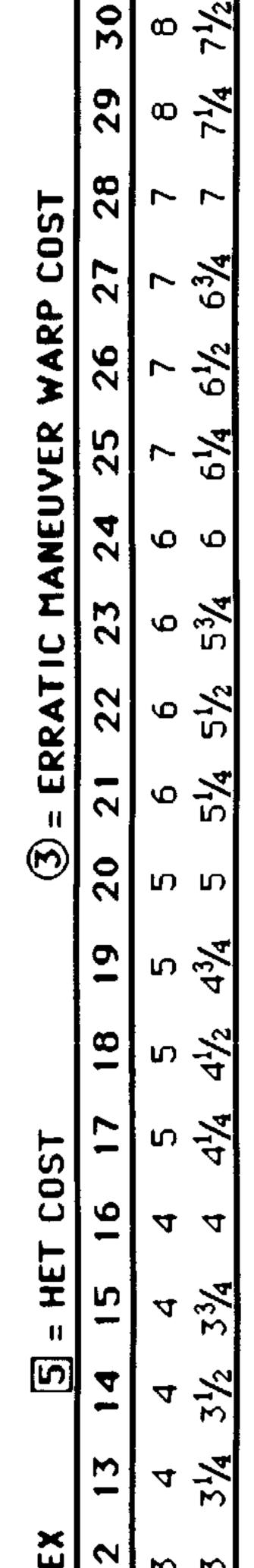






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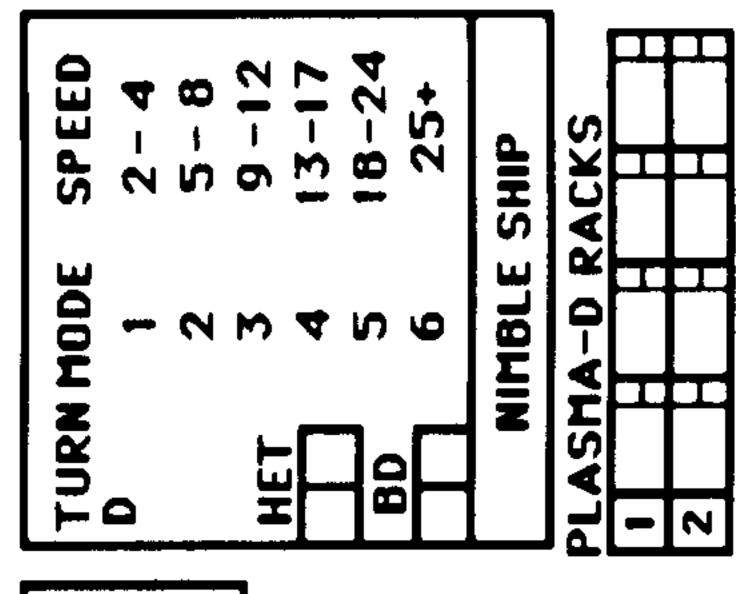




**R4.68 ROMULAN SNE** 

**STAR FLEET BATTLES** 

S SHIP DATA TABLE TYPE = SNE POINT VALUE = 78 BREAKDOWN = 5-6 SHIELD COST = 1/2+1/2 LIFE SUPPORT = 1/2 LIFE SUPPORT = 1/2 SIZE CLASS = 4 CLOAK COST = 2/1 REFERENCE = R4.68	Imited Aeeis         Imited Aeis         Imited Aeis	Imble Ship         PLASHA-D RACKS         PLASHA-D RACKS         PLASHA-D RACKS         PLASHA-D RACKS         ONE RELOAD PRIOR TO Y175;         TWO RELOADS Y175 & AFTER.	FA = LF + RF RS = LF + RF RS = FF + RF F + F + FF + FF + FF + FF + FF	T PER HEX $5$ = HET COST         1       1       12       13       14       15       16       17       1         3       3       3       4       4       4       5       5       5 $2^{3}/4$ 3       3/4 $3^{1}/_{2}$ $3^{3}/_{4}$ 4 $4^{1}/_{4}$ $4^{1}/_{4}$
DMINISTRATIVE SHUTTLES	HAS DECK CREWS IE FIGHTERS OF IC ITS OWN. IC ITS OWN. R TABLE 6-9-16-26-51- 6-9-16-26-51- 1 1 0 3 2 1 1 0 3 2 0 0 0 1 0 1	ASMA AMIC 2.433). 2.433).		COST = 1/4 ENERGY POINT         5       6       7       8       9       10         2       2       2       3       3       3 $1^1/4$ $1^1/2$ $1^3/4$ 2 $2^1/4$ $2^1/2$
CREW UNITS CREW UNITS BOARDING PARTIES DECK CREWS DECK CREWS PROBES PROBES	AS A CARRIER ESCORT, THIS SHIP AND A READY RACK TO SERVICE TH THE CARRIER. IT HAS NO FIGHTERS THE CARRIER. IT HAS NO FIGHTERS TYPE 1 OFFENSIVE PHASE DIE RANGE DIE RANGE DIE RANGE DIE RANGE C 5 5 4 4 4 3 7 5 5 4 4 4 3 5 5 4 4 4 3 3 5 5 4 4 4 3 3 5 5 5 4 4 3 5	FE III DEFENSE PHAS         E       RANGE       4-         E       RANGE       4-         I       4       4       3       1         I       4       4       3       1         2       4       4       3       1         2       4       4       3       1       0         3       4       4       4       2       4         5       4       4       3       0       0         6       3       3       1       0       0       0	ASMA TORPED         ASMA TORPED         NGE       0-5       6-10         NGE       20       20       20         NGE       10       8       15         T       1-4       1-3	WARP ENERGY MOVEMENTWARP ENERGY MOVEMENTSPEEDISPEEDIStandardIStandardIFract. $\frac{1}{4}$ $\frac{1}{4}$ $\frac{1}{2}$ $\frac{3}{4}$ I

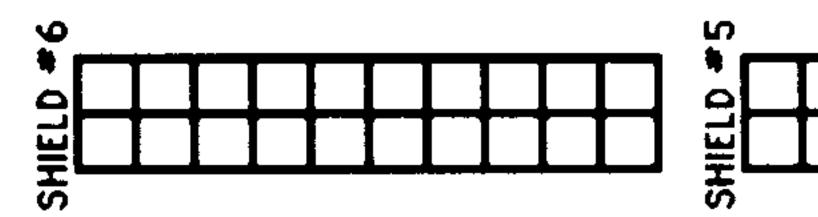


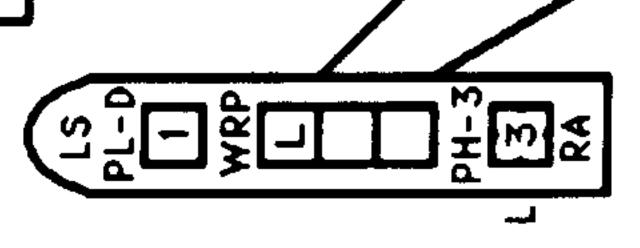


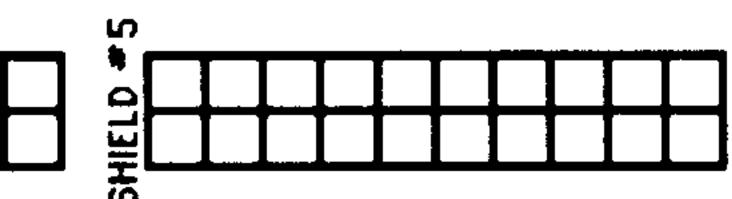


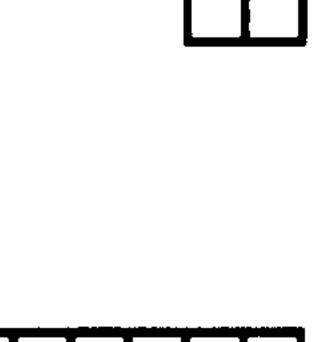


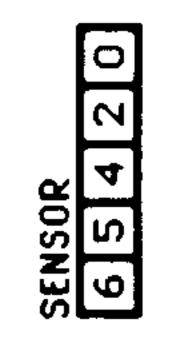


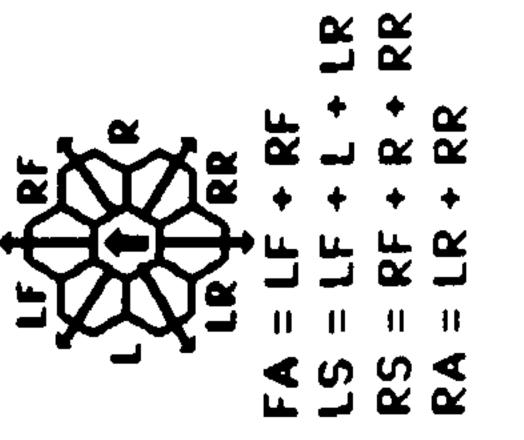






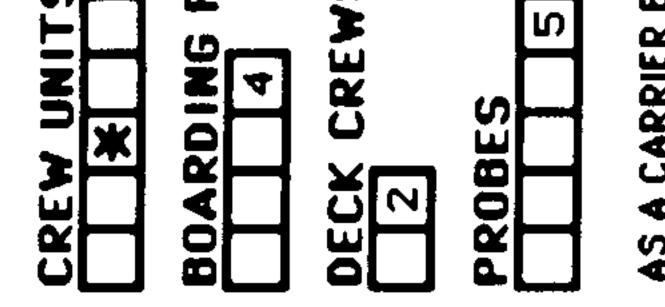




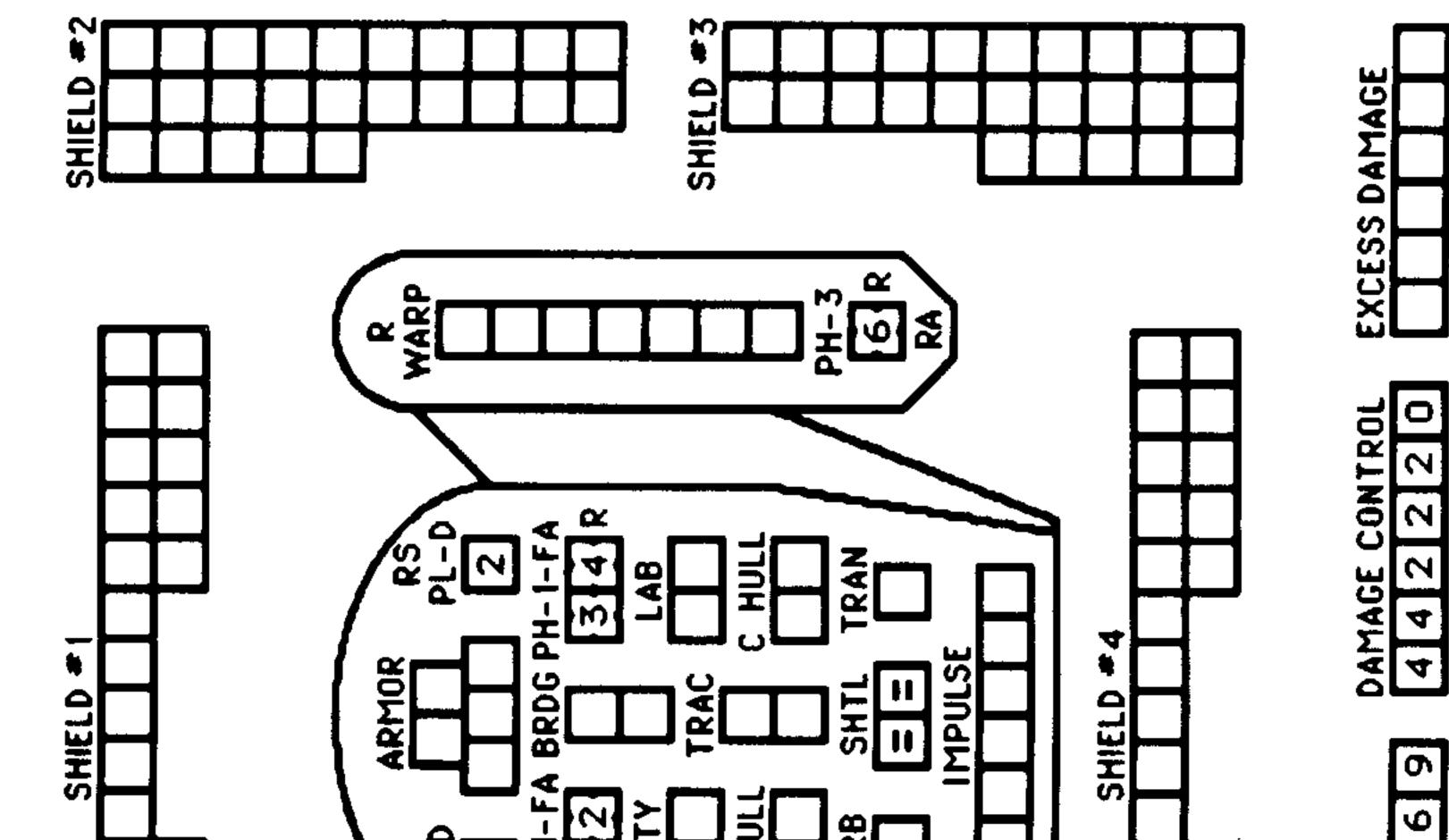


# CAPTAIN'S MODULE R4 SSD BOOK — Copyright © 1992 Amarillo Design Bureau

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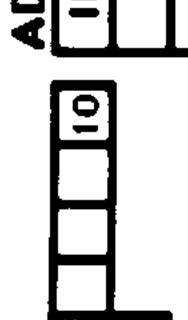
CLOAK

THIS SHIP CAN LAND ON AERODYNAMIC LANDING

**DR RULES** SEE (D4.12) FOR ARM

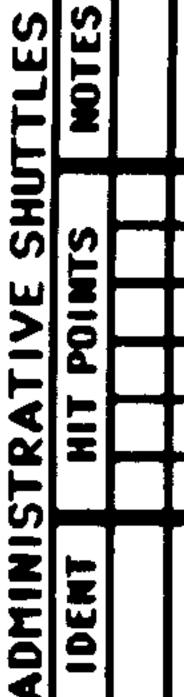
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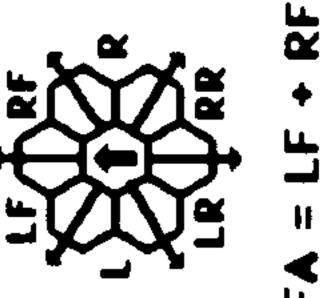
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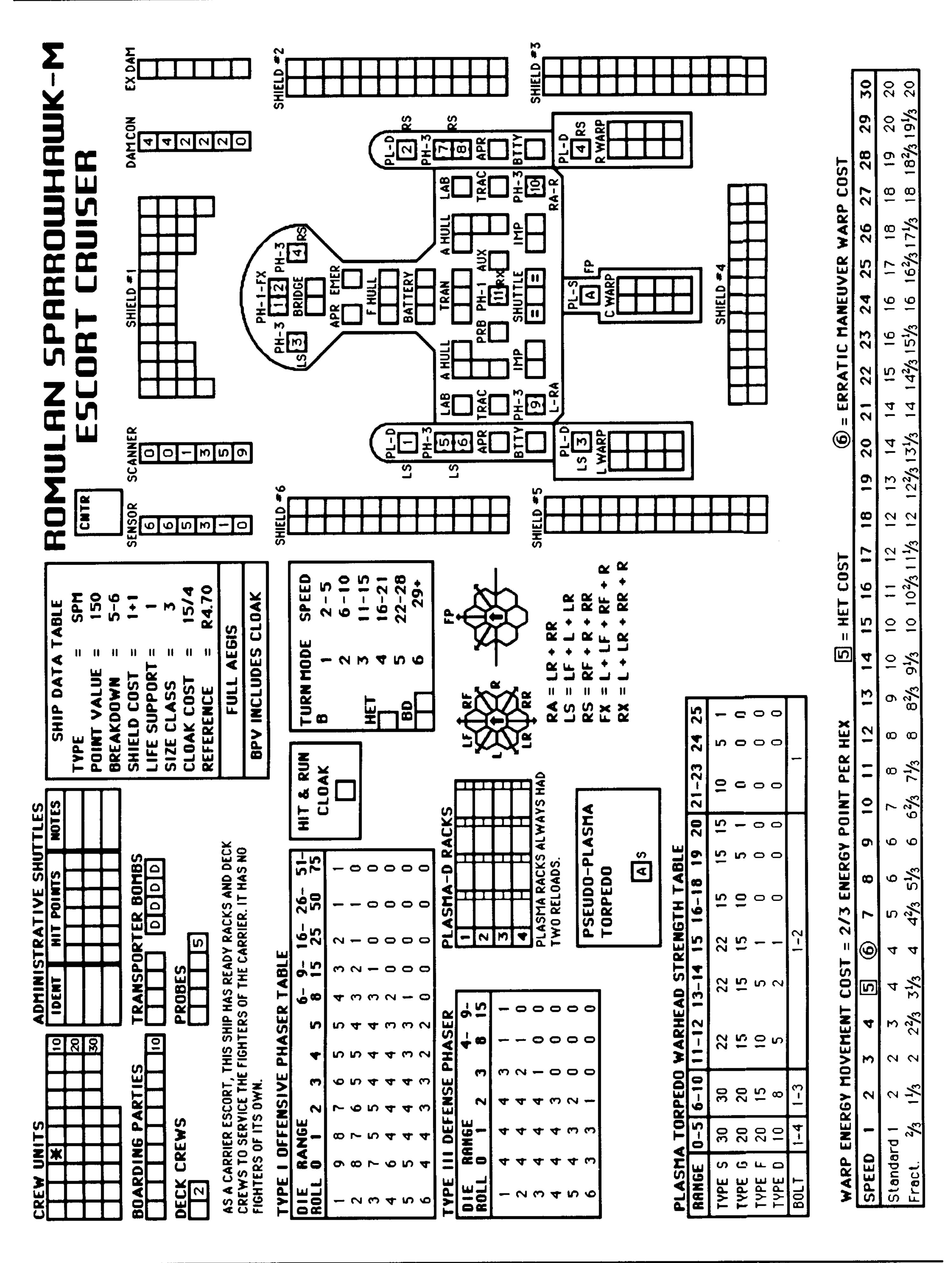




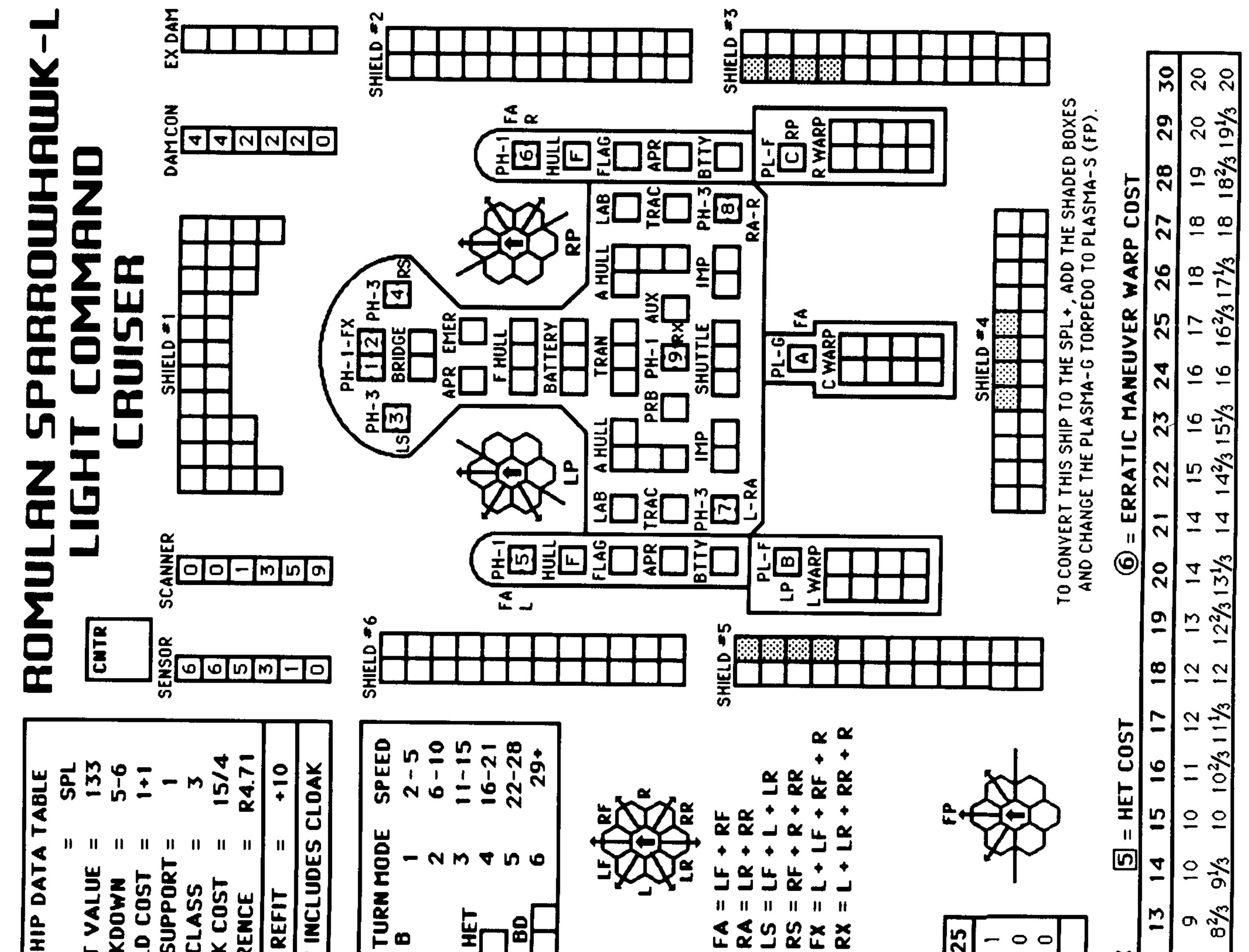
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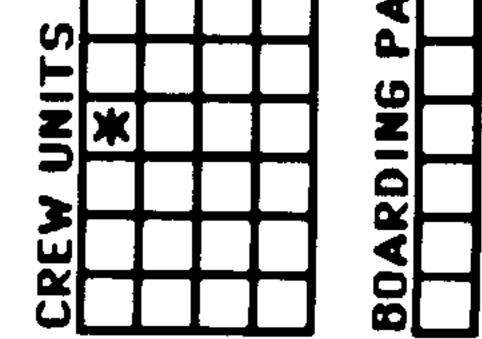


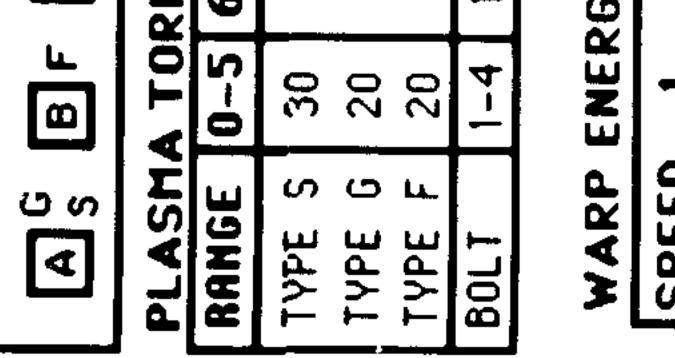
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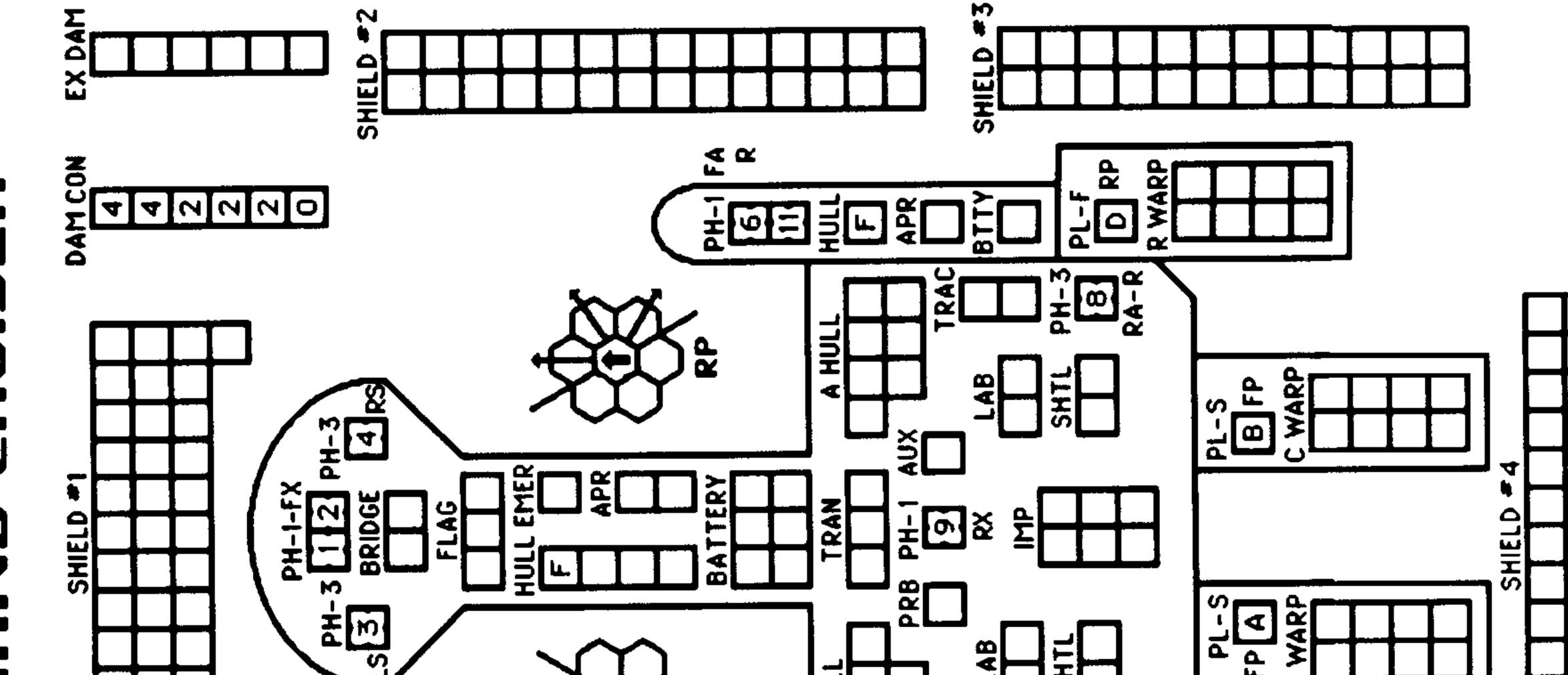


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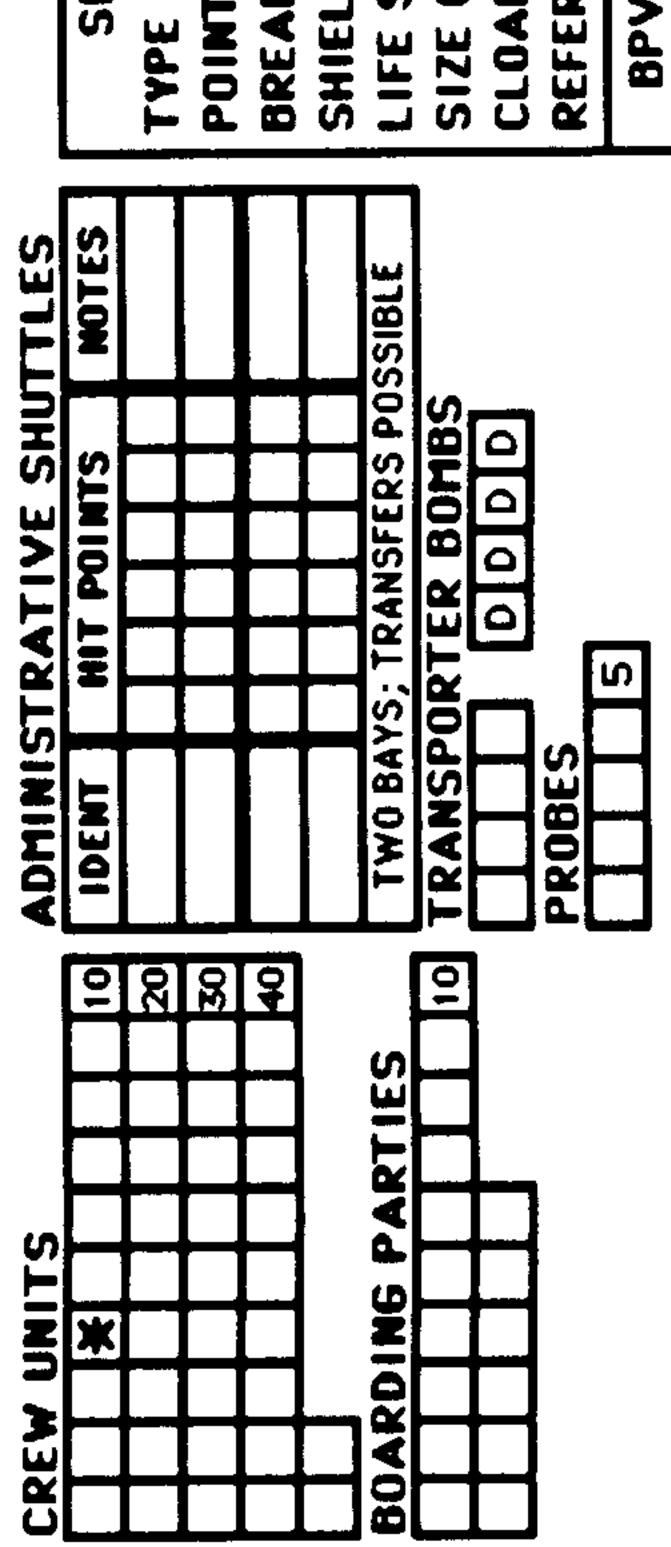




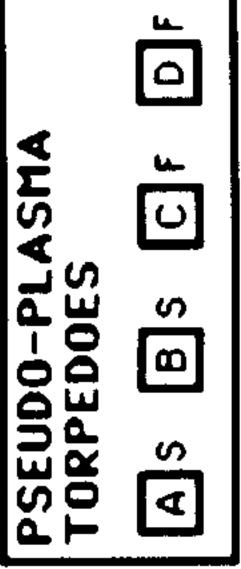
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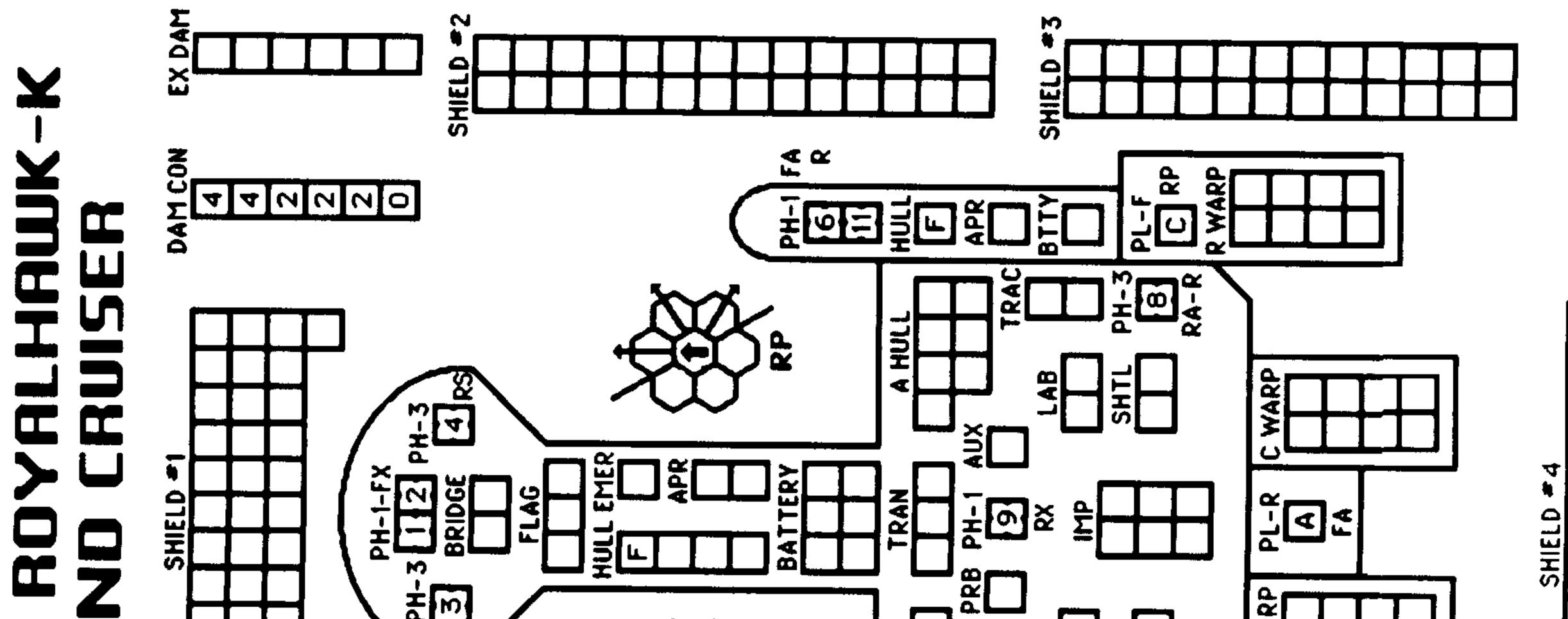


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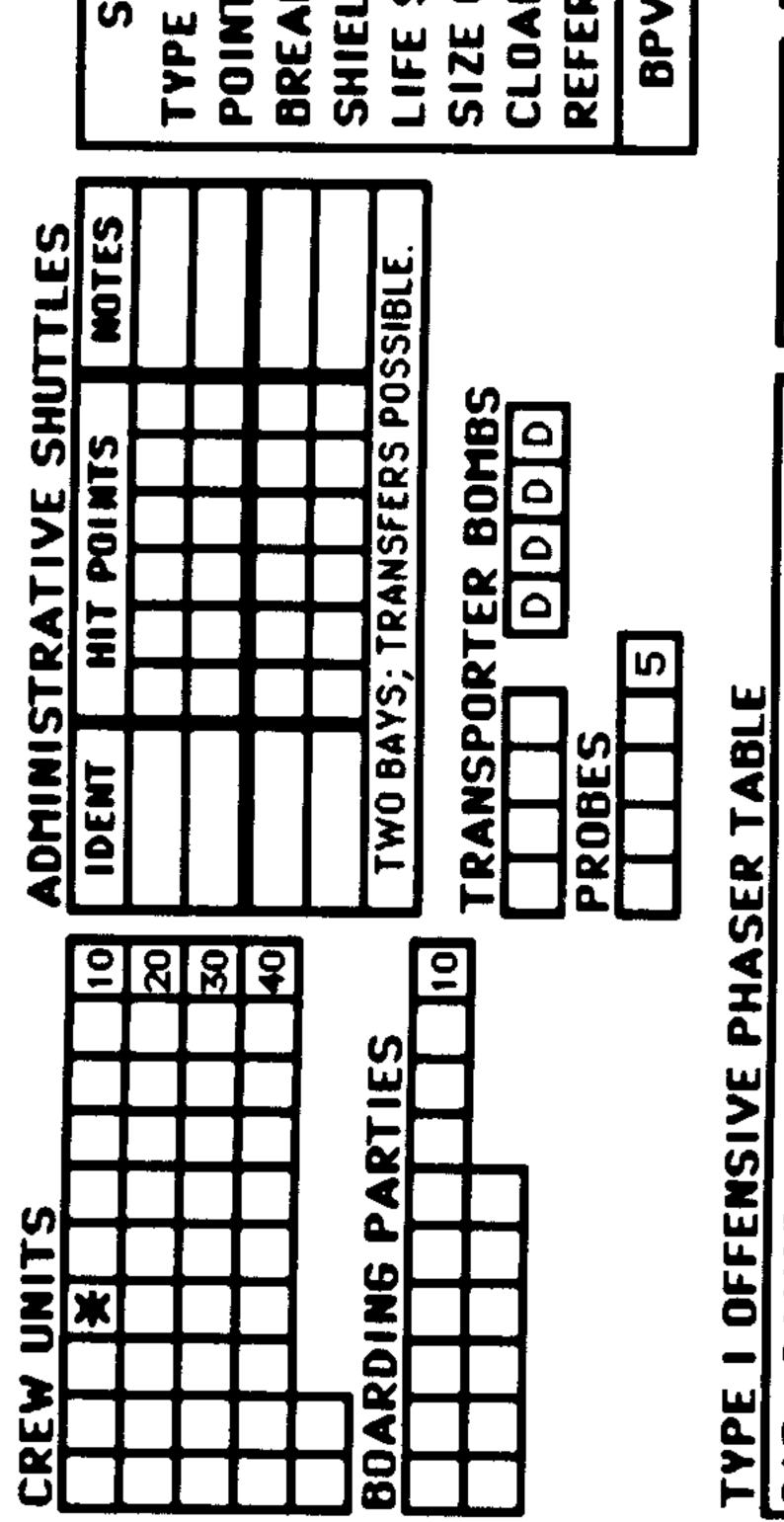




# **R4.73 ROMULAN RHK**



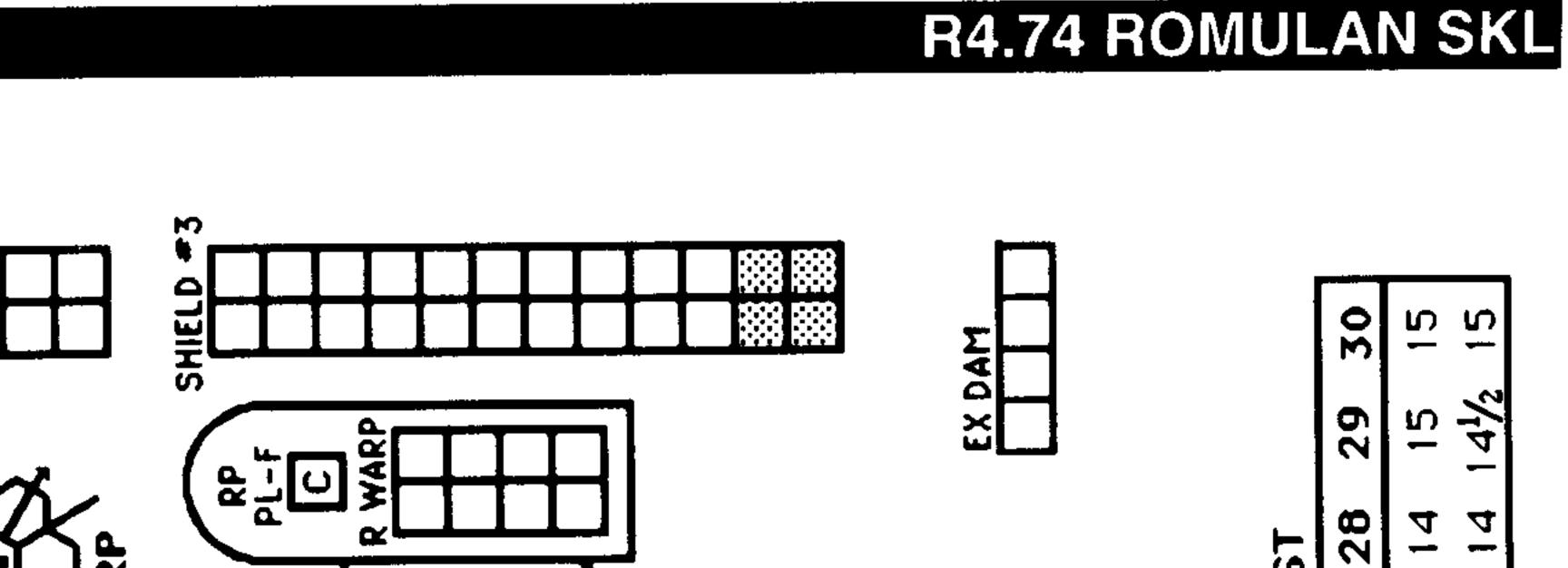
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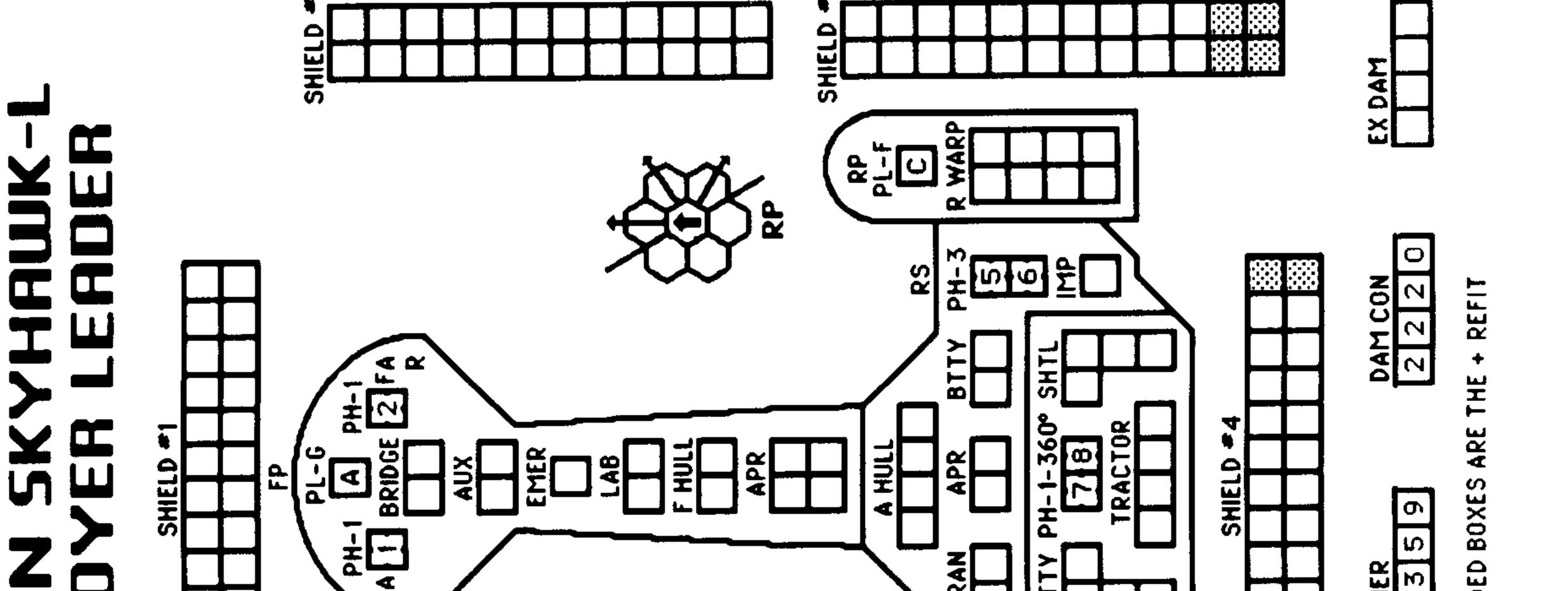
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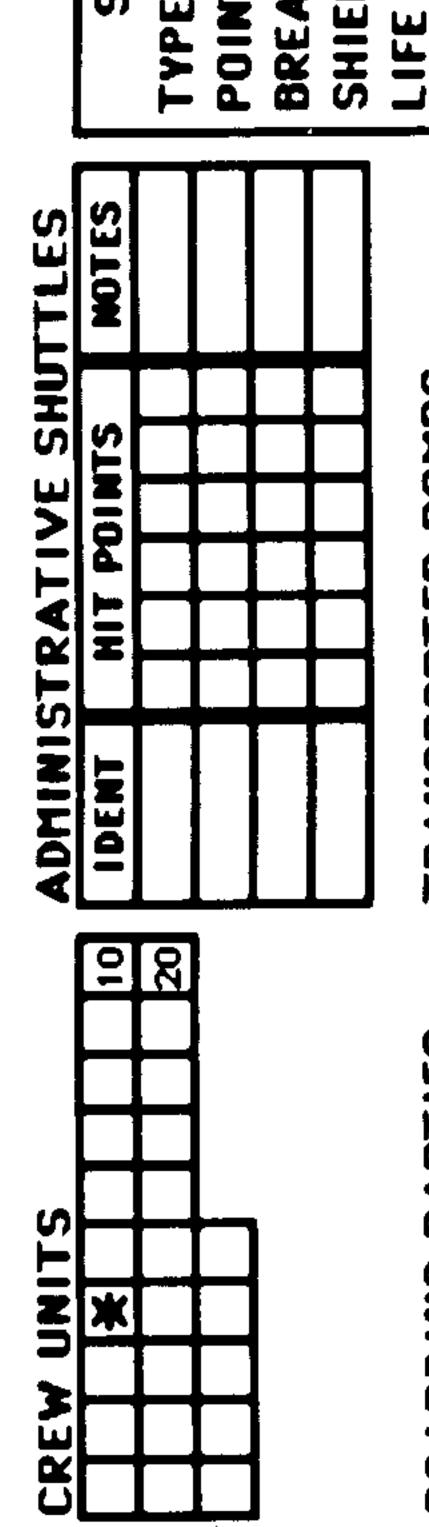
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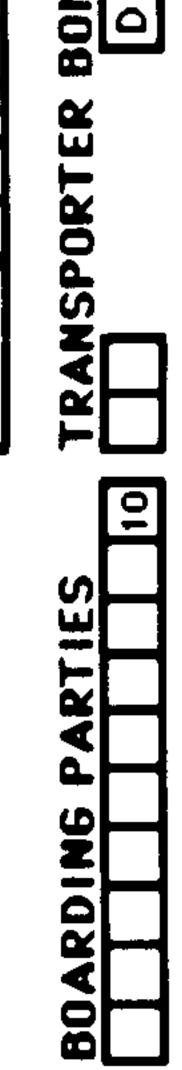
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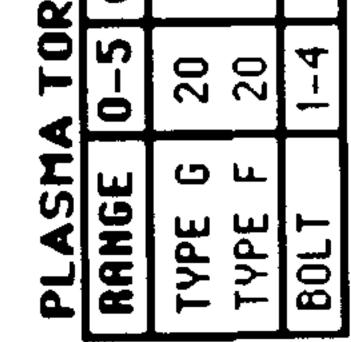
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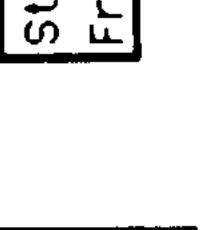
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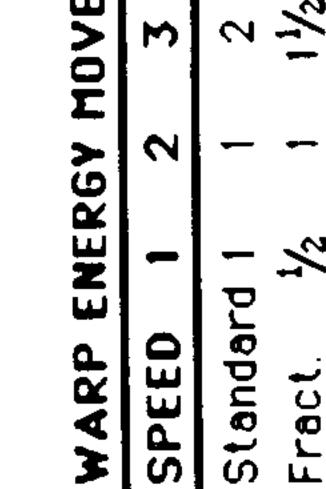
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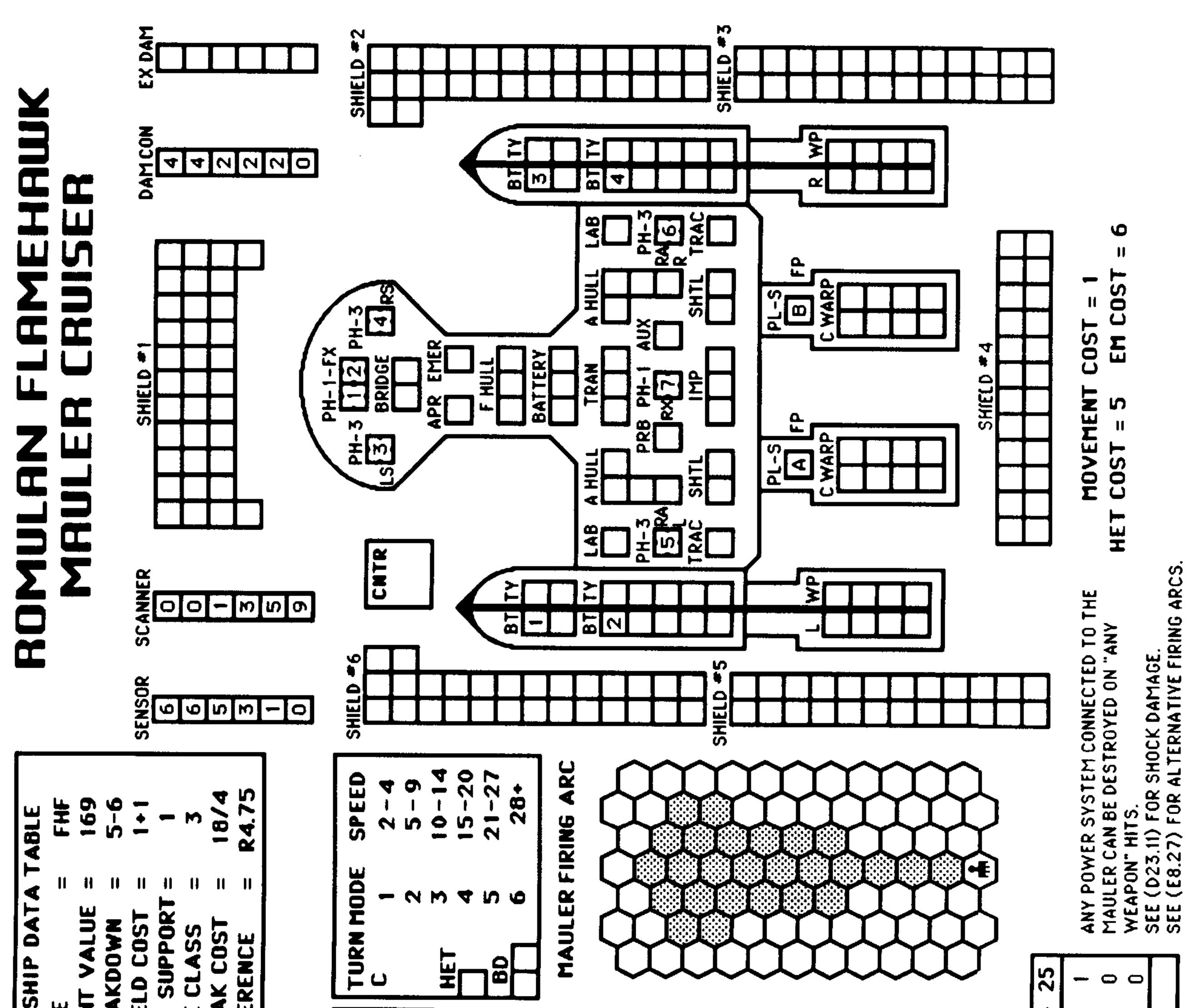
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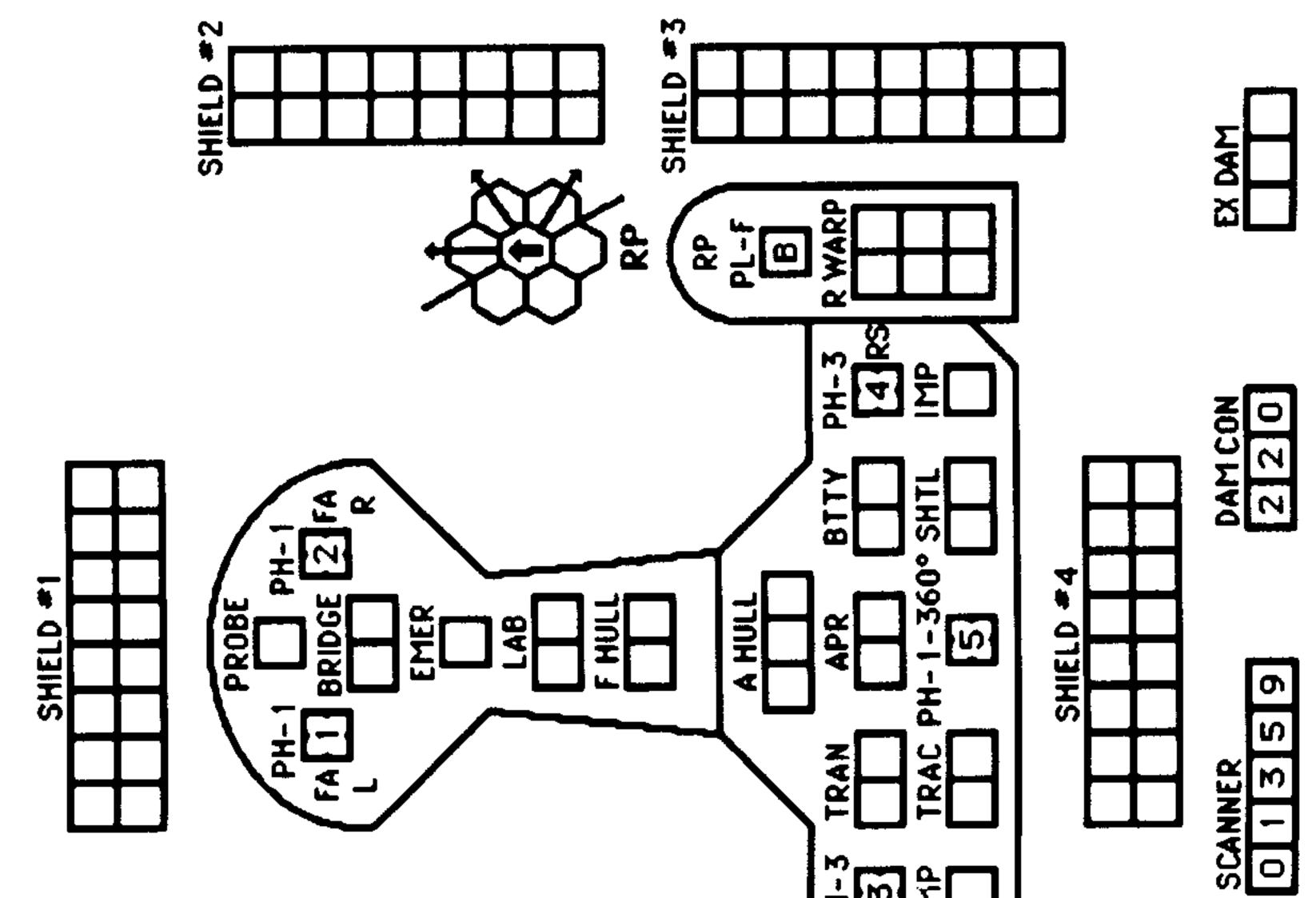


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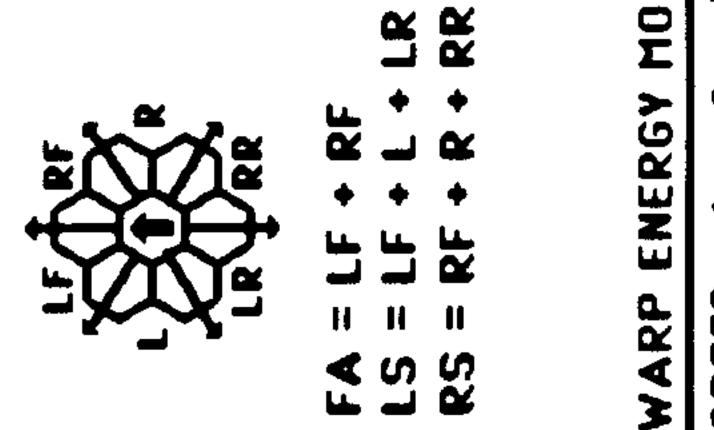
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## CAPTAIN'S MODULE R4 SSD BOOK — Copyright © 1992 Amarillo Design Bureau

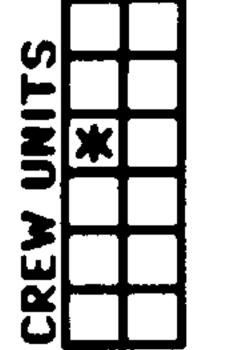


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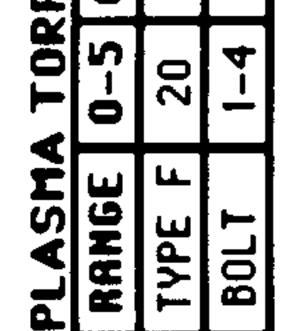
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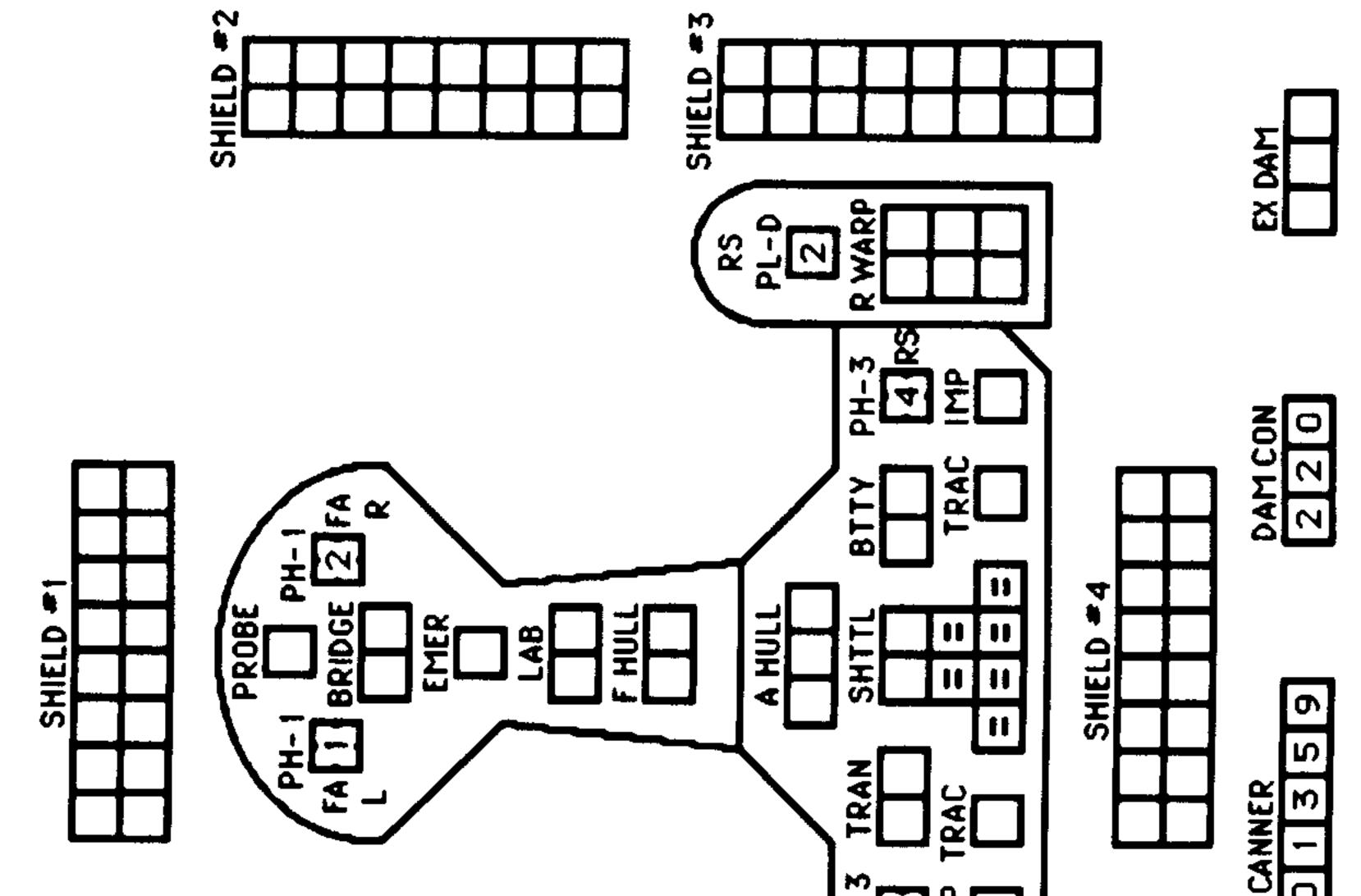






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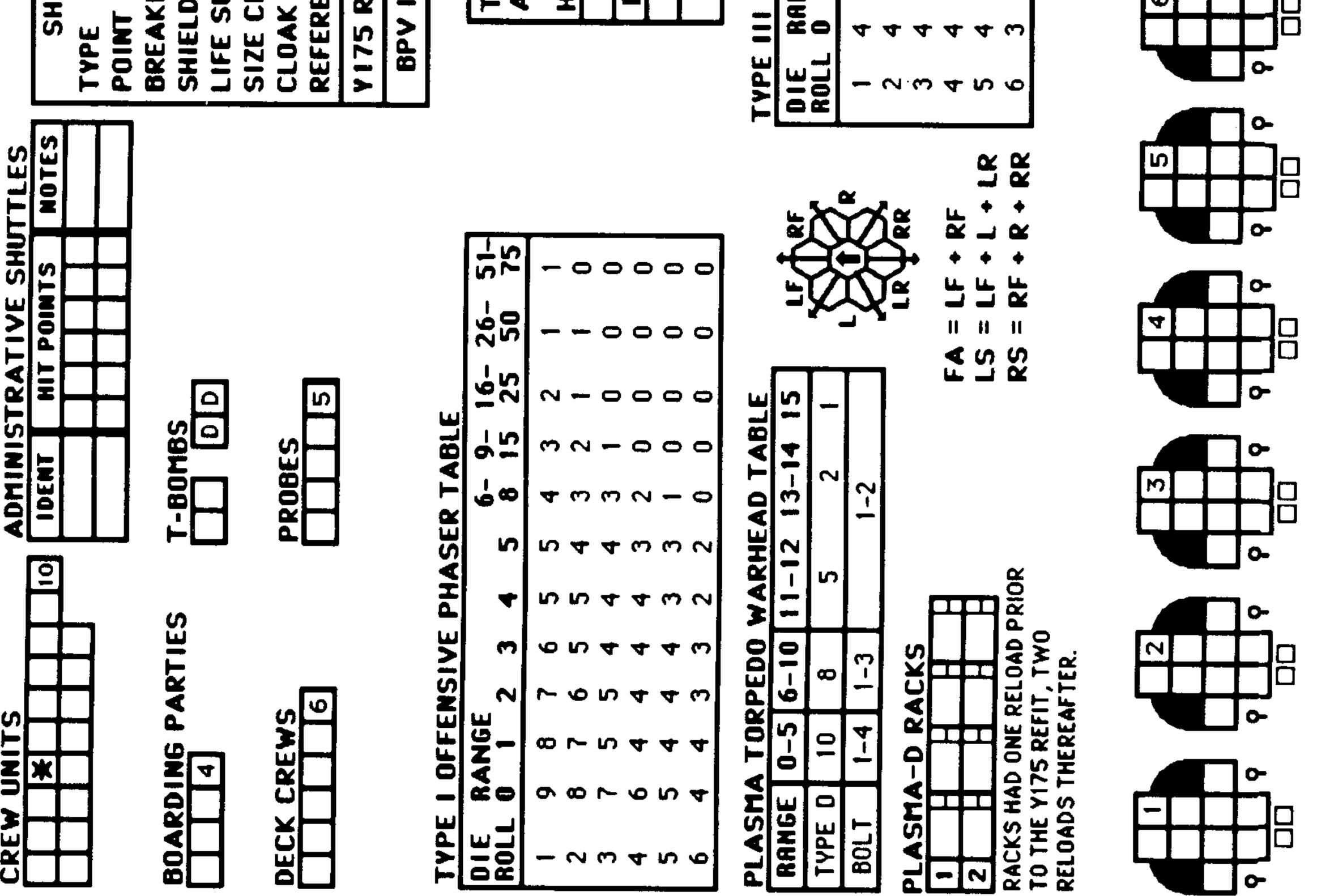
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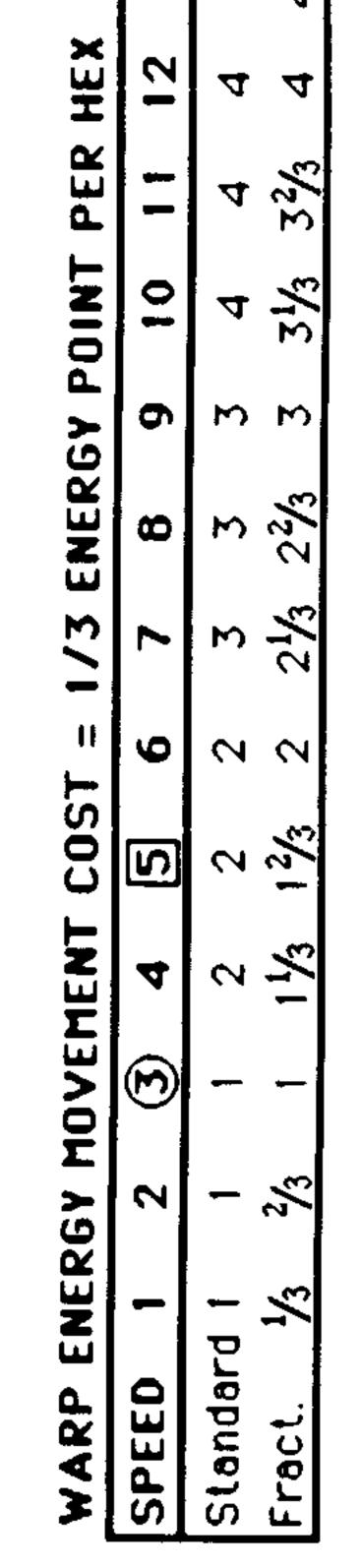
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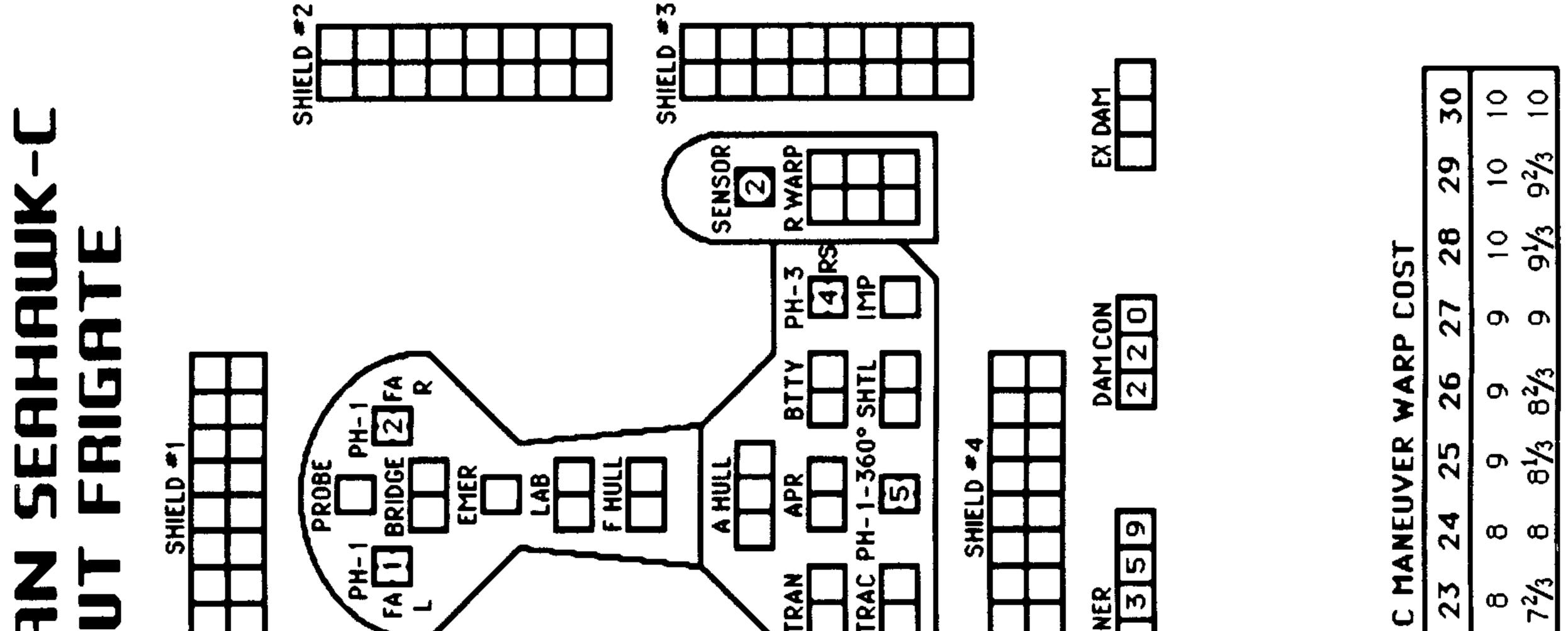
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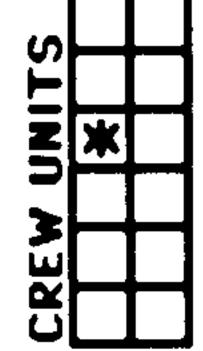
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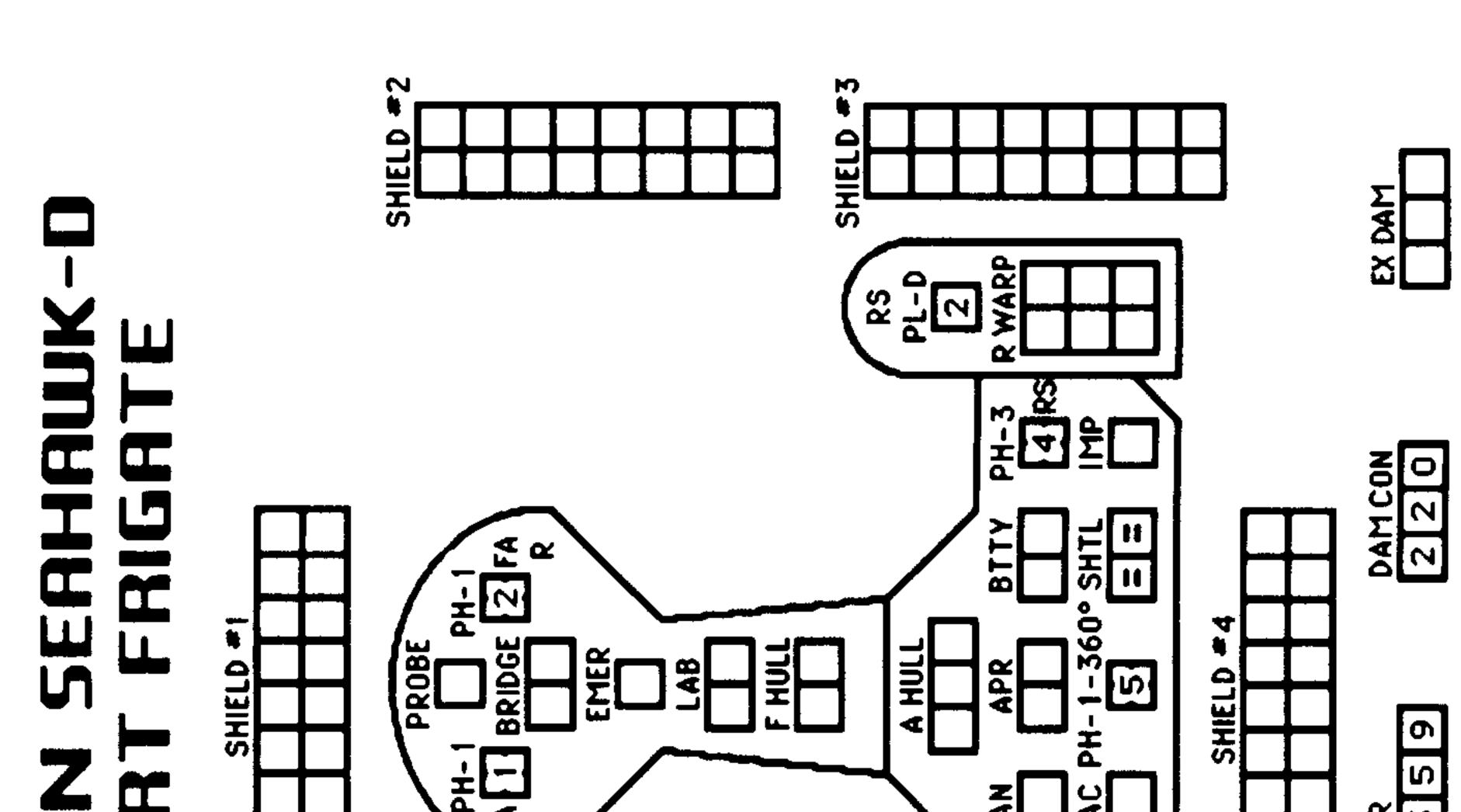
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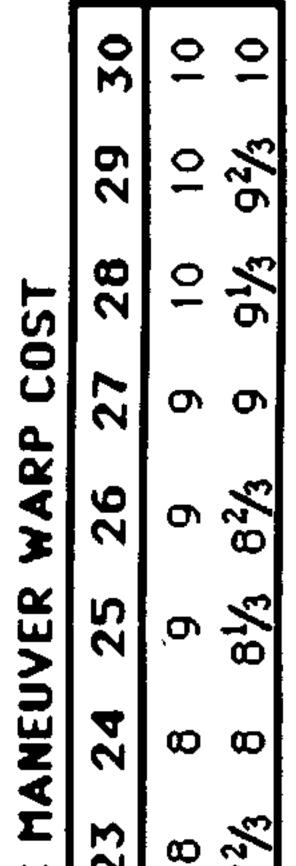






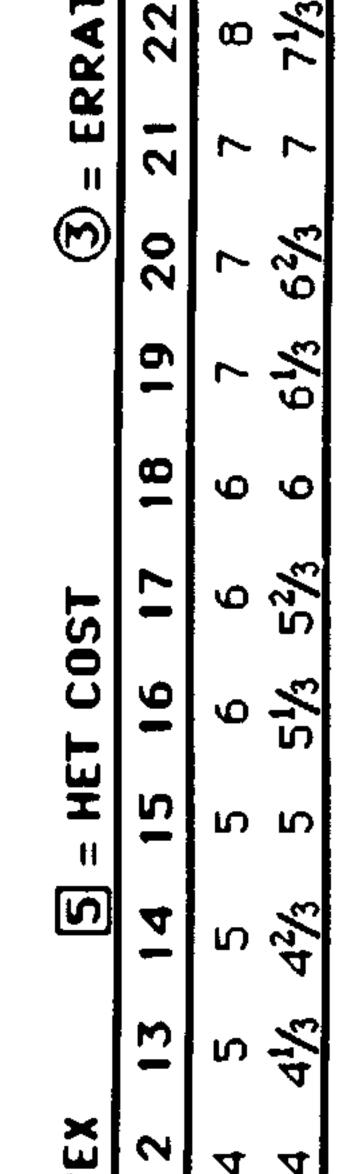




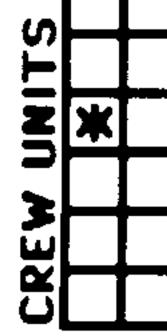


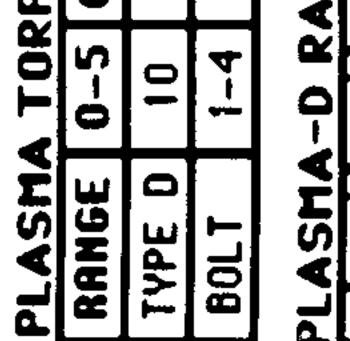
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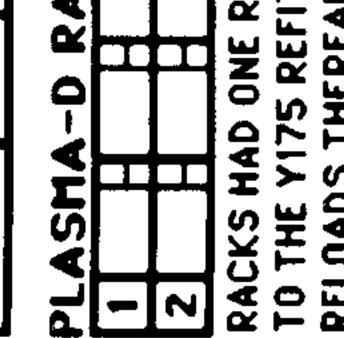
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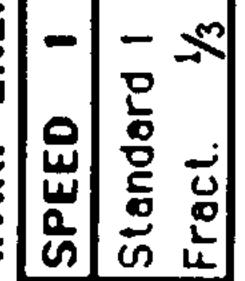




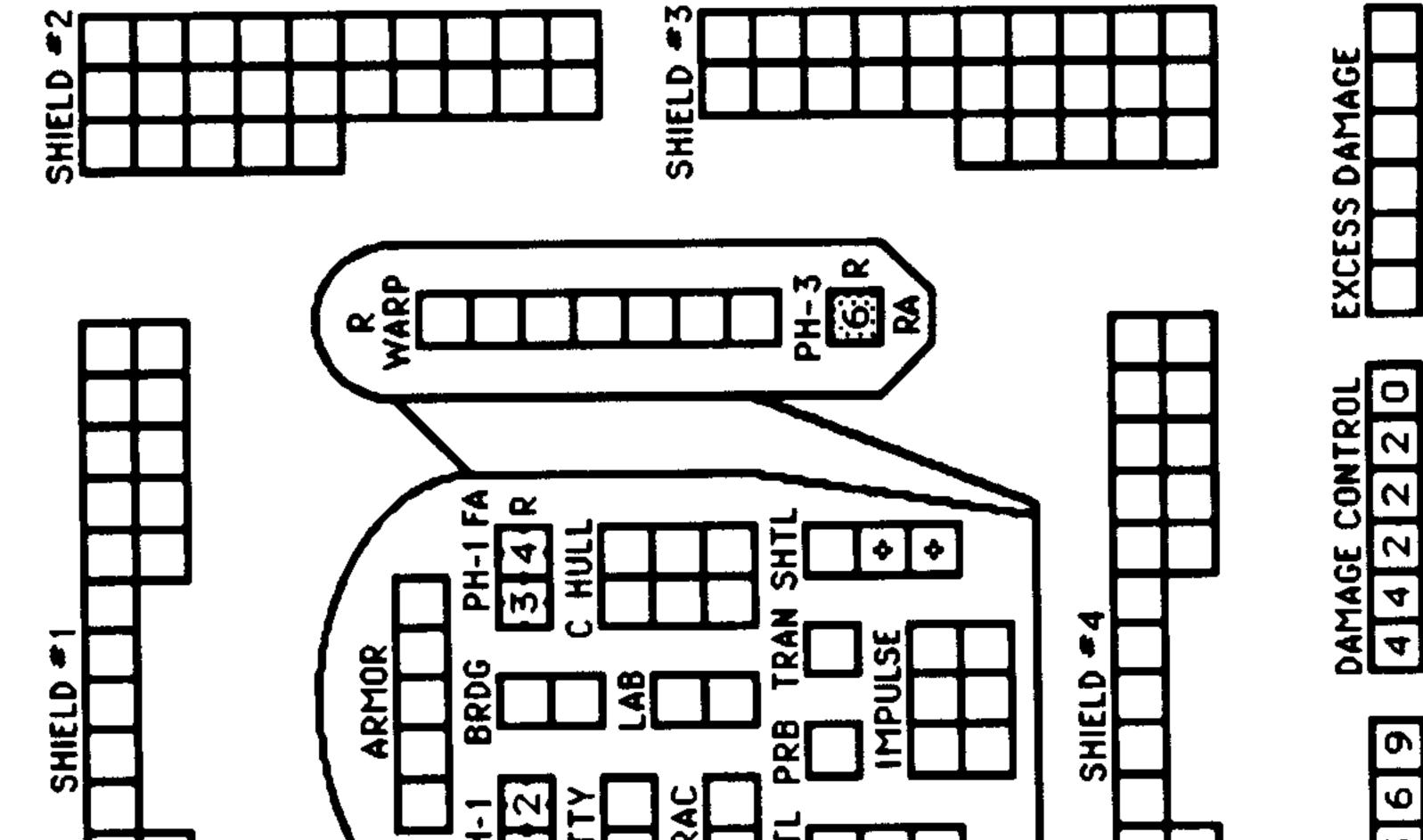








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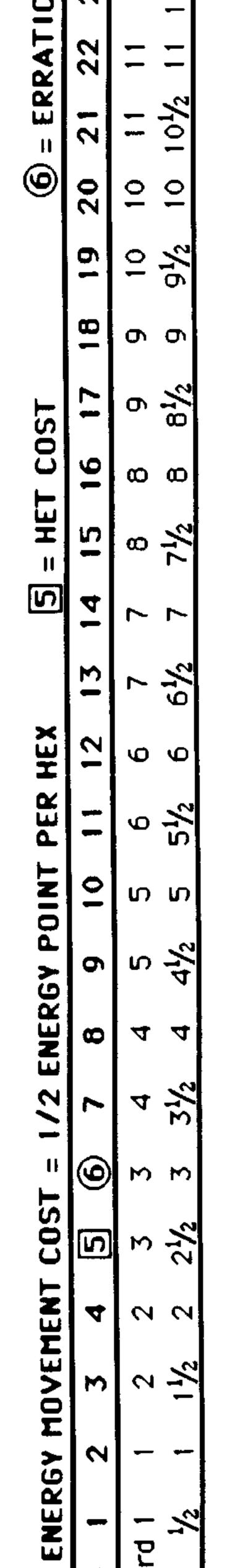
THE REAR PHASER REFIT.

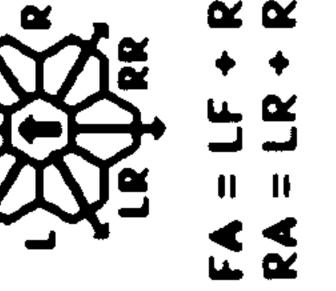
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30	15	15
29	15	141/2
28	4	4
27	4	131/2
26	13	m
25	13	121/2
24	12	12
23	12	11/2

# STAR FLEET BATTLES

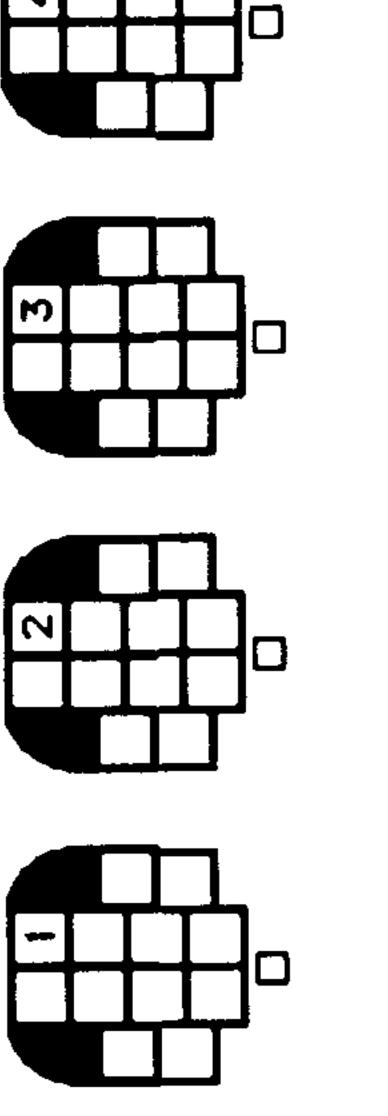
				SHADED BOXI
			SENSOR SENSOR	
SHIP DATA TABLE TYPE = WH POINT VALUE = 87/60 BREAKDOWN = 5-6 SHIFLD COST = 1/2+1/2	LIFE SUPPORT = 1/2 SIZE CLASS = 4 CLOAK COST = 5/2 REFERENCE = R4.7 PHASER REFIT = +3 BPV INCLUDES CLOAK	RUN       TURN MODE       SPEED         D       1       2-4         D       1       2-4         HET       3       9-12         BD       5       13-17         BD       5       18-24         BD       6       25+	TORPEDO WARHEAD TABLE         D-5       6-10       11-12       13-14       15         20       15       10       5       1         20       15       10       5       1         1-4       1-3       1-2       1       2         1-4       1-3       1-2       1       1         1-4       1-3       1-2       1       1         AN LAND ON PLANETS USING THE       1-2       1       1       2         11C LANDING SYSTEM (P2.433).       FOR ARMOR RULES.       P2.433).       1       1	
ATIVE SHU		ABLE 9- 16- 26- 51- 15 25 50 75 15 25 50 75 CLOAK 1 1 2 2 1 1 1 1 2 25 50 75 CLOAK 0 0 0 0	FLASHA INHGE INHGE INPE F INPE F BOLT INPE F BOLT INPE F BOLT INPE F BOLT INPE F BOLT INPE F BOLT INPE F ARROWAM RANNNAM RANNAM RANNAM RANNAM RANNAM RANNAM RANNAM RANNNAM RANNAM RANNN	
	א ש ש	FENSIVE PHASER T         6E       3       4       5       6         1       2       3       4       5       6         6       3       4       5       6       6         6       3       4       5       6       6         6       5       3       4       5       6         7       6       5       4       5       6         7       6       5       4       5       6         7       6       5       5       6       6         7       6       5       6       5       6         7       6       5       7       3       3       3         8       7       6       5       7       3       3         4       4       4       3       3       3       3       3         4       4       4       3       3       3       3       3         4       4       3       3       3       3       3       3       3         4       4       3       3       3       3       3       3       <	DEFENSE PHASER         GE       4       9-         6       4       3       8       15         4       4       3       7       9-         4       4       3       7       9-         4       4       3       7       9-         4       4       3       6       15         3       1       0       0       0         3       1       0       0       0         3       1       0       0       0         3       1       0       0       0         3       1       0       0       0         4       4       1       0       0       0         3       1       0       0       0       0         3       1       0       0       0       0         1       0       0       0       0       0	



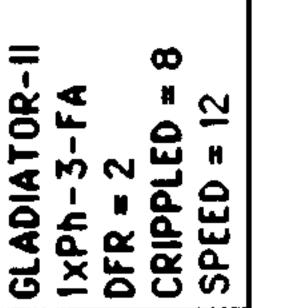








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Fract

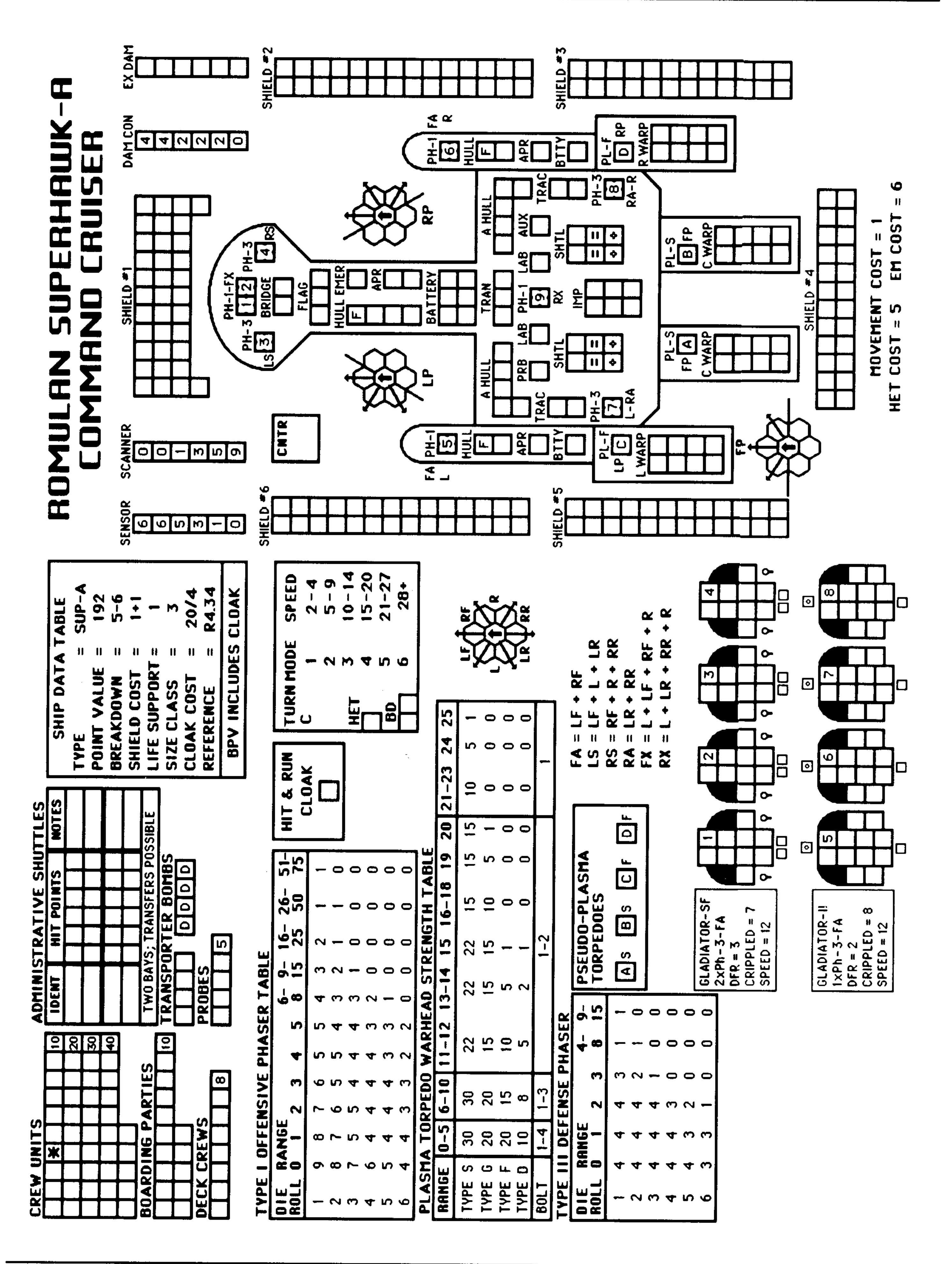
Standard

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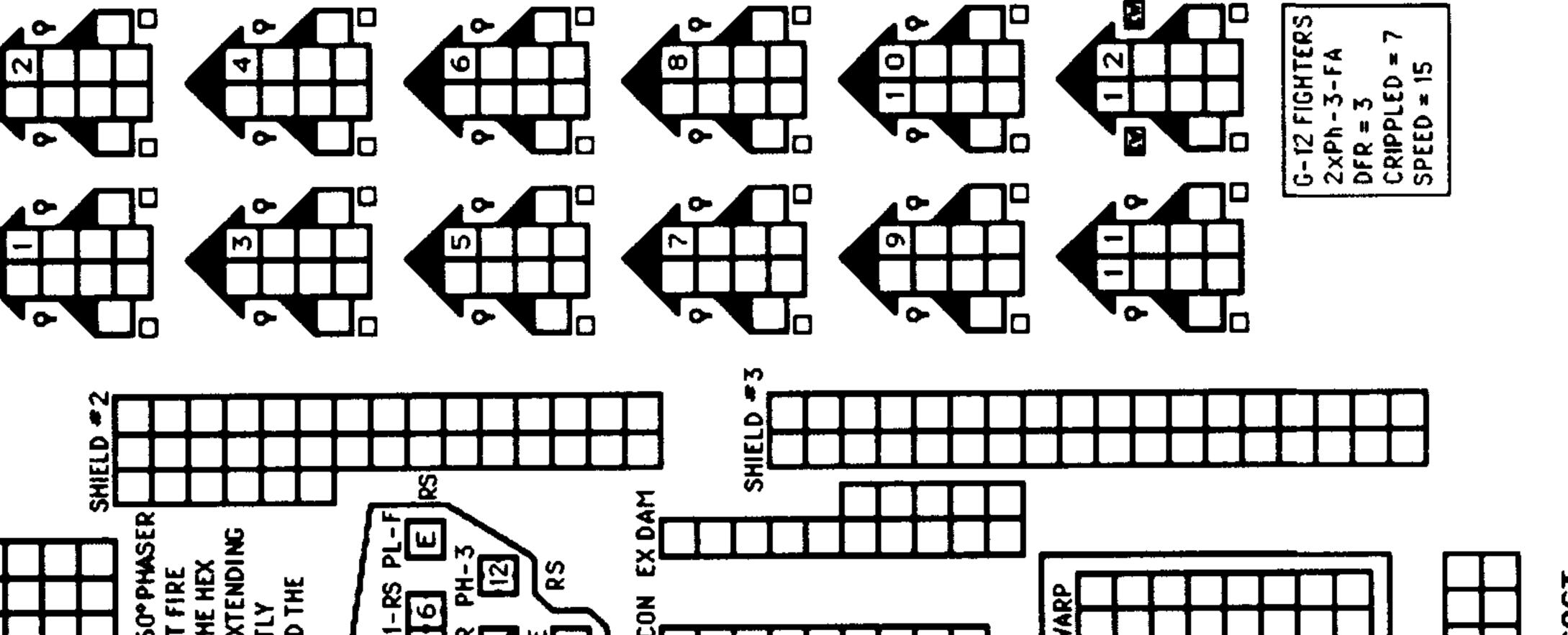
SPEED

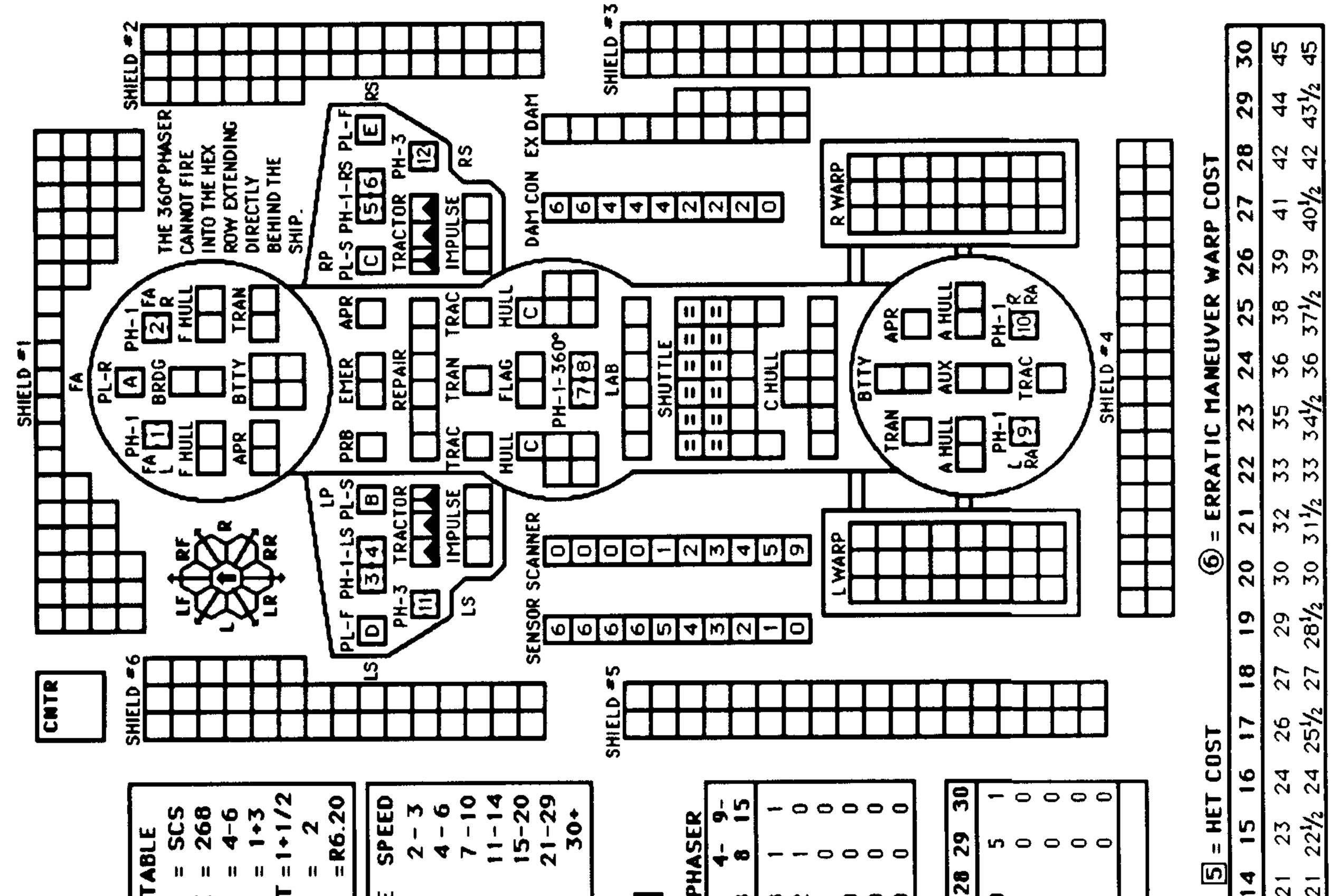
WARP

# **R4.34 ROMULAN SUP-A**



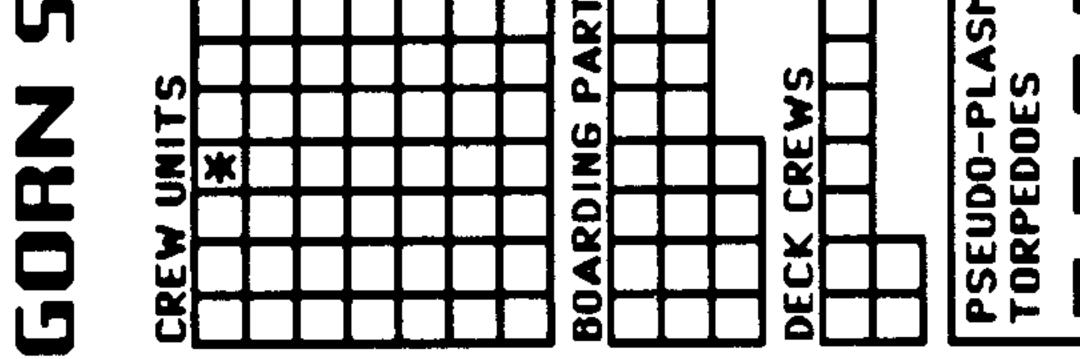
Page 36

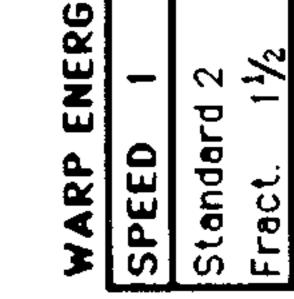




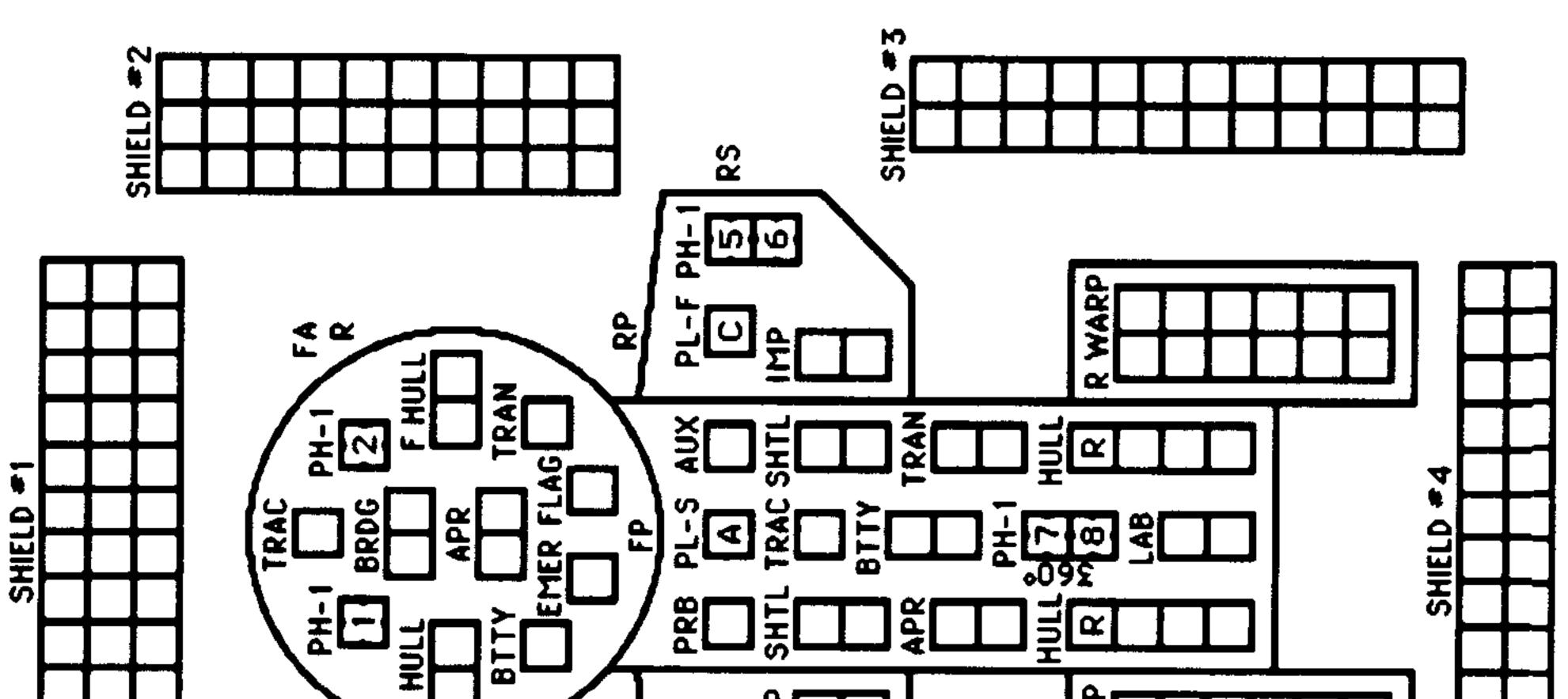
	SHIP DATA T TYPE POINT VALUE BREAKDOWN CHIELD FOST	LIFE SUPPORT SIZE CLASS REFERENCE TURN HODE		RP PROBES VPE III DEFENSE P	RANGE 0 1 2		4 4 4 6 3 3 3 4 4 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1-23 24 25 26-2	20 10			OINT PER HE	11 12 13	17 18 20 2 16½ 18 19½ 2
	<b>WOTES</b>	GAS GAS		La Sa F	٥ĕ			20 2	25 15	0		ERGY P	01 6	14 15 3½ 15
			0 0 0 0 0	* * * * * * - ~ ~ ~	- 51- 75	- 0 0	000	TABLE 18 19	25 15	000				
					16- 26 25 50	0	000	NGTH 5 16-	~ -		2	+	~	11 10½
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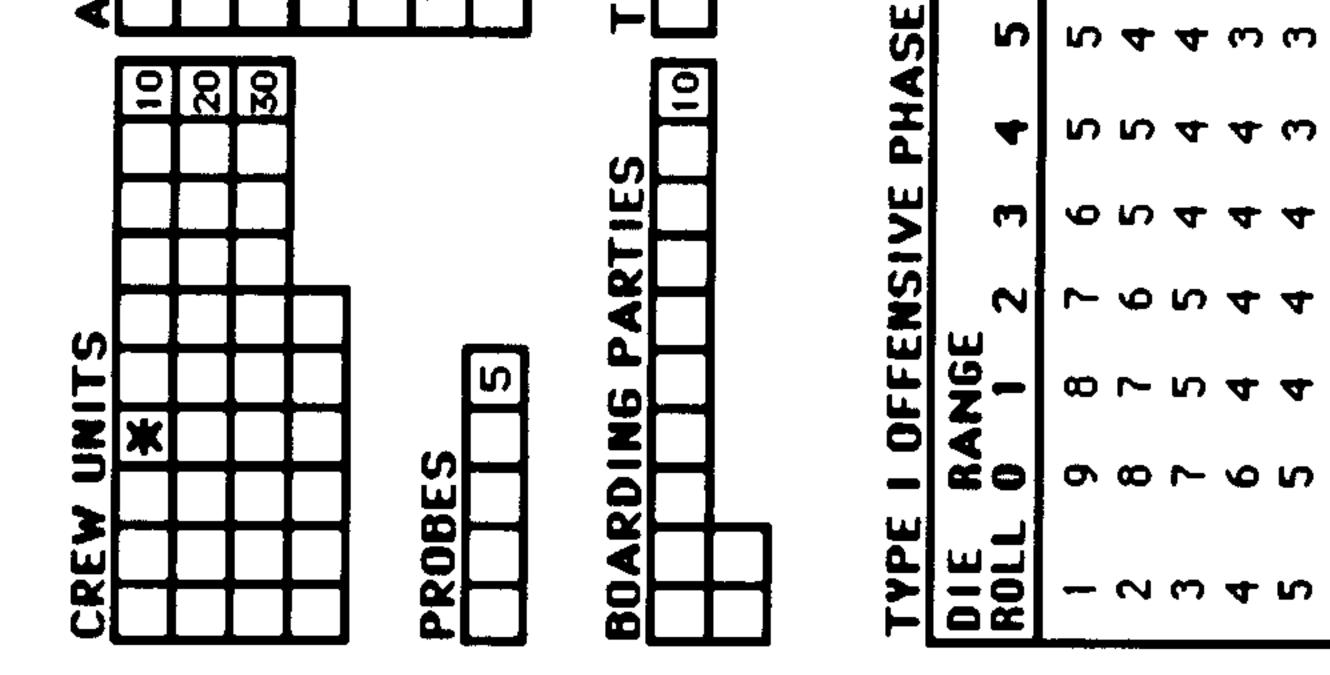
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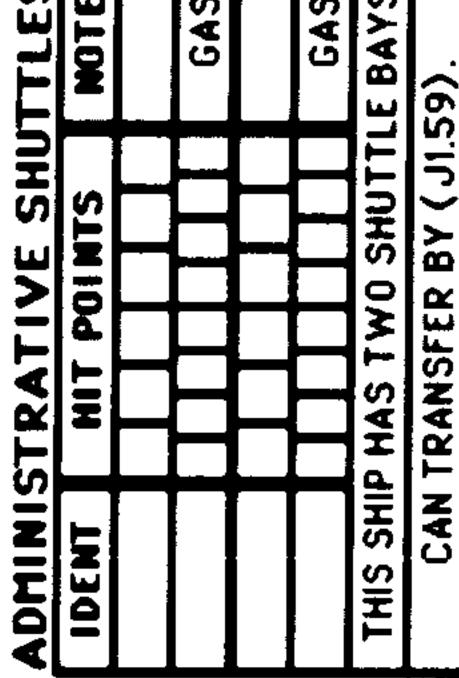


FIRE INTO THE HEX ROW BEHIND THE SHIP. SERS CANNOT ING DIRECTLY I

	30	20	20
	29	20	19 <sup>1</sup> /3
COST	28	19	182/3
_	27	18	8
WARP	26	18	171/3
VER	25	17	162/3
NEU	24	9	9
C MA	23	16	51/3

					7 18 19 20 21 22 2	2 12 13 14 14 15 16 /3 12 12 <sup>2</sup> /3 13 <sup>1</sup> /3 14 14 <sup>2</sup> /3 15 <sup>3</sup>
ATA TABLE UE = CDD M = 5-6 M = 5-6	RT = 3 = 86.21	HODE SPEED 1 2-4 2 5-9 3 10-14 4 15-20 5 21-27 5 21-27 6 28+		الج       الج	5 = HET COST 14 15 16 17	10 10 11 12 9½ 10 10⅔11 <sup>1</sup>
TYPE POINT VALL BREAKDOWI SHIFLD COS	LIFE SUPPO SIZE CLASS REFERENCE				PER HEX	8 8 71/3 8 82/3
ATIVE SHUTTLES T POINTS NOTES GAS GAS	TWO SHUTTLE BAYS. SFER BY (J1.59). Er Bonbs D D D D	26- 51 26- 51 0 0 0 21 0 0 0 0 21 0 0 0 0 21 0 0 0 0 0 0 21 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	UDO-PLASHA PEDOES S B F C F F + R F F + R + RR	TH TABLE       16-18     19     20     21       15     15     15     15       10     5     1     1       0     0     0     0	7 B B B 10	5 6 6 7 42/3 51/3 6 62/3
	TRANSPORT	SER TABLE       5     6-     9-     16-       5     8     15     25       4     3     2     9-     16-       3     2     4     3     2       3     1     0     1     0       3     2     1     1       3     1     0     0     0		Read Strend         I2       13-14       15         12       13-14       15         15       15       15         1       5       1         1-2       1-2	ENT COST = 2/ 4 5 6	44
		OFFENSIVE PH/       ANGE       1     2       3     4       0     7       3     4       4     4       4     4       4     4       4     4       4     4       4     4       4     4       4     4       4     4       4     4       4     4       4     4	I DEFENSE PHA:         ANGE       A         ANGE       A         AnGE       A         A       A       A         A       A       A         A       A       A         A       A       A         A       A       A         A       A       A         B       B       C       A         A       A       A       B       B         A       A       A       B       B       B         B       C       A       A       B       B       B         A       A       A       A       B       B       B       B         B       B       B       B       B       B       B       B       B         B       B       B       B       B       B       B       B       B       B         B       B       B       B       B       B       B       B         B       B       B       B       B       B       B       B         B       B       B       B       B       B <thb< td=""><td>TORPEDO WA         0-5       6-10       11-1         30       30       32         20       30       30       22         20       20       15       15         1-4       1-3       1-3       10</td><td>밀</td><td>-d 1 2 2 2/3 1<sup>1</sup>/3 2</td></thb<>	TORPEDO WA         0-5       6-10       11-1         30       30       32         20       30       30       22         20       20       15       15         1-4       1-3       1-3       10	밀	-d 1 2 2 2/3 1 <sup>1</sup> /3 2
		TYPE       DIE       BIE       BIE   <	TYPE TYPE TYPE TYPE TYPE TYPE TYPE TYPE	PLASM RANGE TYPE 5 BOLT 6 BOLT F	WARP	Standar Fract.

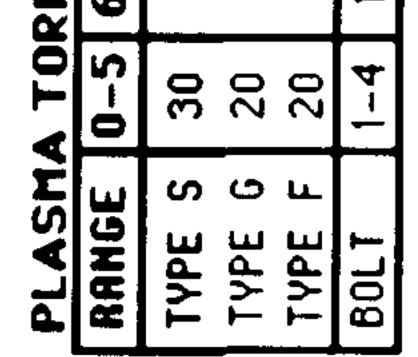




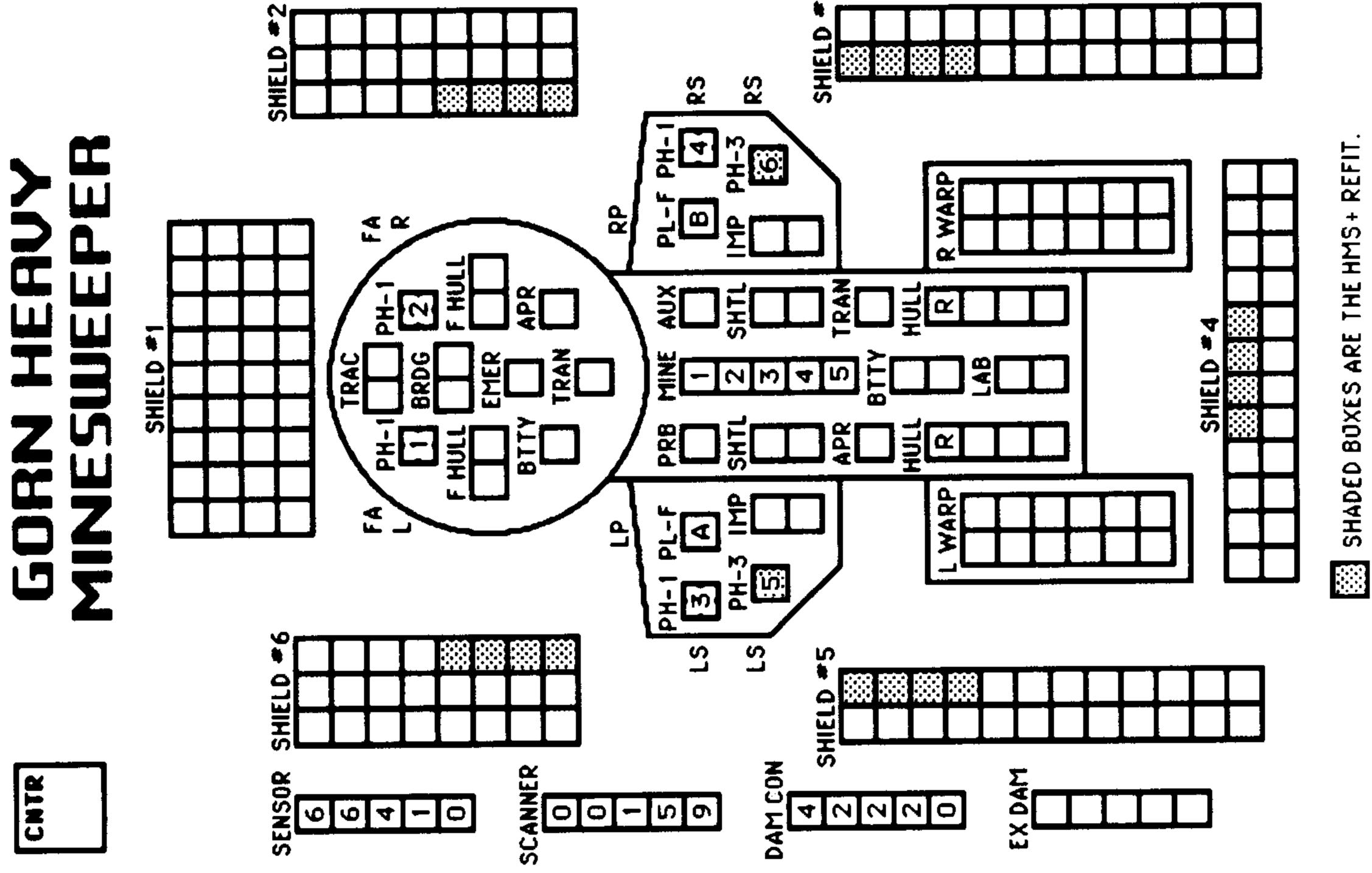


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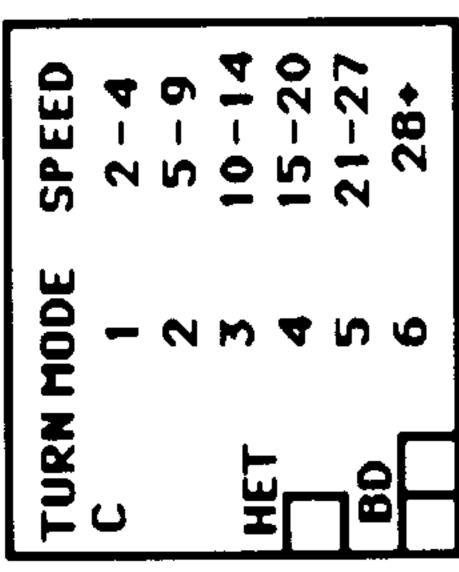
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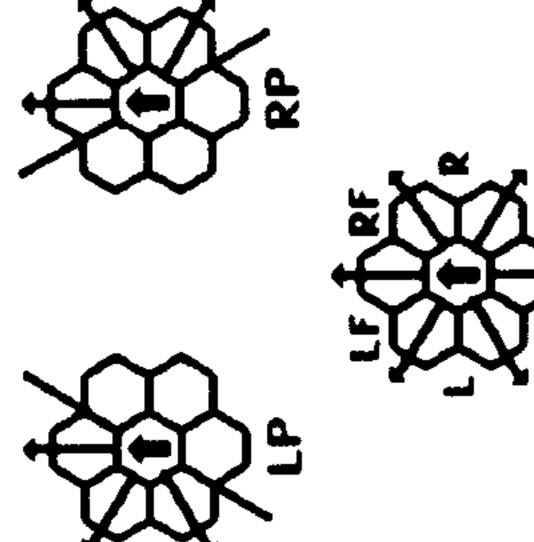
SHADED BUXES ARE THE HMS+ REFIT.

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	29	20	191/3
COST	28	6	18%
	27	8	8
WARP	26	18	171/3
	25	17	162/3
MANEUVER	24	16	10
	23	16	151/3
ERRATIC	22	15	142/3
= ER	21	4	4
0	20	14	31/3
	19	13	122/3
	18	12	12
5T	17	12	11/3
r cost	16	11	02/31
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S	14	10	91/3
	13	6	82/3
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R6.22 GORN HMS

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									MSS	BREAKDOWN =	2-0	
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BOARDING	PAR	IES	H	TR ■	NSP			<b>ZBS</b>		REFERENCE = R PLUS REFIT =	č.22	
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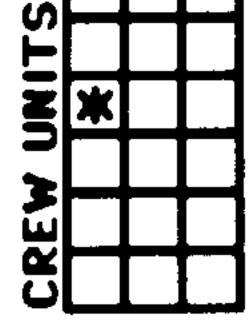
				2	11
PLASMA	<b>L</b>	PEDO	WARHE	<b>ORPEDO WARHEAD TABL</b>	
RANGE	0-5	6-10	11-12	13-14	-
TYPE F	20	15	10	5	—
BOLT	1-4	1-3		1-2	
MINE RACK "SHUTTLE	ACKS A TLE," 0	RE DEST R "EXCI	ROYED ON	MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.	2

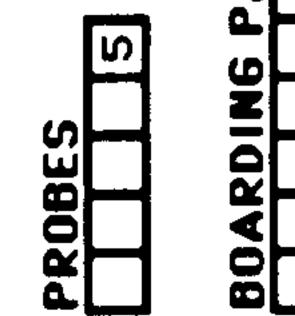
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6-10	15	1-3	
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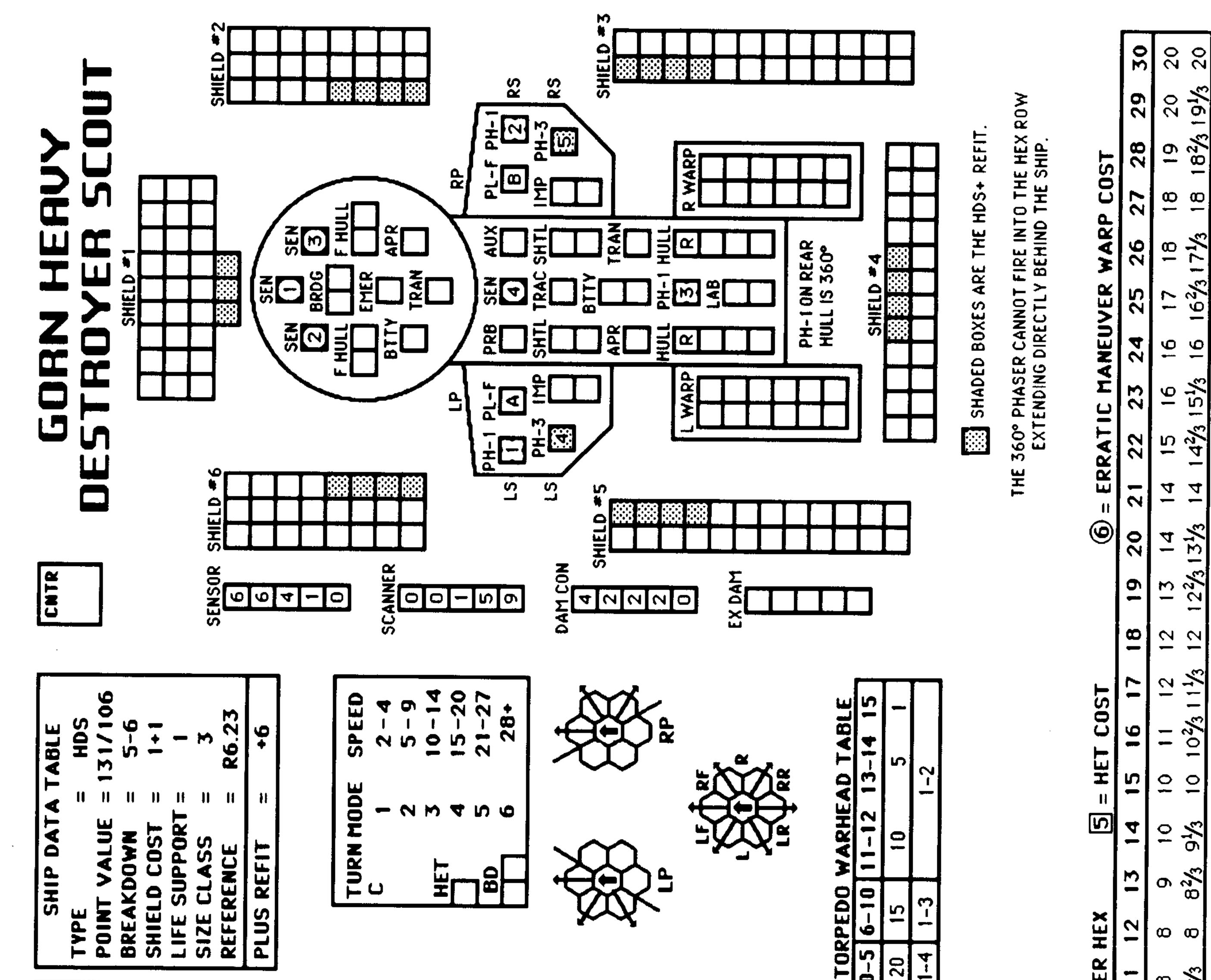
Page 39

Standard

SPEED

WARP

Fract



**R6.23 GORN HDS** 

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CTIONS SUMMARY	SPECIAL
CM OR ECCM	SENSORS ARE
LOCK-ONS	DESTROYED ON
NG DRONES	TORPEDO"
ING SEEKING WEAPONS	DAMAGE POINTS
IG DRONES	
MINES	
SCIENCE INFORMATION	
<b>FECTION JAMMING</b>	
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RANGE TYPE F

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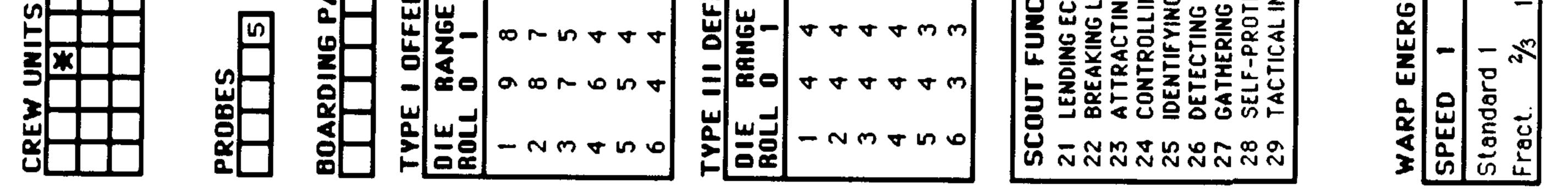
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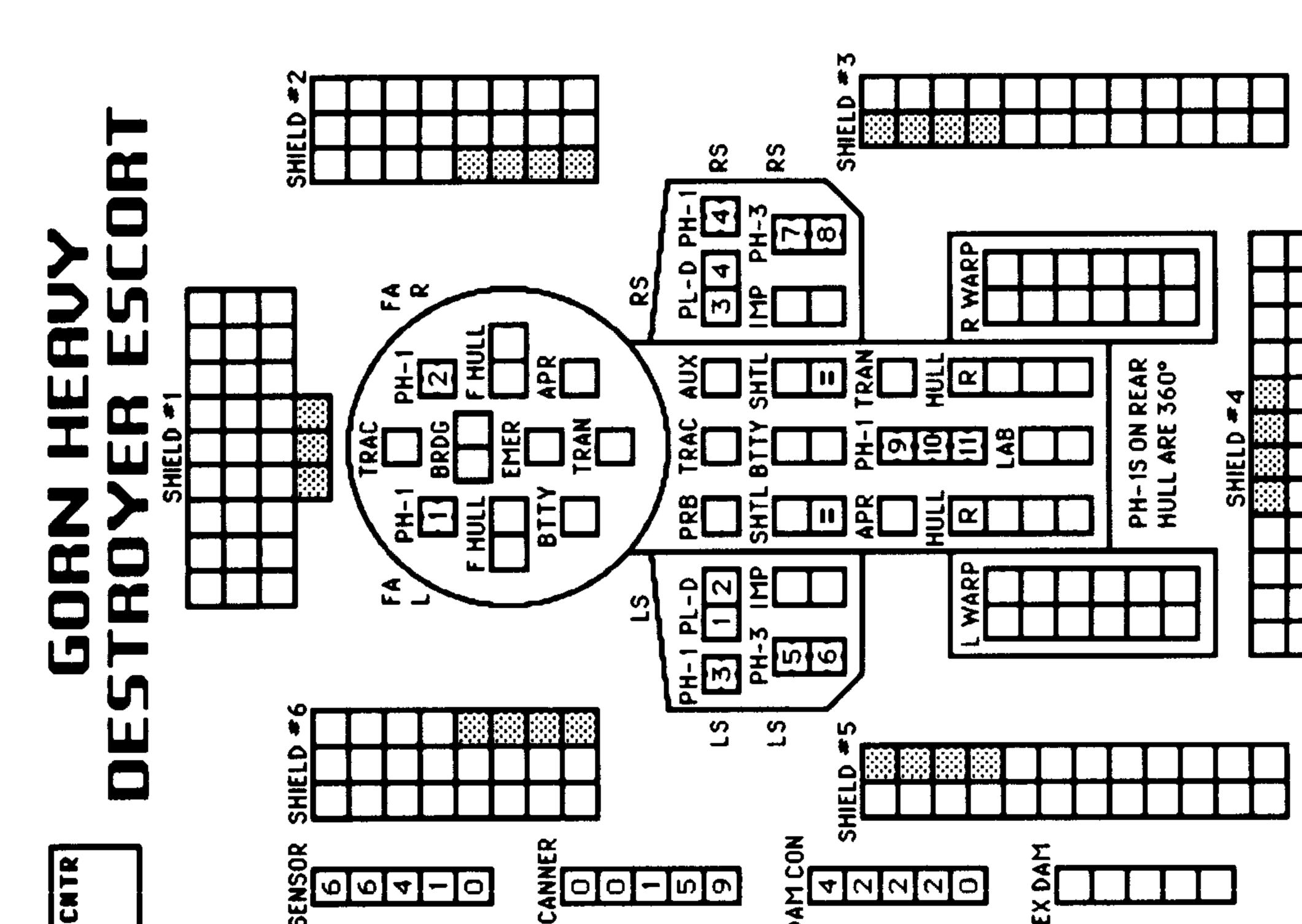
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S	4	31/3
4	б	22/3
m	8	2
7	3	-13



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THE HEX ROW 4E SHIP. INT0 FIRE IN ASERS CANNOT THE 360° PHASERS EXTENDING 1

	30	20	20
	29	20	19 <sup>1</sup> /3
IS1	28	19	182/3
P COS	27	18	8
WARP	26	18	171/3
VER	25	17	162/3
NEU	24	16	9
MA	23	16	51/3

# **STAR FLEET BATTLES**

# R6.24 GORN HDE & R6.25 GORN HDA

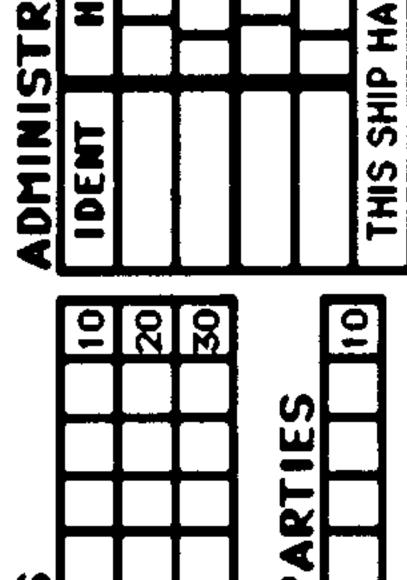
	SENSOR SHELD *6			
TYPE = HDE FOINT VALUE = 116	BREAKDOWN = 5-6 SHIELD COST = 1+1 LIFE SUPPORT = 1 SIZE CLASS = 3 REFERENCE = R6.24	PLUS REFIT = +4 INCLUDES LIMITED AEGIS	SHIP DATA TA E = = = = = = = = = = = = = = = = = = =	REFERENCE = R6.25 INCLUDES PLUS REFIT INCLUDES FULL AEGIS

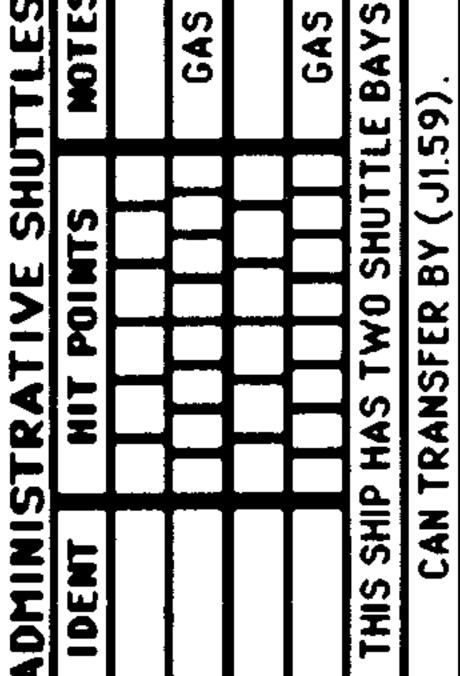
SPEED	2 - 4	5 - 9	10-14	15-20	21-27	28+
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ERRATIC	22	15	142/3	
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5 L	17	<u>5</u>	1 1/3	
T COST	16	11	102/3 1	
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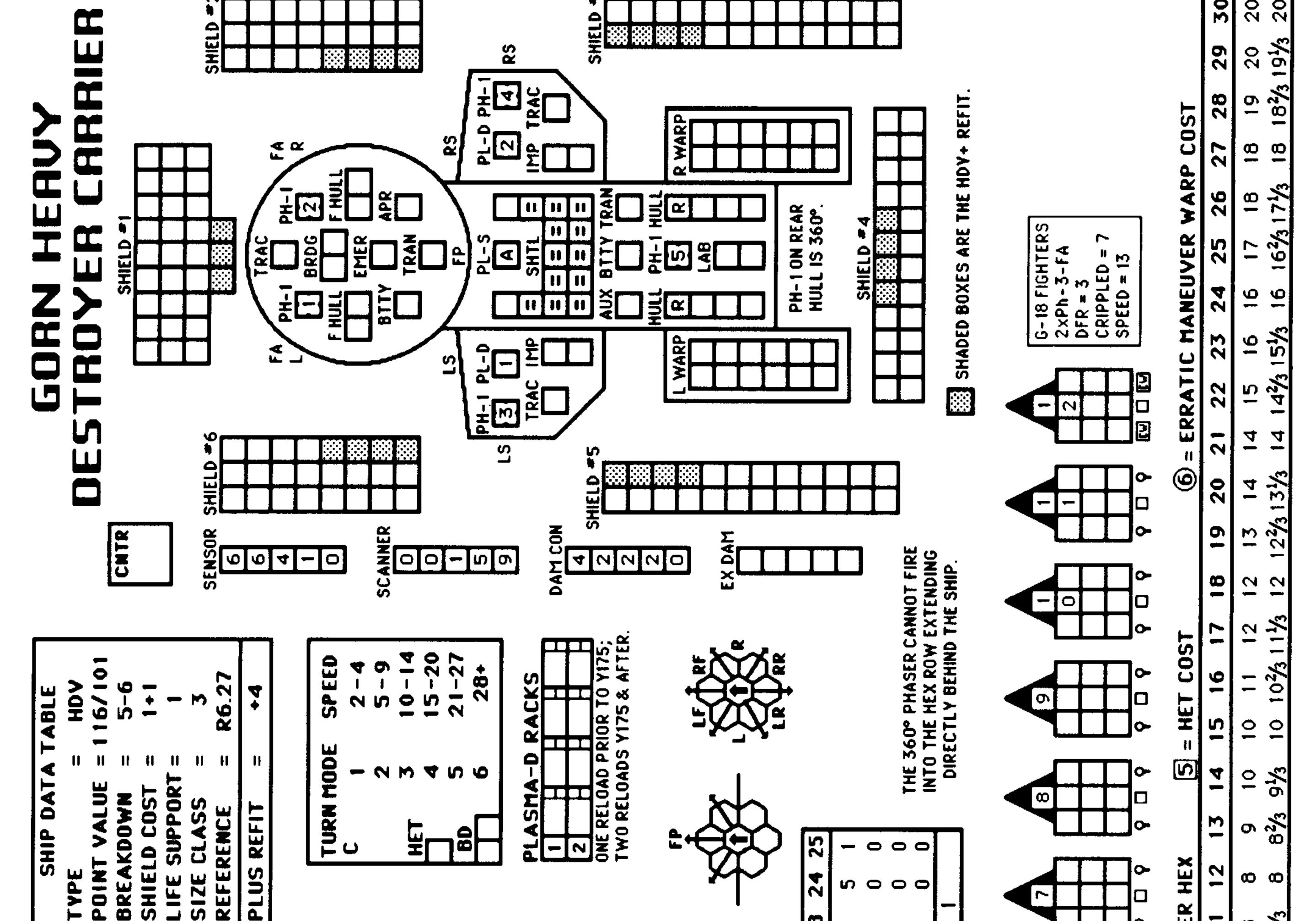
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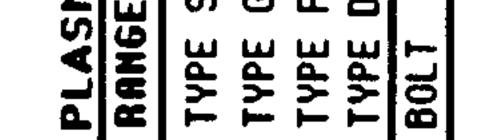


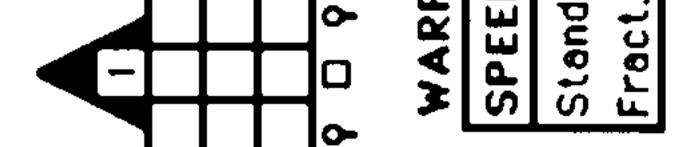
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SHIP DATA TABLE         TYPE       HDT         TYPE       HDT         POINT VALUE       II6/86         BREAKDOWN       5-6         SHELD COST       I         LIFE SUPPORT       I         SIZE CLASS       =       5         SIZE CLASS       =       1       1         SIZE CLASS       =       1       1         SIZE CLASS       =       1       1         SIZE CLASS       =       3       1       1         SIZE CLASS       =       3       1       1         SIZE CLASS       =       86.28       3       1       1         SIZE CLASS       =       86.28       3       1       1         BLUS REFIT       =       4       4       3       1       1         T       4       4       4       3       1       1       1         T       2       4       4       4       6       0       0       0       0       0       0       0       0       0       0       0	ER HEX 5 = HET COST	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Ē	12 13 1	15 16 18 19 20 22 23 4 <sup>2</sup> /3 16 17 <sup>1</sup> /3 18 <sup>2</sup> /3 20 21 <sup>1</sup> /3 22 <sup>2</sup> /3
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	6 = ERRATIC MANEUVER WARP COST	18         19         20         21         22         23         24         25         26         27         28         29           12         13         14         15         16         16         17         18         19         20           12         13         14         14         15         16         16         17         18         19         20           12         12 <sup>3</sup> / <sub>3</sub> 15 <sup>1</sup> / <sub>3</sub> 14         14 <sup>2</sup> / <sub>3</sub> 15 <sup>1</sup> / <sub>3</sub> 16         16 <sup>2</sup> / <sub>3</sub> 17 <sup>1</sup> / <sub>3</sub> 18         18 <sup>2</sup> / <sub>3</sub> 19 <sup>1</sup> / <sub>3</sub>	6 = ERRATIC MANEUVER WARP COST	18       19       20       21       22       23       24       25       26       27       28       29         24       26       27       28       30       31       32       34       35       36       38       39         24       26       27       28       30       31       32       34       35       36       38       39         24       25 <sup>1</sup> / <sub>3</sub> 26 <sup>2</sup> / <sub>3</sub> 28       29 <sup>1</sup> / <sub>3</sub> 30 <sup>2</sup> / <sub>3</sub> 32       33 <sup>1</sup> / <sub>3</sub> 34 <sup>2</sup> / <sub>3</sub> 36       37 <sup>1</sup> / <sub>3</sub> 38 <sup>2</sup> / <sub>3</sub> 24       25 <sup>1</sup> / <sub>3</sub> 26 <sup>2</sup> / <sub>3</sub> 28       29 <sup>1</sup> / <sub>3</sub> 30 <sup>2</sup> / <sub>3</sub> 32       33 <sup>1</sup> / <sub>3</sub> 34 <sup>2</sup> / <sub>3</sub> 36       37 <sup>1</sup> / <sub>3</sub> 38 <sup>2</sup> / <sub>3</sub>	
SHIP DATA TABLE         TYPE       H DT         TYPE       H DT         SHELD COST       I II6/86         BREAKDOWN       S III 6/86         SHELD COST       I II6/86         SHELD COST       I II         SIZE CLASS       B         SIZE CLASS       I         PLUS REFIT       A       A         VPE III DEFENSE PHASER         VPE III DEFENSE PHASER         VPE III DEFENSE PHASER         OLP       O         3       4       4       3       0       0       0       0         SIGEHT POD         00       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0 <td>R HEX</td> <td><math display="block">\begin{array}{c ccccccccccccccccccccccccccccccccccc</math></td> <td>PER HE</td> <td>1     12     13     14     15     16     17       5     16     18     19     20     22     23       2/3     16     17/3     18²/3     20     211/3     20     213/3</td> <td></td>	R HEX	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	PER HE	1     12     13     14     15     16     17       5     16     18     19     20     22     23       2/3     16     17/3     18²/3     20     211/3     20     213/3	
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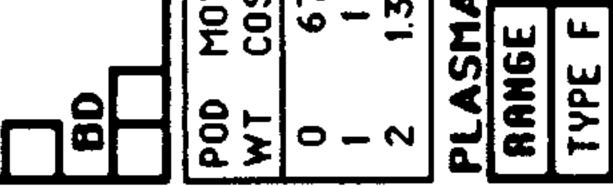
# STAR FLEET BATTLES

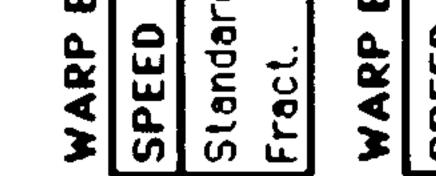
# **R6.28 GORN HDT**



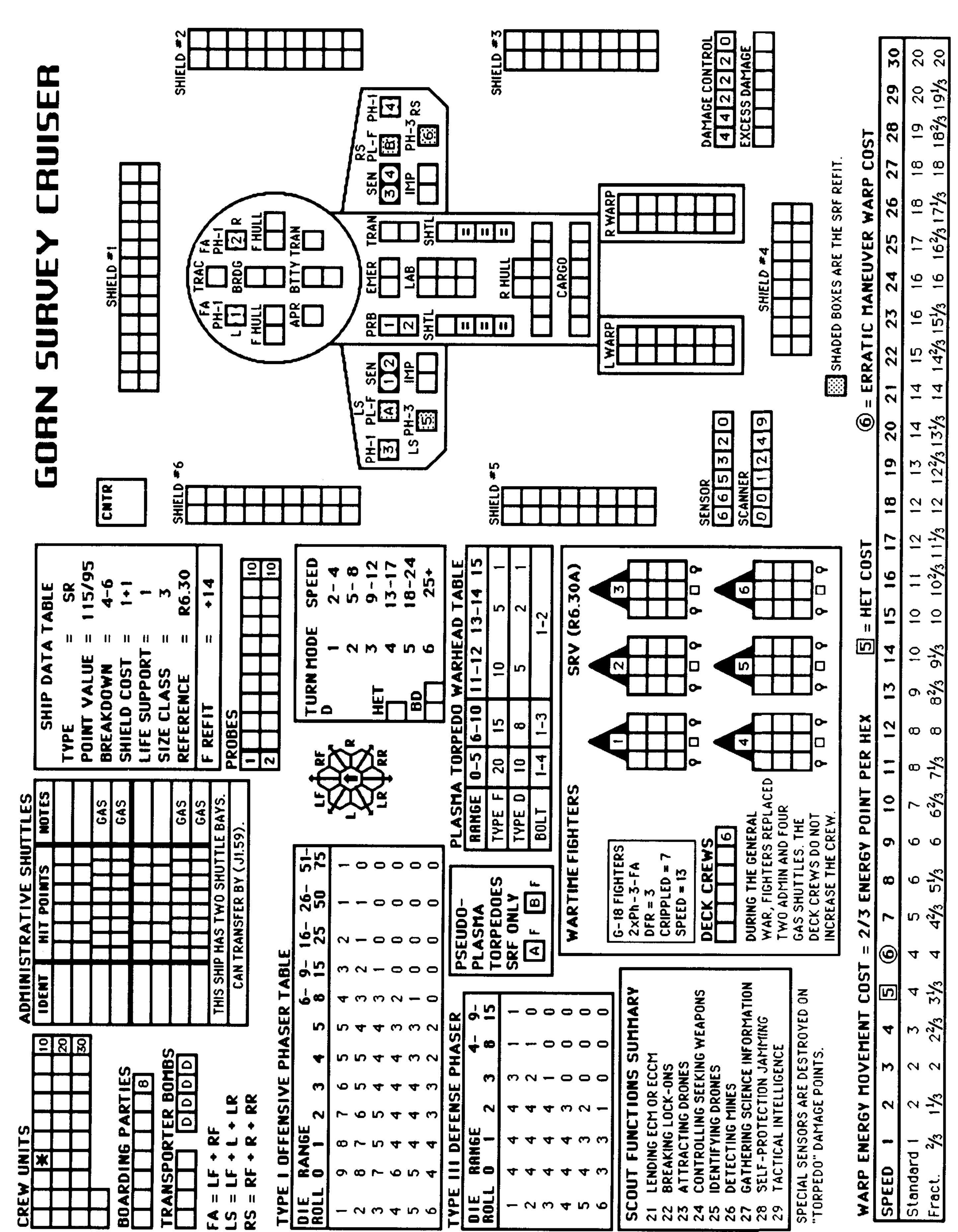








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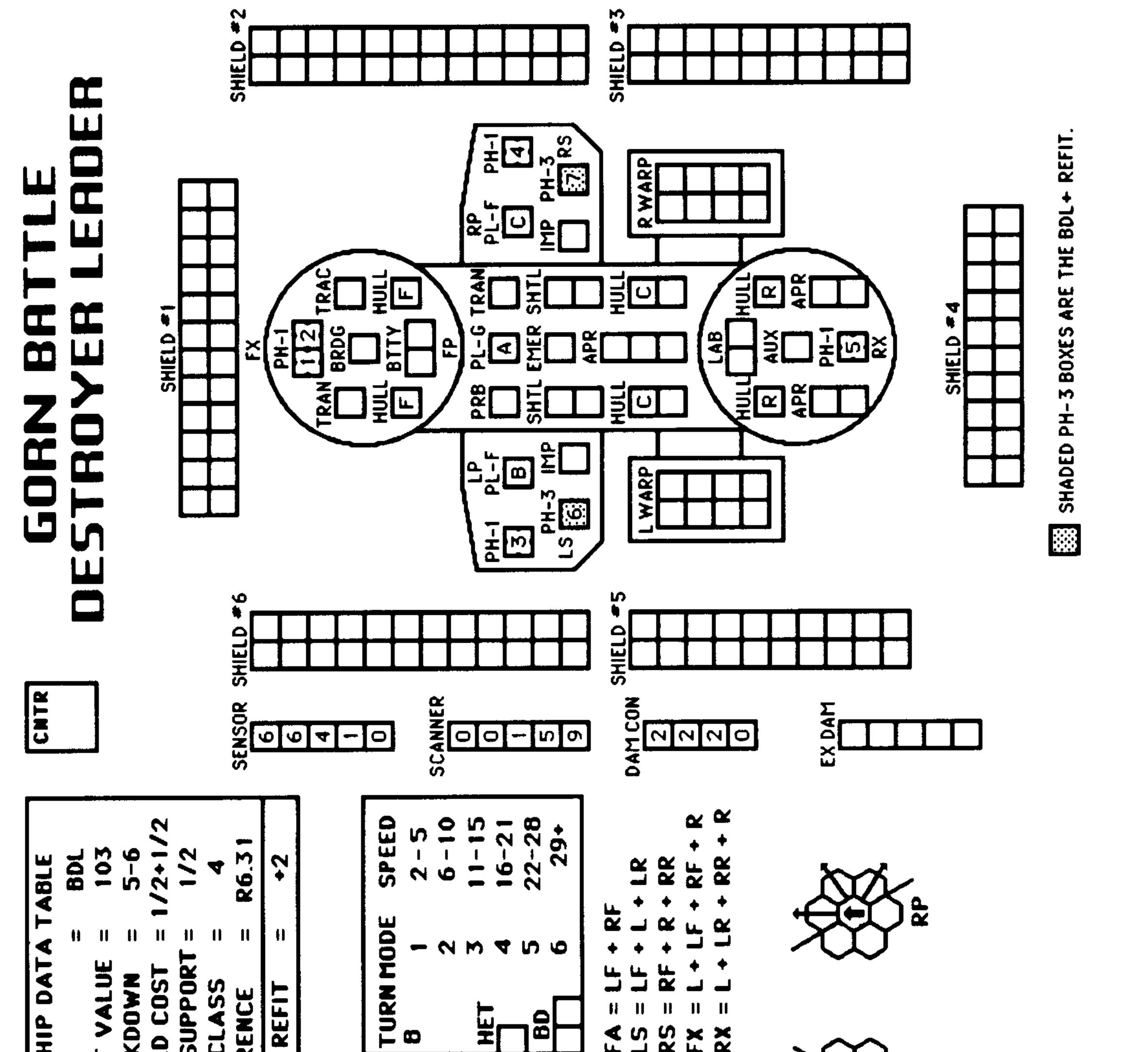
**STAR FLEET BATTLES** 

# R6.30 GORN SR & R6.30A GORN SRV

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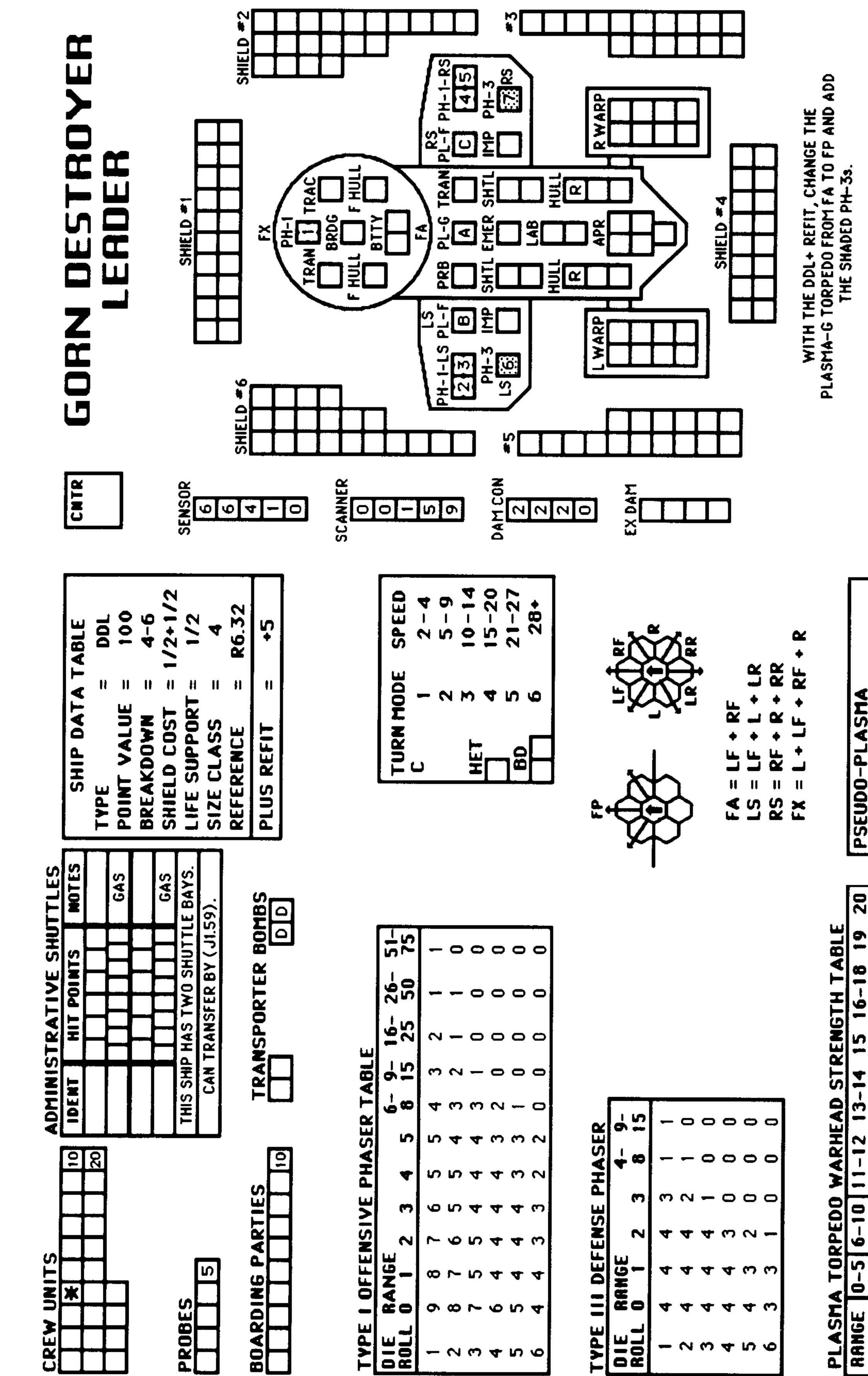
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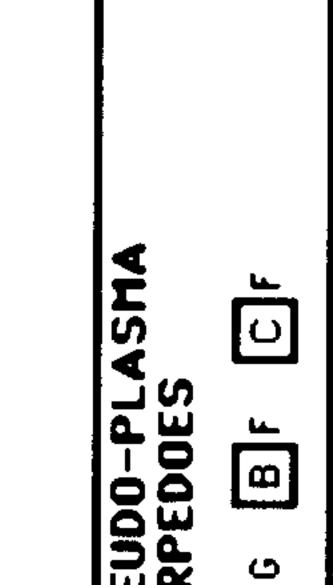
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# **STAR FLEET BATTLES**



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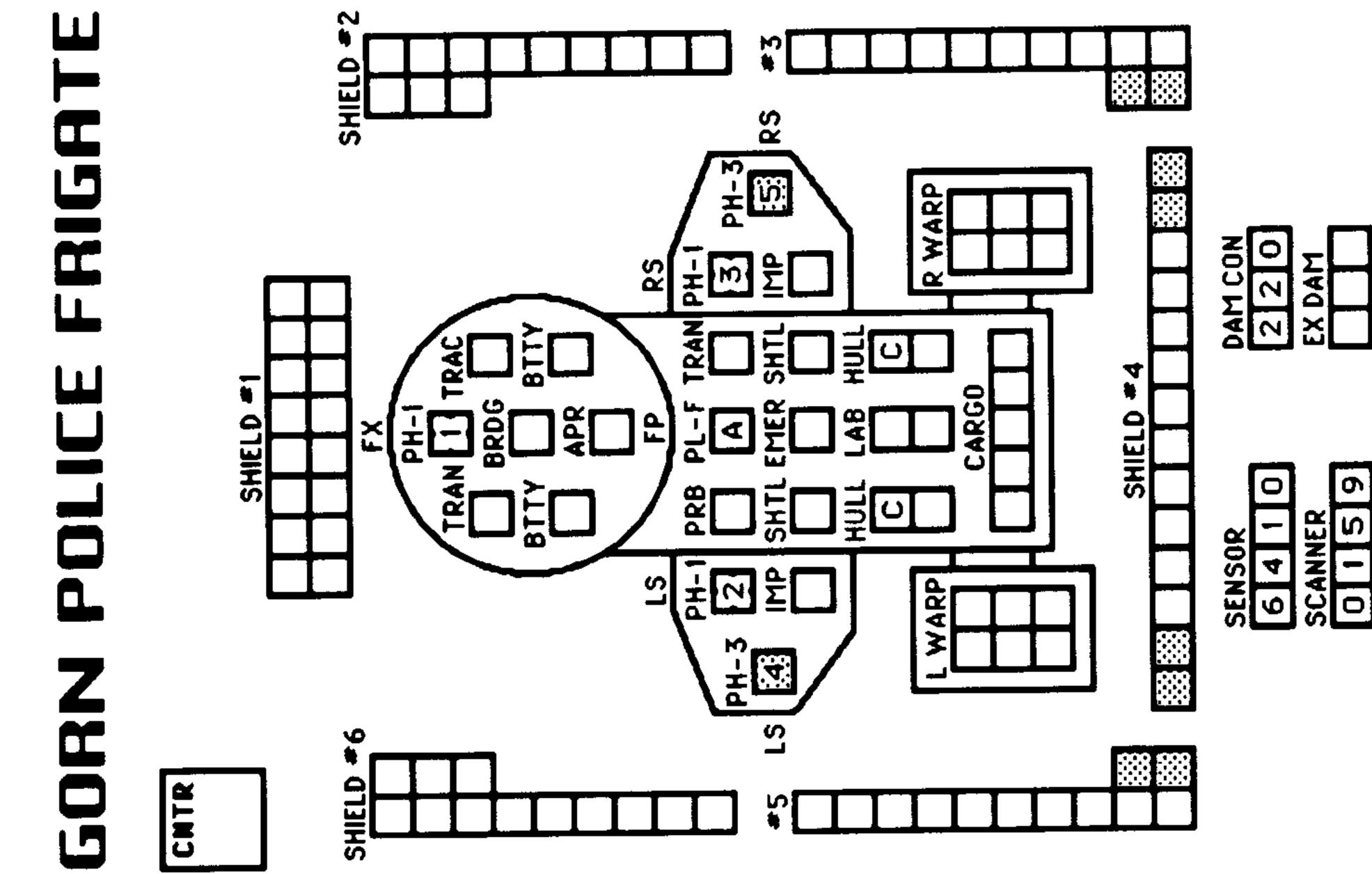
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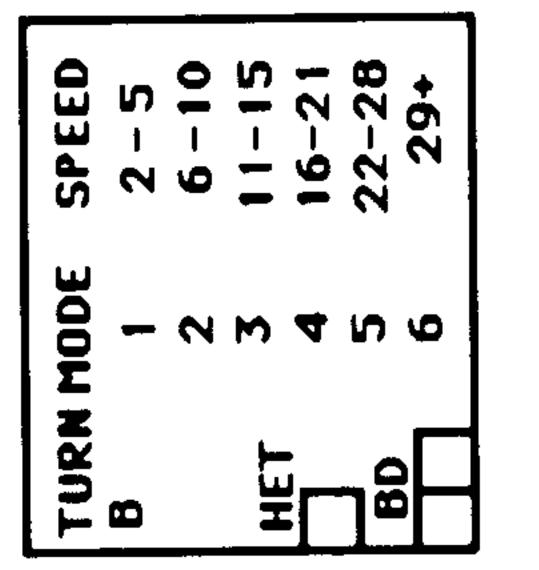


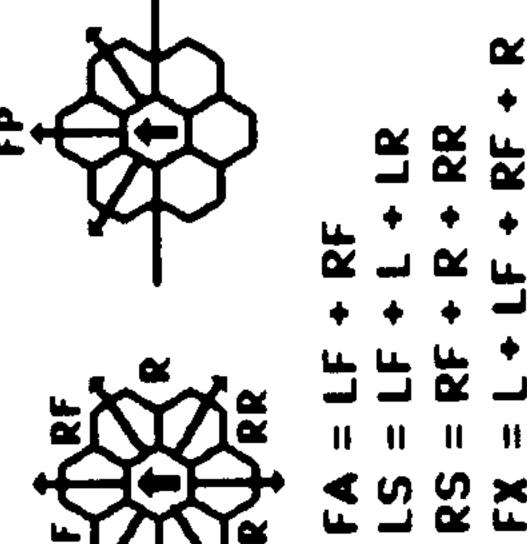
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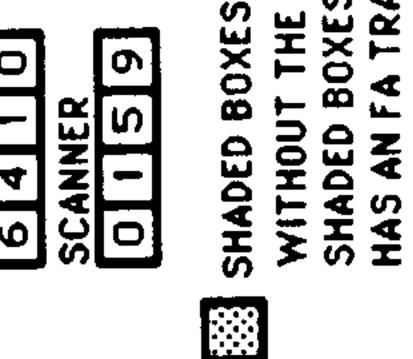
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# STAR FLEET BATTLES

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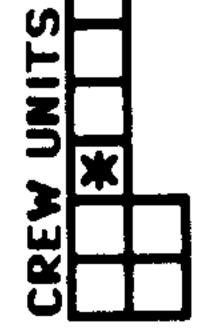






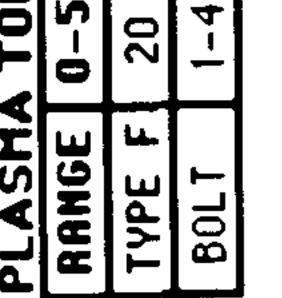
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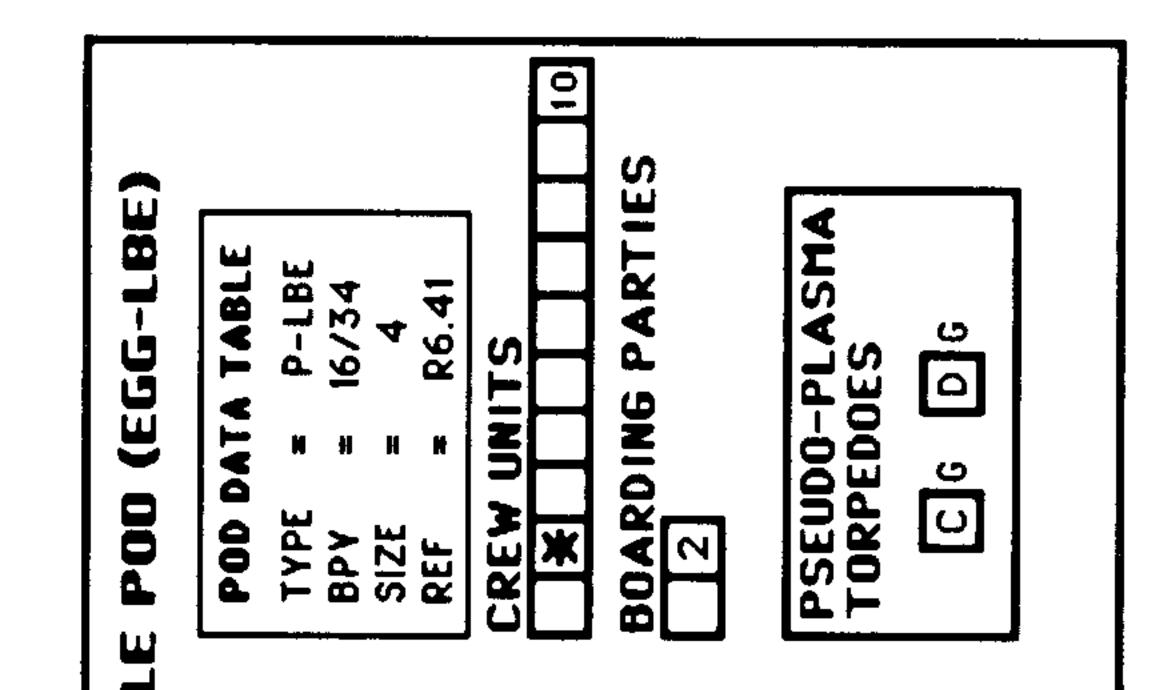


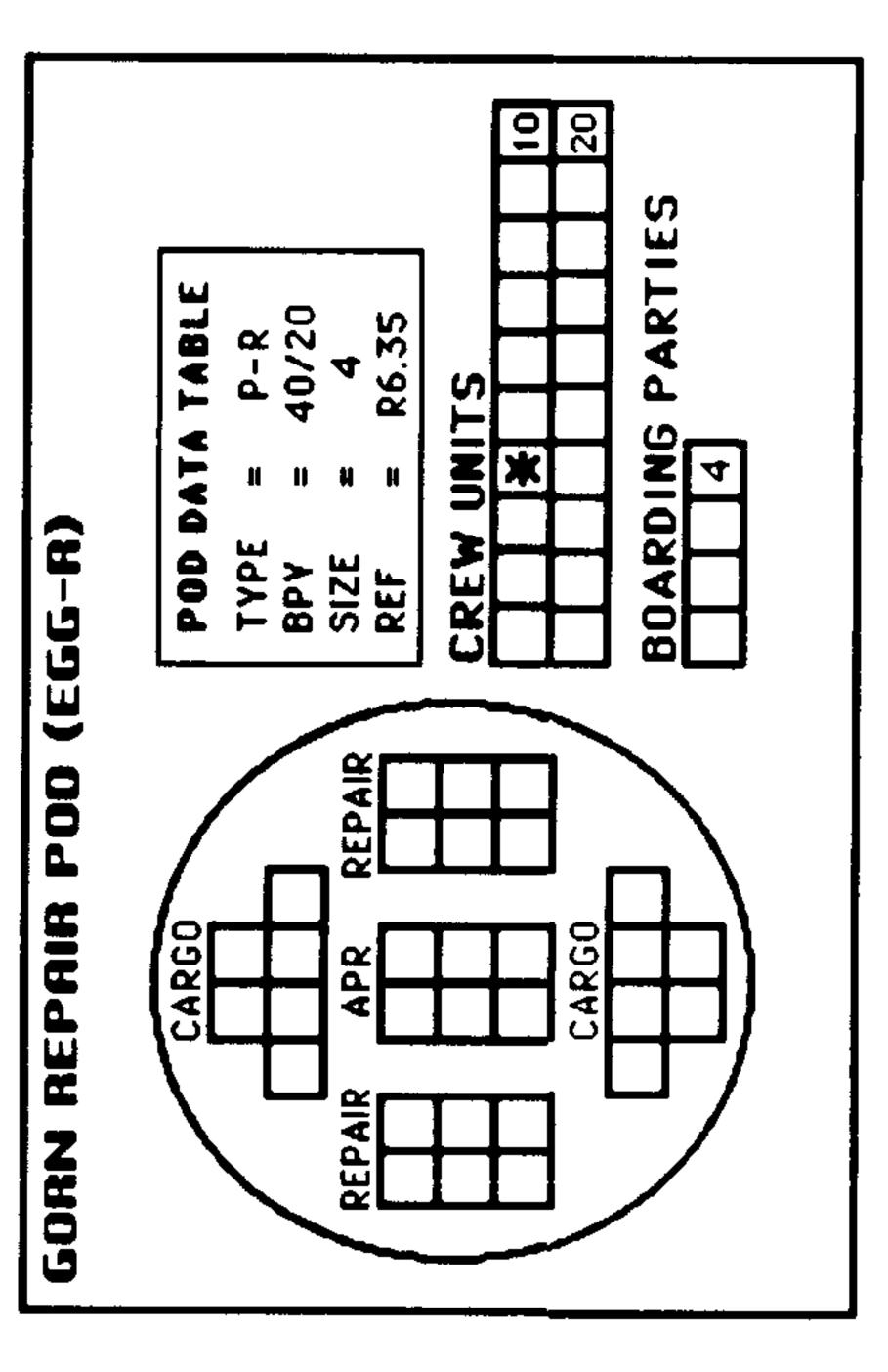


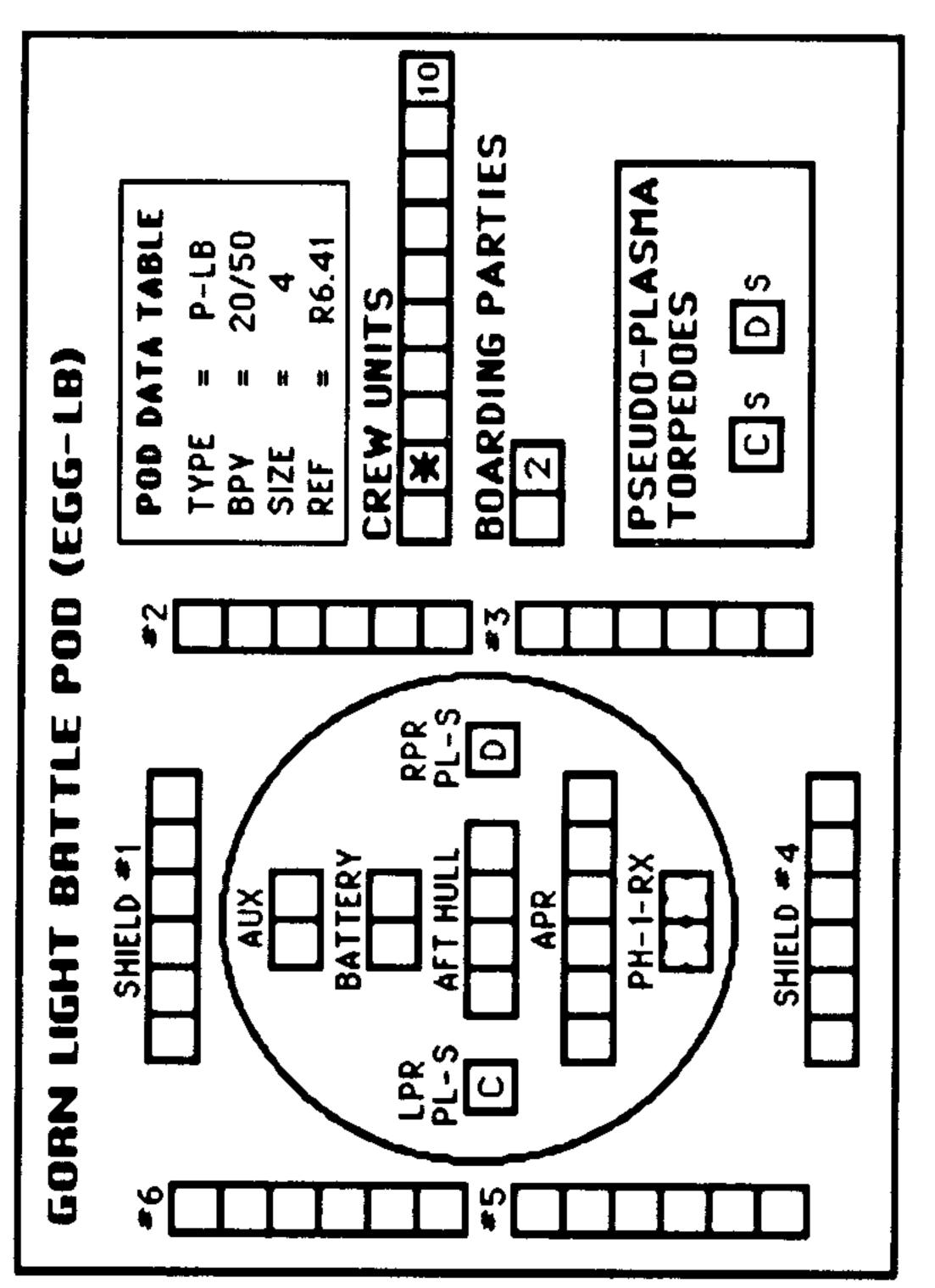


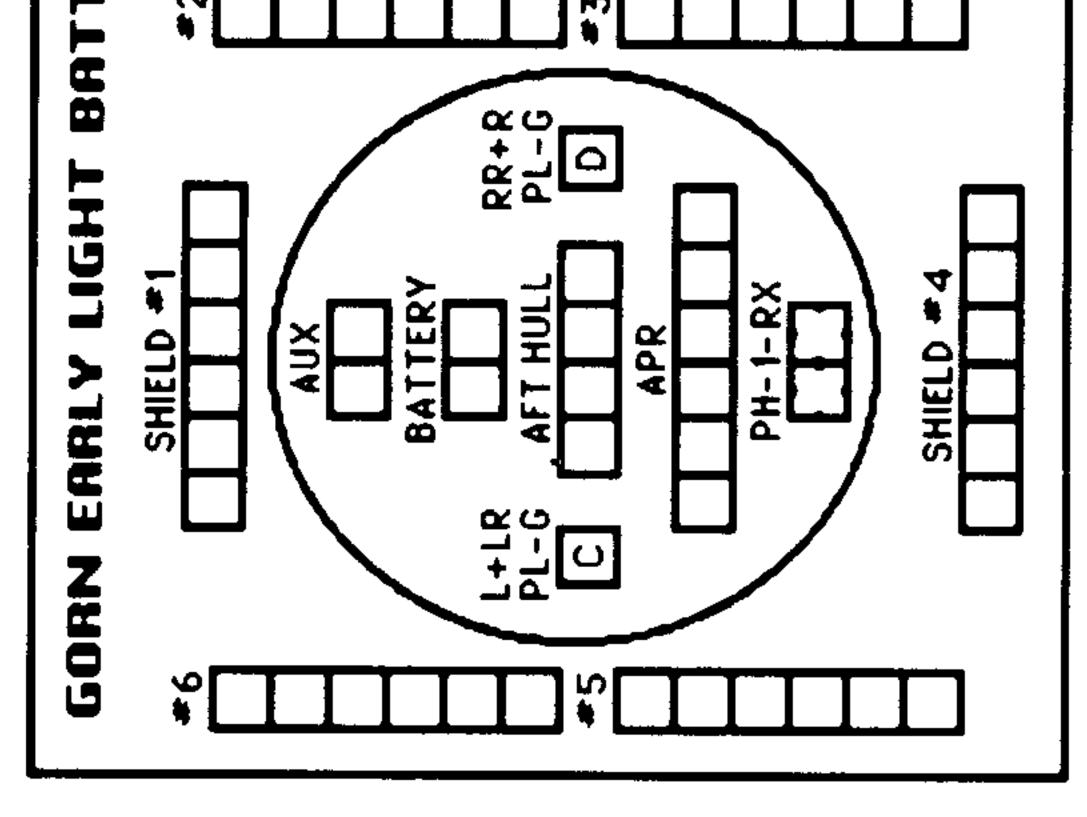


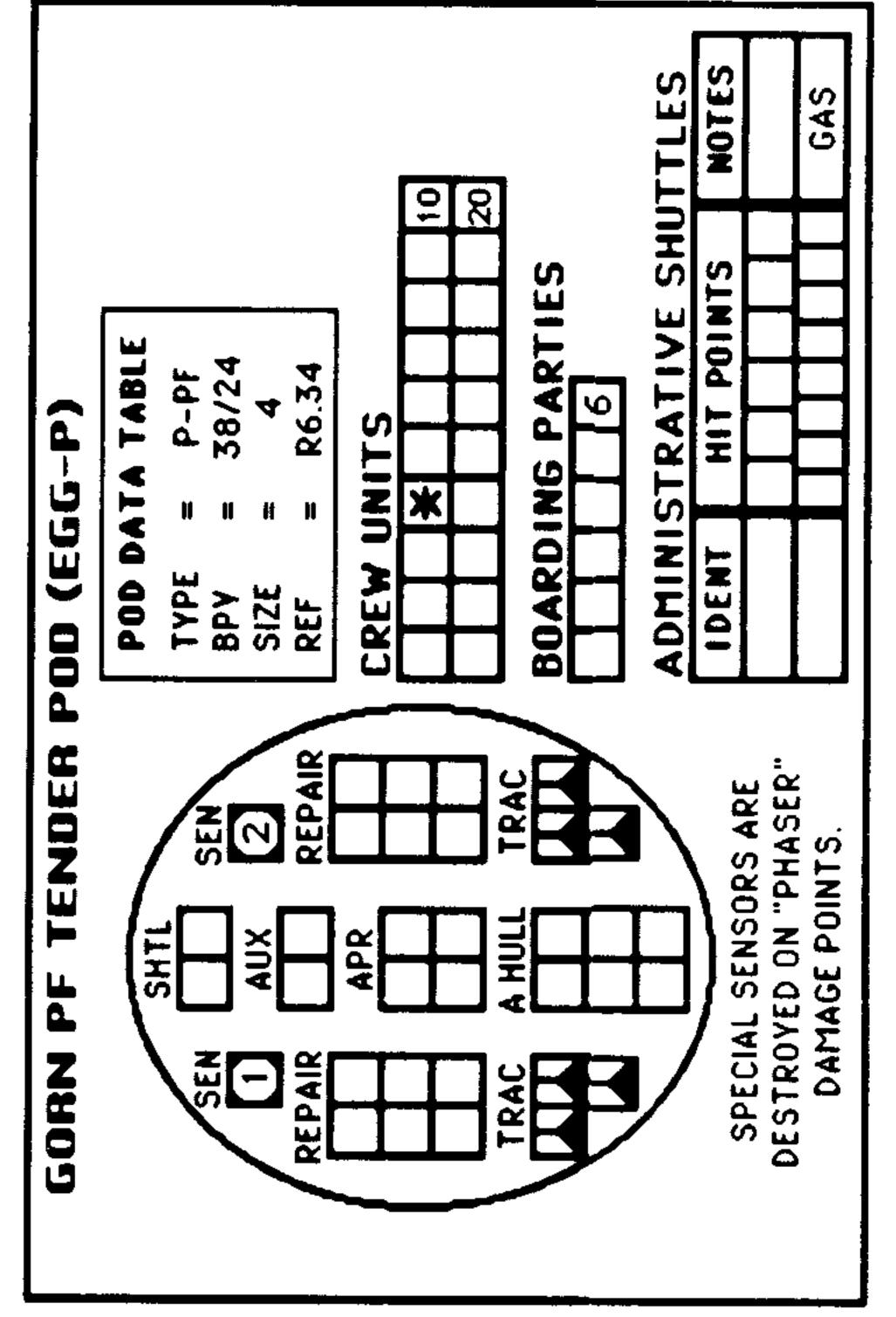


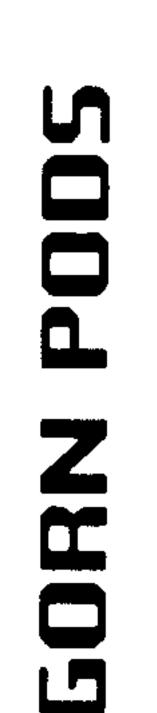




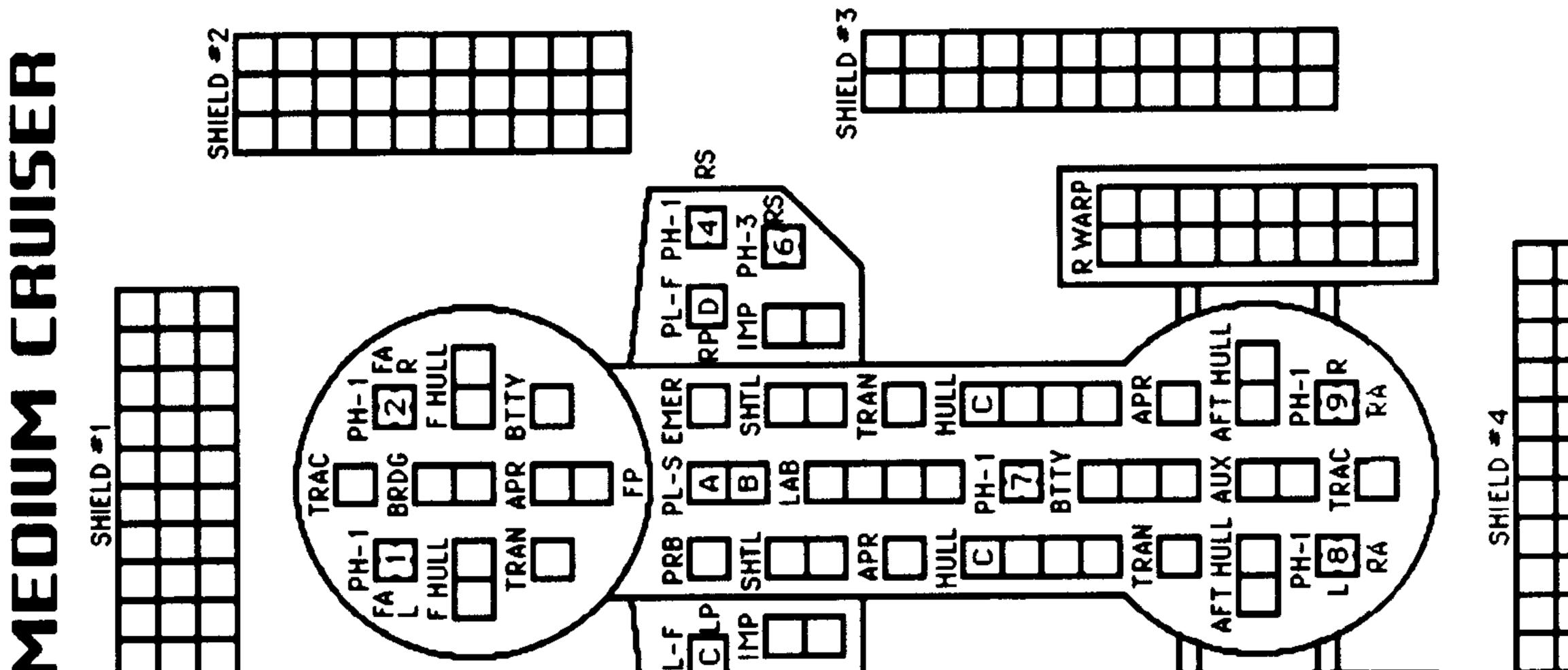








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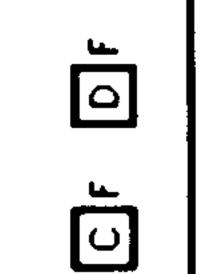


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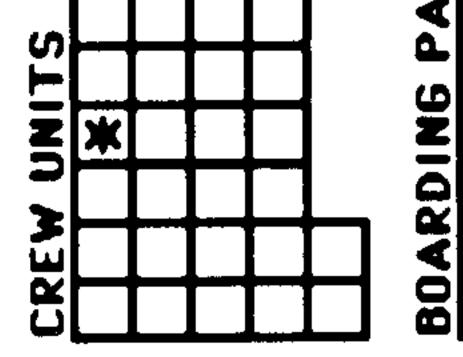
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SHIP DATA TABLETYPE=CMTYPE=CMPOINT VALUE=161BREAKDOWN=5-6SHIELD COST=1+1	LIFE SUPPORT = 1 SIZE CLASS = 3 REFERENCE = R6.39 REFERENCE = R6.39 D 1 2-4 D 1 2-4 BD 5 5-8 D 1 2-4 D 2	
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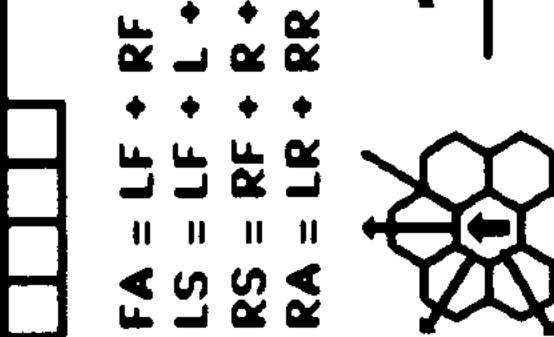
#### CAPTAIN'S MODULE R4 SSD BOOK — Copyright © 1992 Amarilio Design Bureau

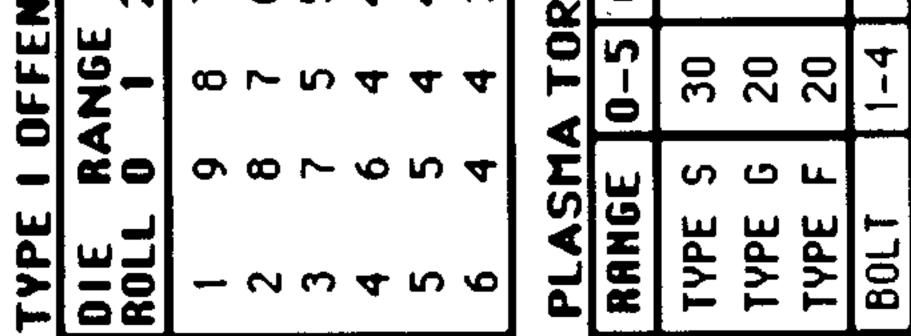


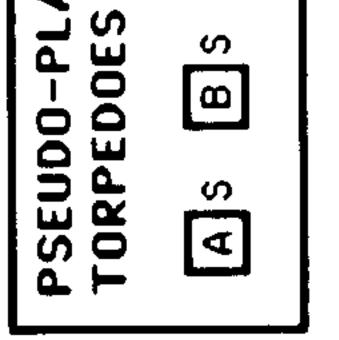


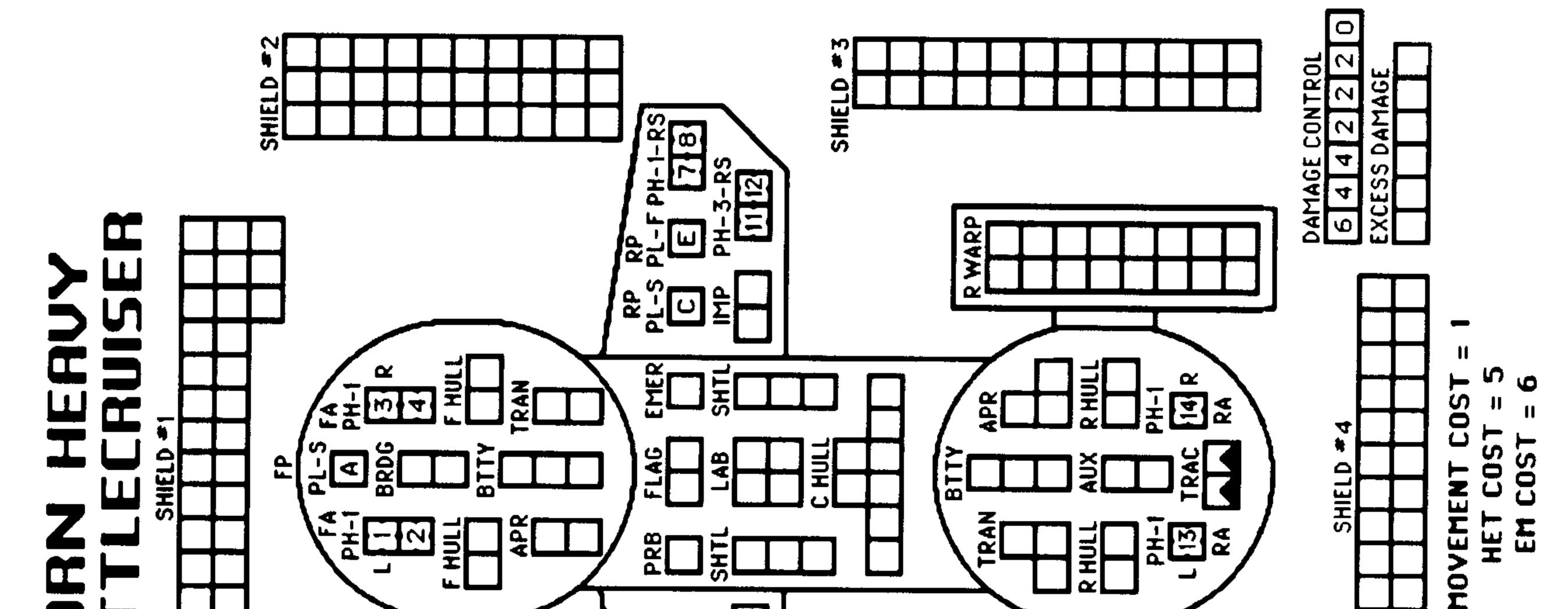
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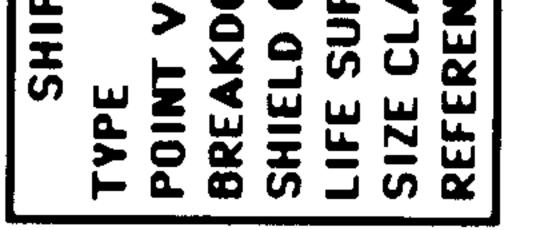
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THIS SHIP HAS TWO SHUTTLE BAYS CAN TRANSFER BY (JI.59).

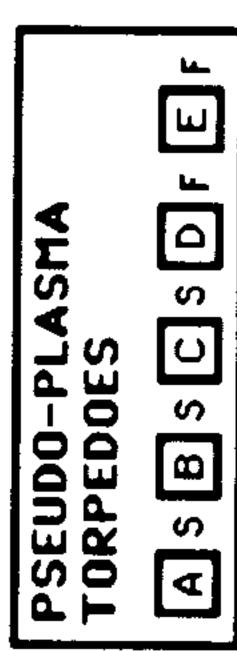
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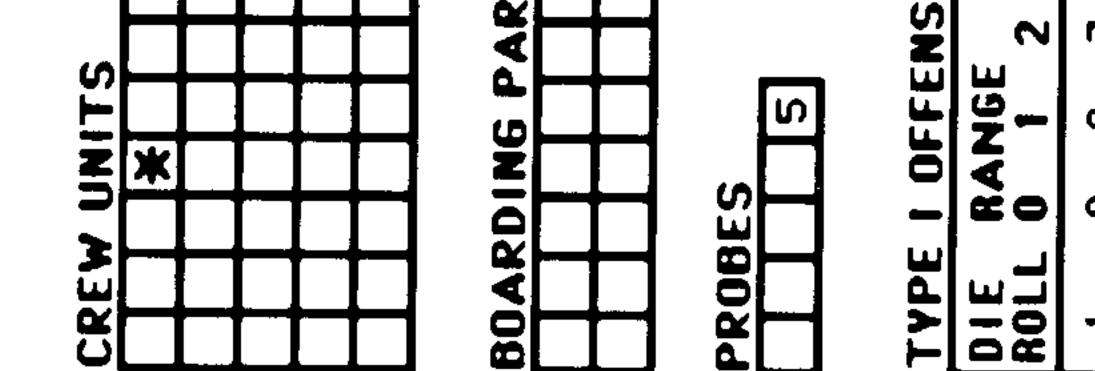
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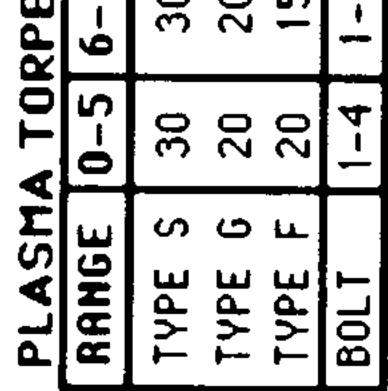


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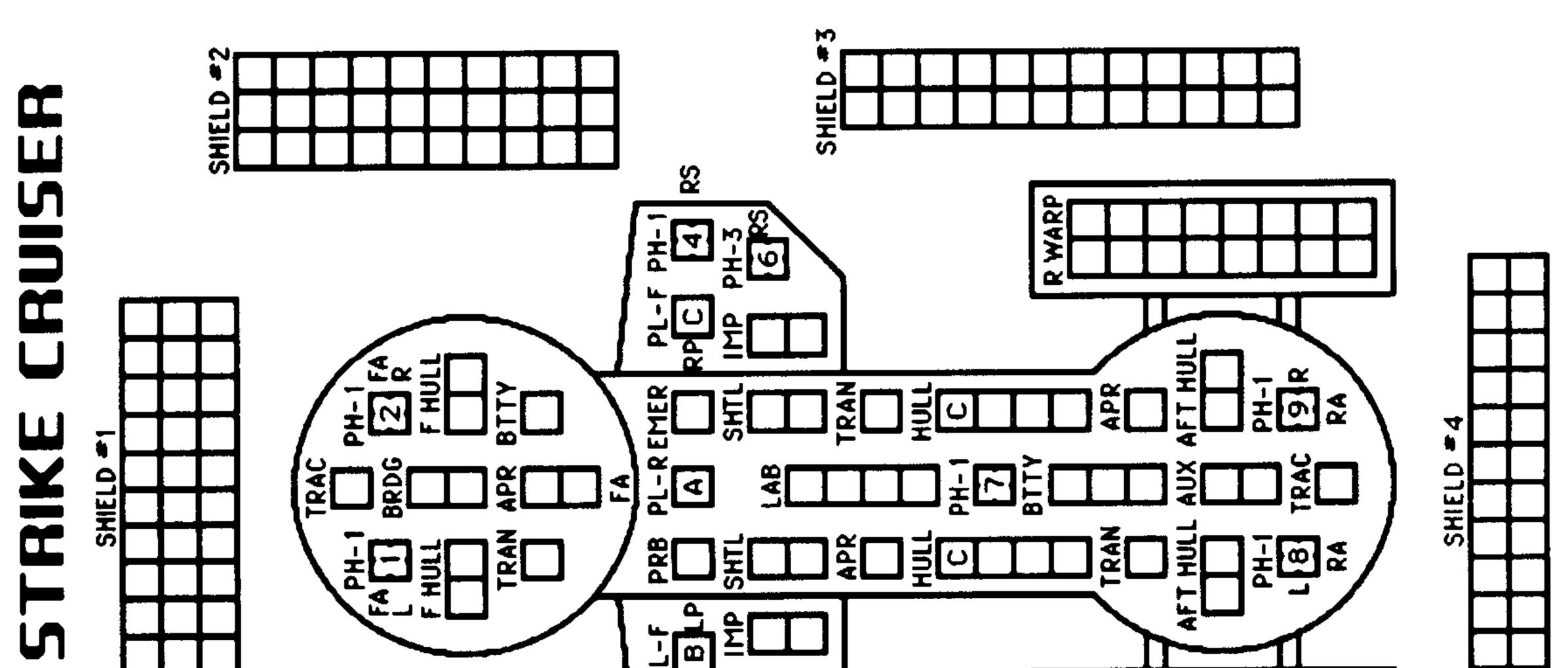
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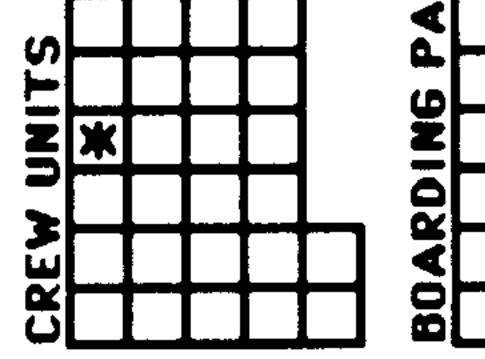
ARC. Rov IN THE CENTER HAS A 360° FIRING PHASER CANNOT FIRE INTO THE HEX INDING DIRECTLY BEHIND THE SHIP. THE PH-11 THE 360°1 EXTE

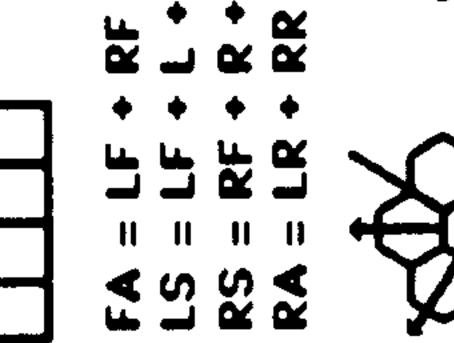
R6.42 GORN CS

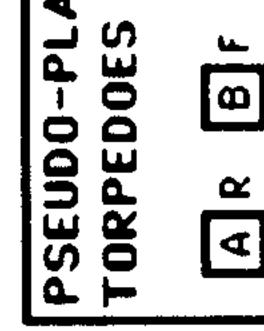
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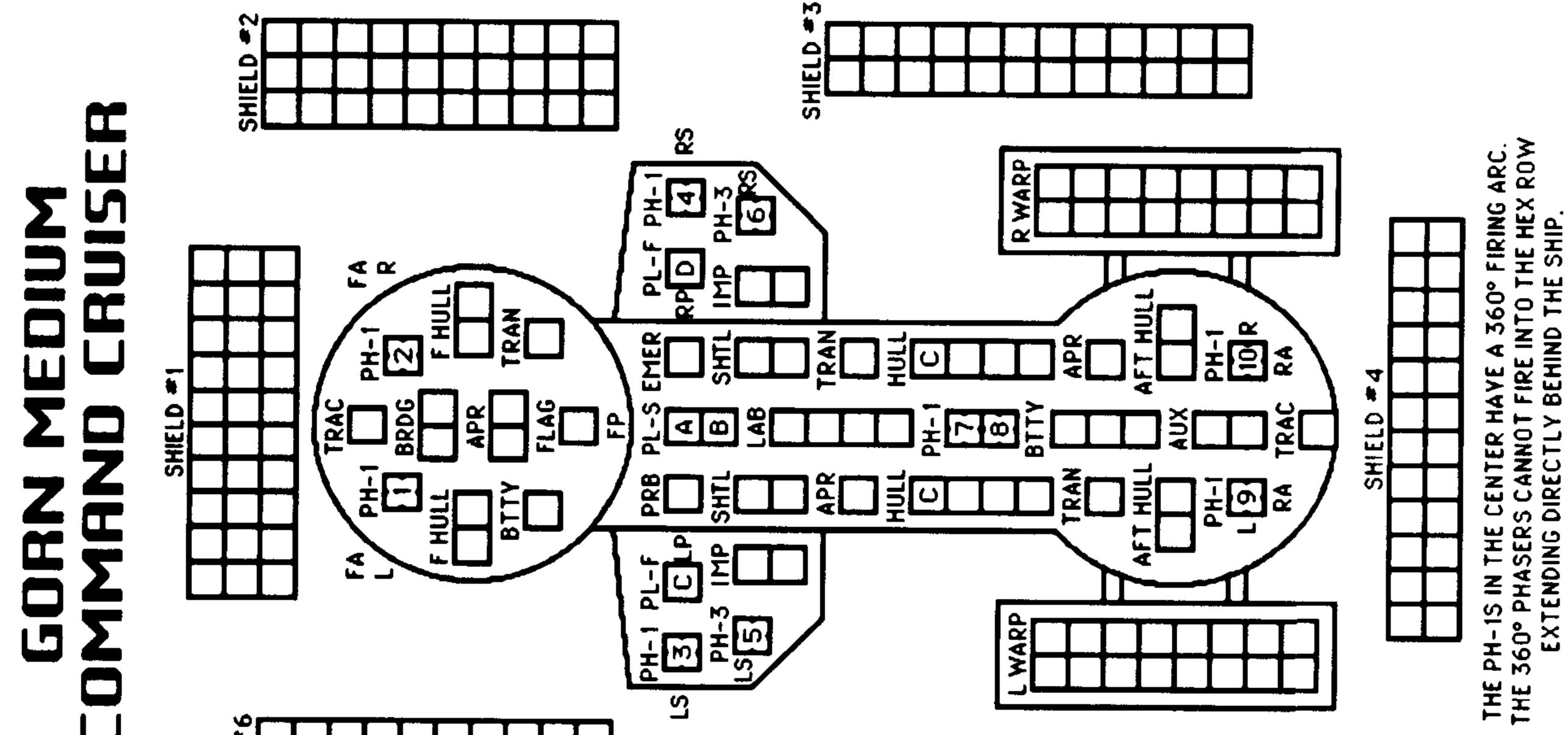




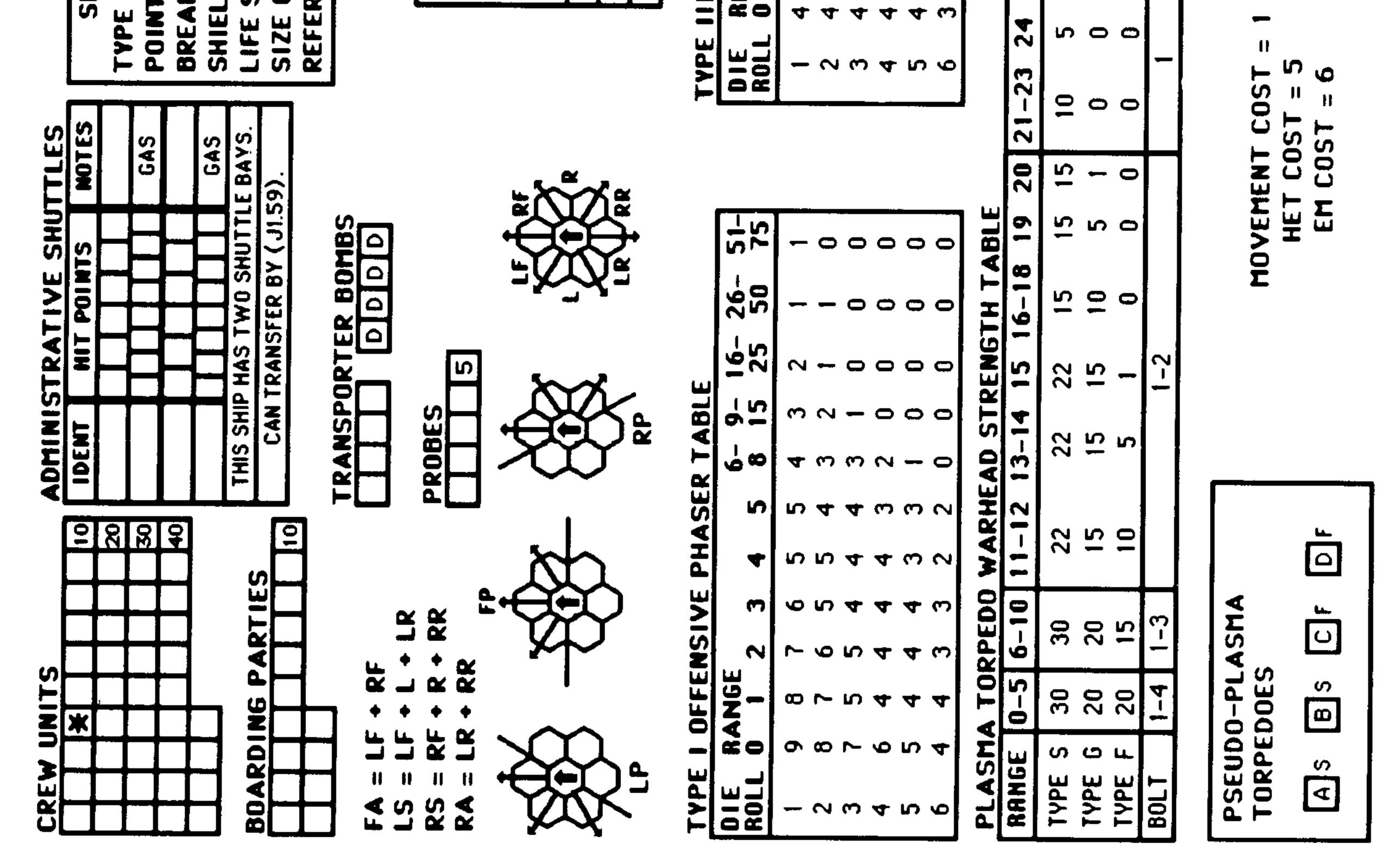






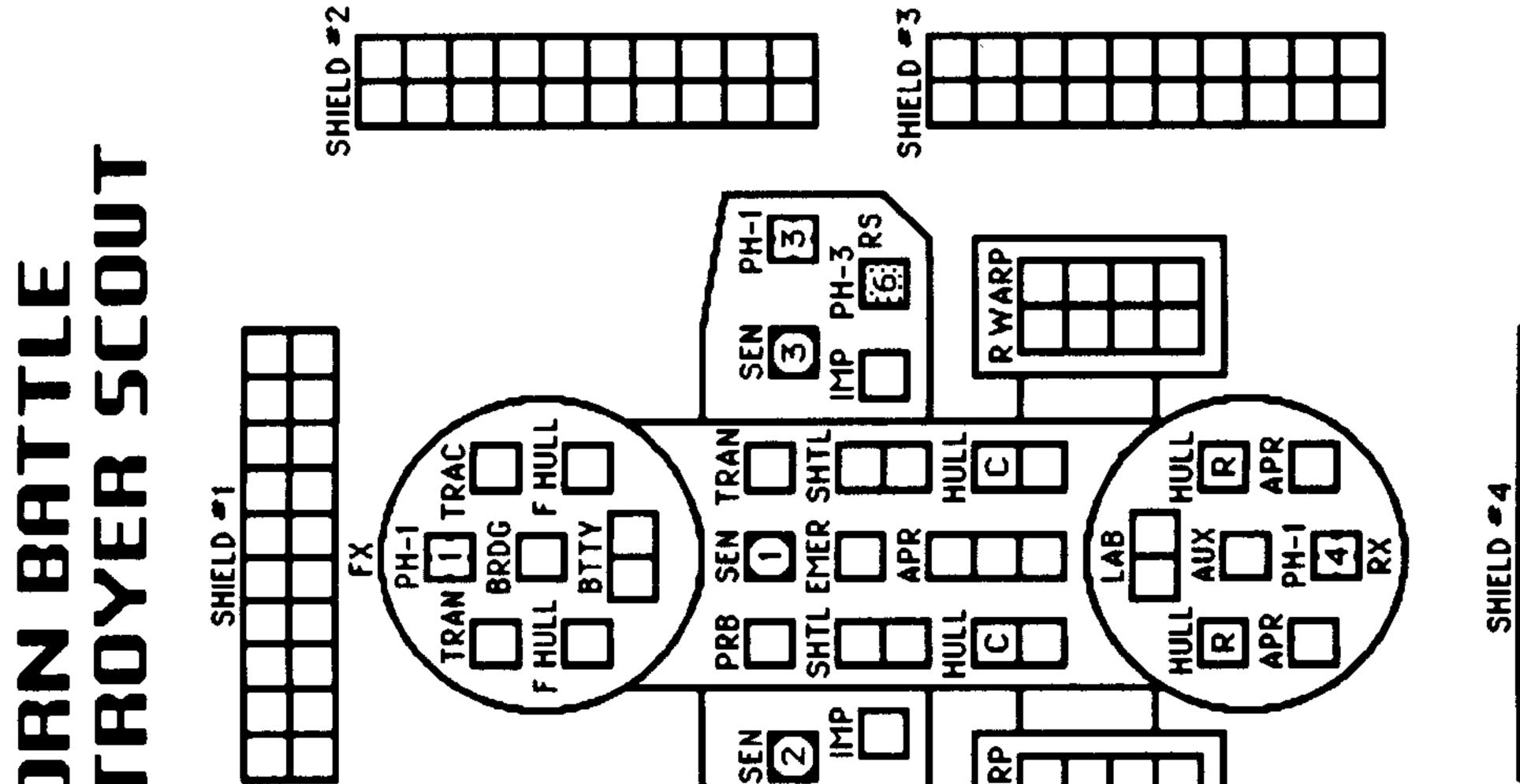


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• REFIT. ADED PH-3 BOXES ARE THE BDS+

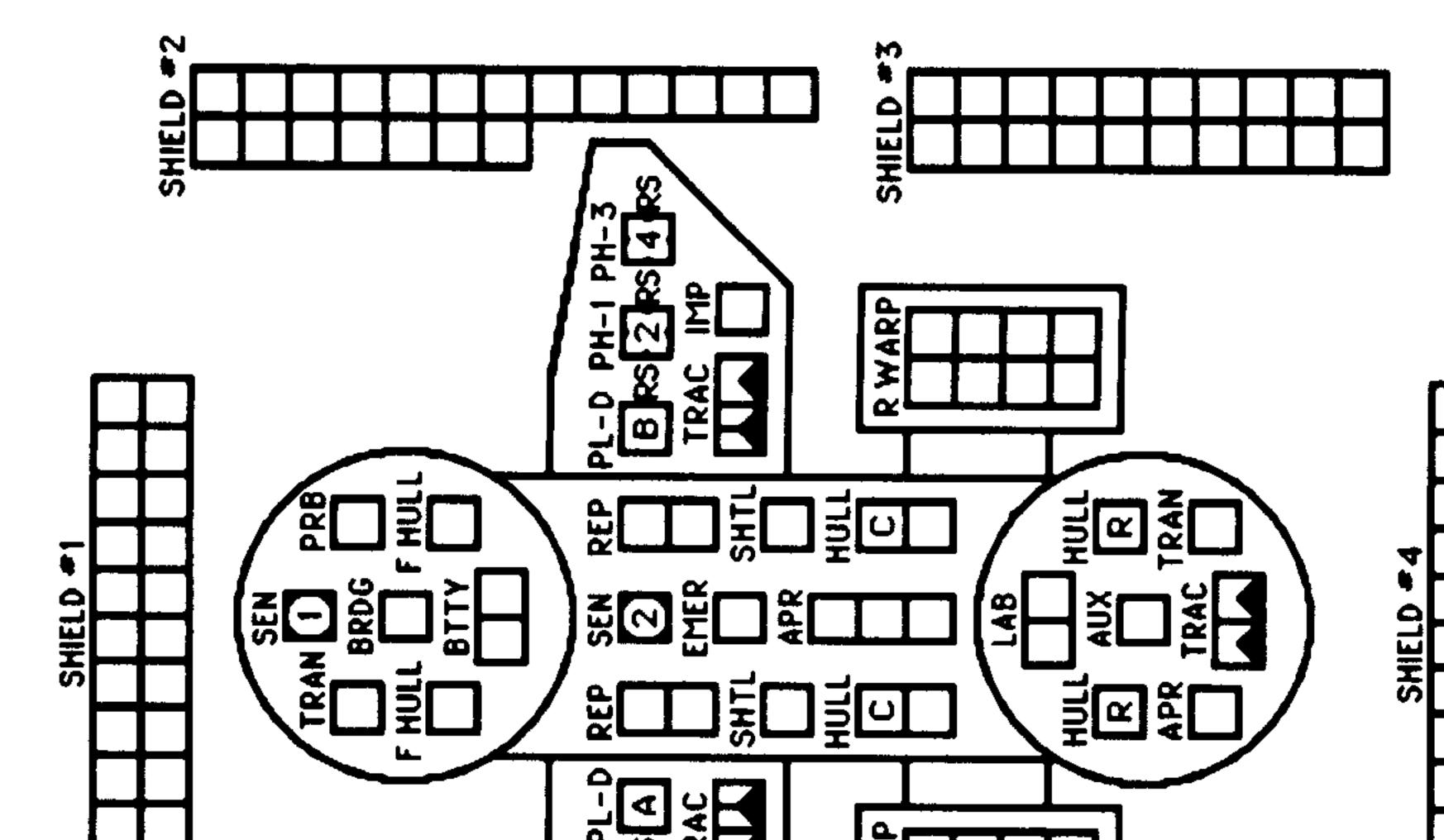
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**STAR FLEET BATTLES** 



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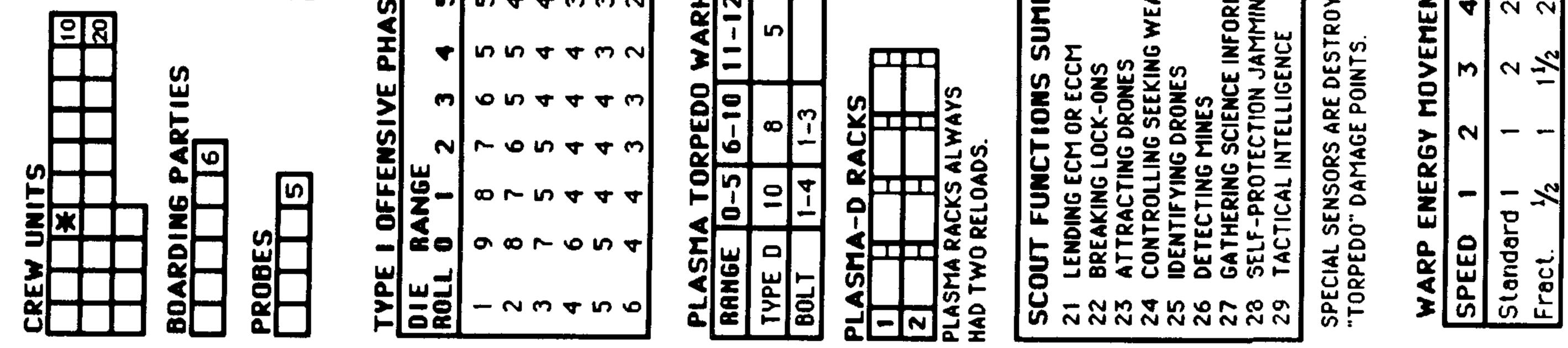
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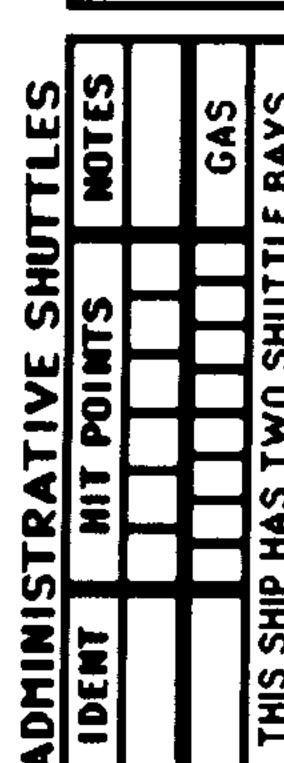
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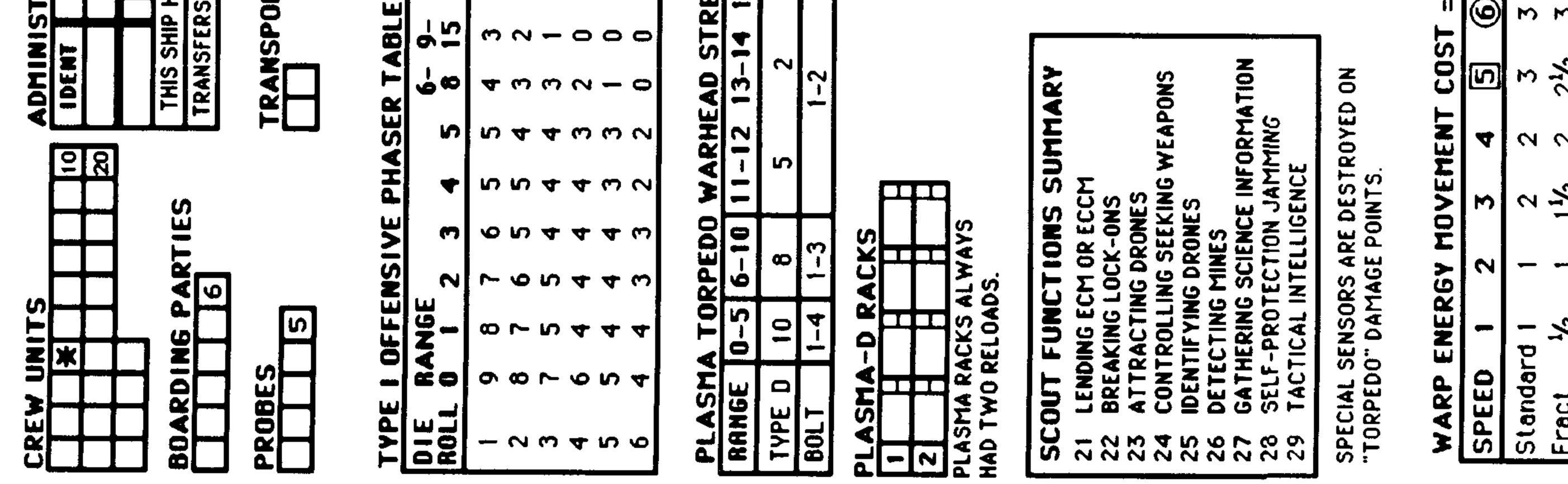
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		HAS PLUS REFIT TURN MODE SPEED B HET 3 11-15 BD 5 22-28 BD 5 22-28	TVPE II DEFENSE PHASER         DIE       RANGE       4       4       9-         DIE       RANGE       4       4       4       9-         1       4       4       4       3       3       8       15         1       4       4       4       4       4       4       9-       15         3       4       4       4       4       4       3       0       0       15         5       4       4       4       4       4       3       0       0       0         6       3       2       0       0       0       0       0       0       15	LS = LF + L + LR $RS = RF + R + RR$ $RS = RF + R + RR$ $RS = RF + R + RR$		
TRATIVE SHITTLES	HIT POINTS NOTES HAS TWO SHUTTLE BAYS. S POSSIBLE UNDER (J1.59). ORTER BOMBS D D	<b>16-26-51</b> 25 50 - 25- 0 0 0 0 0 0 0 0		1/2 ENERGY POINT	8 9 10	Į.



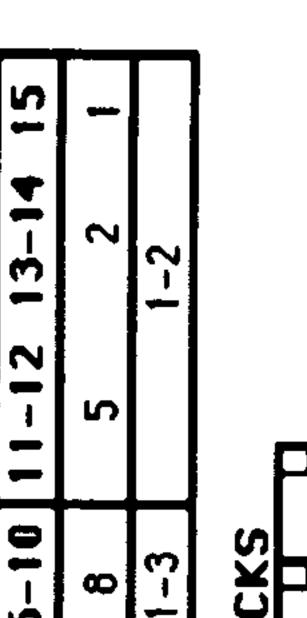


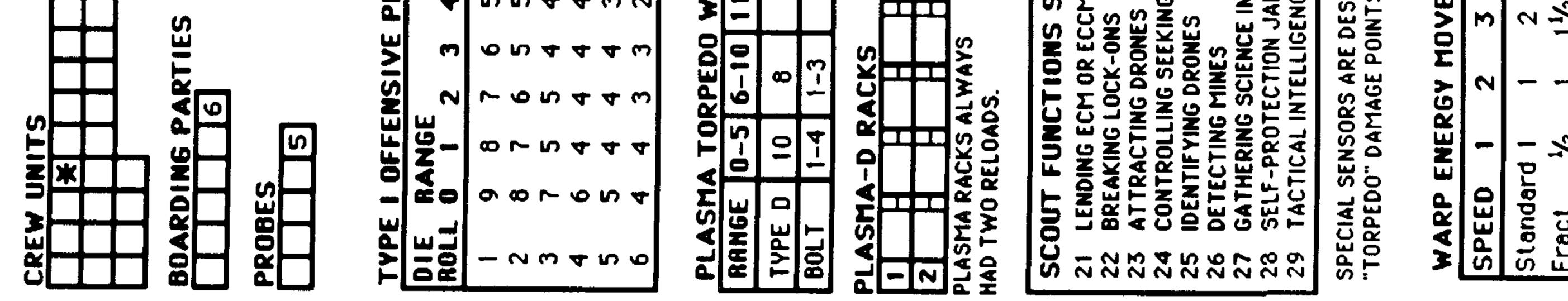


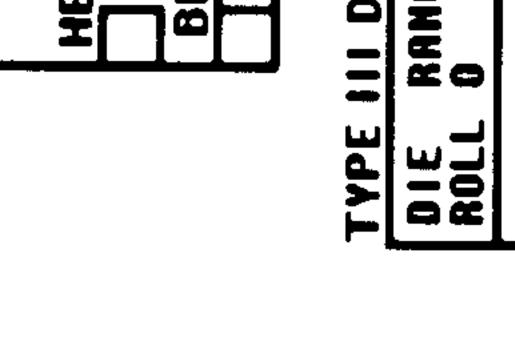


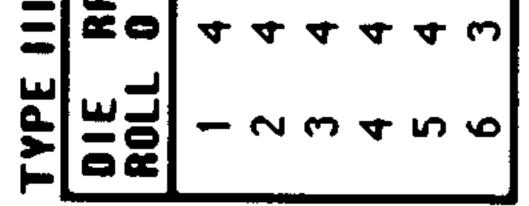
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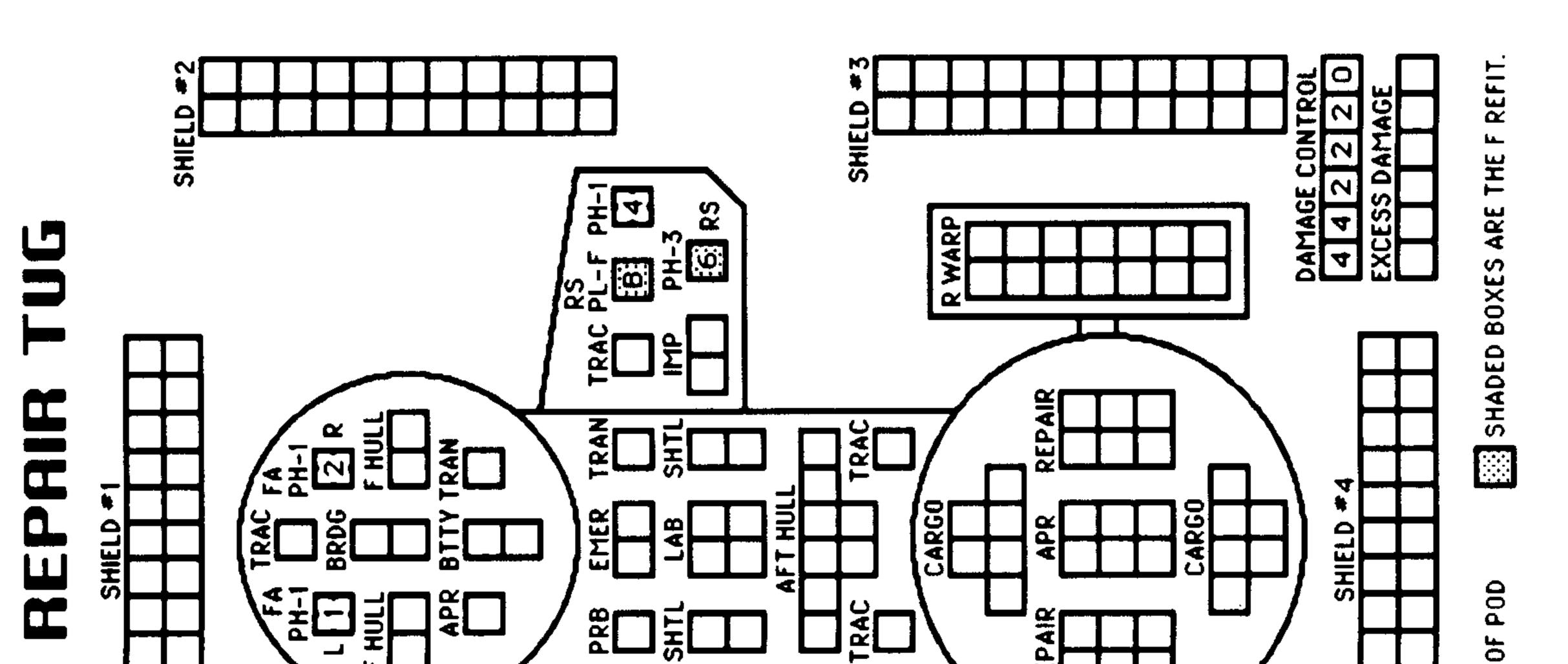




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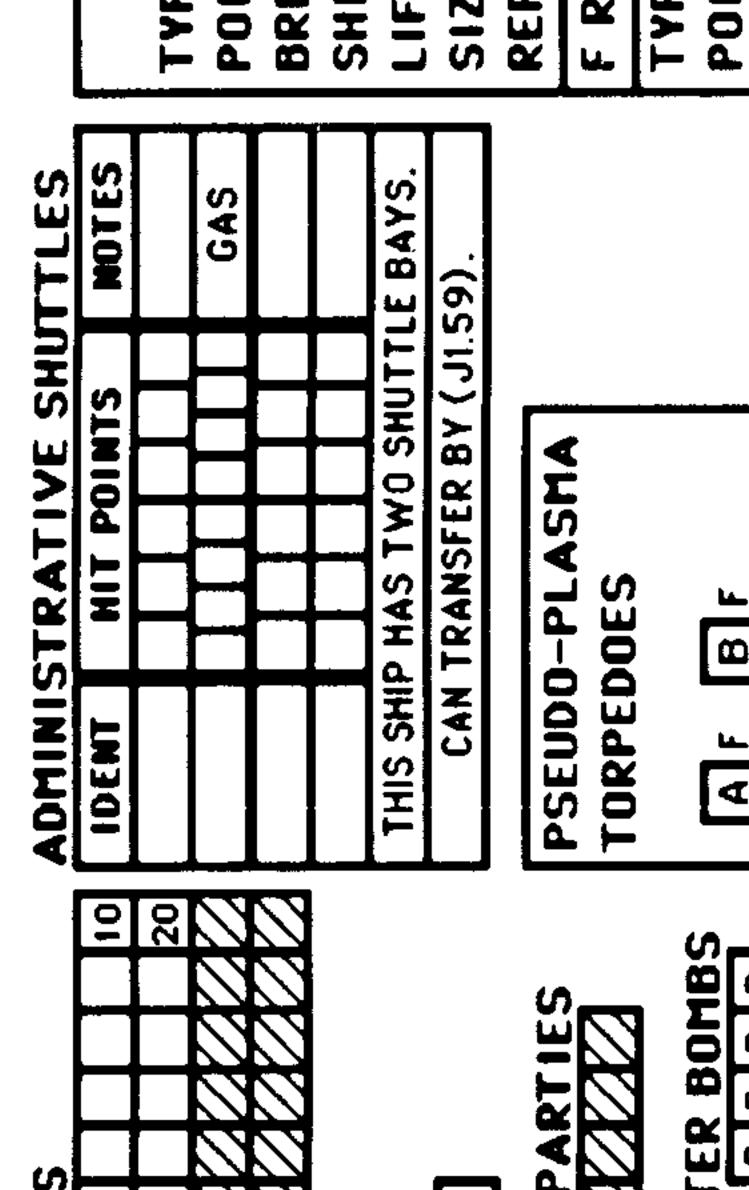
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		18       19       20       21       22         27       29       30       32       33         27       29       30 $31\frac{1}{2}$ 33         27       28\frac{1}{2}       30 $31\frac{1}{2}$ 33         27       28 <sup>1</sup> / <sub>2</sub> 30 $31\frac{1}{2}$ 33         27       28 <sup>1</sup> / <sub>2</sub> 30 $31\frac{1}{2}$ 33         27       28 <sup>1</sup> / <sub>2</sub> 30 $31\frac{1}{2}$ 33         27       28       20 $31\frac{1}{2}$ 33         27       28       29       30 $54\frac{16}{56}$ 58 $60$
SHIP DATA TABLETYPE= TUGTYPE= TUGPOINT VALUE= 96/44BREAKDOWN= 2-6SHIELD COST= 1+1LIFE SUPPORT= 2-6SIZE CLASS= 86.5REFERENCE= 86.5POINT VALUE= 90/20REFERENCE= 86.35REFERENCE= 86.35	O OR I PODS         TURN HODE       SPEED         HET       2       4         D       1       2       4         HET       3       9       9         HET       3       9       12       13         HET       3       9       12       13         HET       3       9       12       13         HET       4       13       17       13         Color       1       2       4       13       17         HET       4       11       12       2       4       6       25         -3       2       10       2       4       11       14         -17       13       7       10       2       4       15       2         -3       2       2       2       4       11       14         -17       14       1       2       3       7       30         -23       16       6       2       3       7       10         0       1       2       3       7       30       30       30         0       1       1	T       PER       HEX         1       12       13       14       15       16       17         7       18       20       21       23       24       26         1/2       18       19½       21       23       24       26         1/2       18       19½       21       22½       24       25½         17       18       19       20       21       22       25       26         34       36       38       40       42       44       46       48       50       52
DEMINISTRATIVE SHUFTLES         DEMI       MIT POINTS       MOTES         MISSHPHAS TWO SHUTTLE BAYS.       CAN TRANSFER BY (JI.59).       East         CAN TRANSFER BY (JI.59).       East       East         DF       DF       DF       East	R TABLE       6-9-16-26-51- 8 15 25 50 75       75- 6-9-16-26-51- 3 2 1 1 0 0 0       10-10000000000000000000000000000000000	COST = 1 + 1/2 ENERGY POIN         5       6       7       8       9       10       1         8       9       11       12       14       15       1         7       9       10       12       14       15       16         7       9       10       12       13       15       16         7       8       9       10       12       13       14       15       16         7       8       9       10       11       12       13       14       15       16         7       8       9       10       11       12       13       14       15       16         7       8       9       10       11       12       13       14       15       16         7       8       9       10       11       12       13       14       15       16         7       16       18       20       22       24       26       28       30       32         7       16       18       20       22       24       26       28       30       32       32
	I OFFENSIVE PHASER         RANGE       3       3       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       5       6       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1 </td <td>ENERGY MOVEMENT         D       1       2       3       4         D       1       2       3       4         O       1       2       3       4         O       1       2       3       4/2       6         1       1       3       <math>4/2</math>       6       7         0       1       2       3       <math>4/2</math>       6       7         2       4       5       3       <math>4/2</math>       6       7         0       1       2       3       <math>4/2</math>       6       7         2       4       6       10       12       14</td>	ENERGY MOVEMENT         D       1       2       3       4         D       1       2       3       4         O       1       2       3       4         O       1       2       3       4/2       6         1       1       3 $4/2$ 6       7         0       1       2       3 $4/2$ 6       7         2       4       5       3 $4/2$ 6       7         0       1       2       3 $4/2$ 6       7         2       4       6       10       12       14



#### SHIP HAS ONE "I PROVIDED IN CAS RANG 0 $\sim$ RANG 0 1/2 4400 OFF DE ENE 20 $\mathbf{T}$ T F ហ TRANSPOR **2 1 0** -1 NG 6 2 **|** N Ξ Standard 4 3 PROBES 0 to 1 4 PLASM. RANGE ARD SPEED L**L**\_ WARP REW TYPE TYPE TYPE BOLT D I E R O L D I E R O L - 2 C 4 5 9 - 0 m 4 5 9 80

#### CAPTAIN'S MODULE R4 SSD BOOK — Copyright © 1992 Amarillo Design Bureau

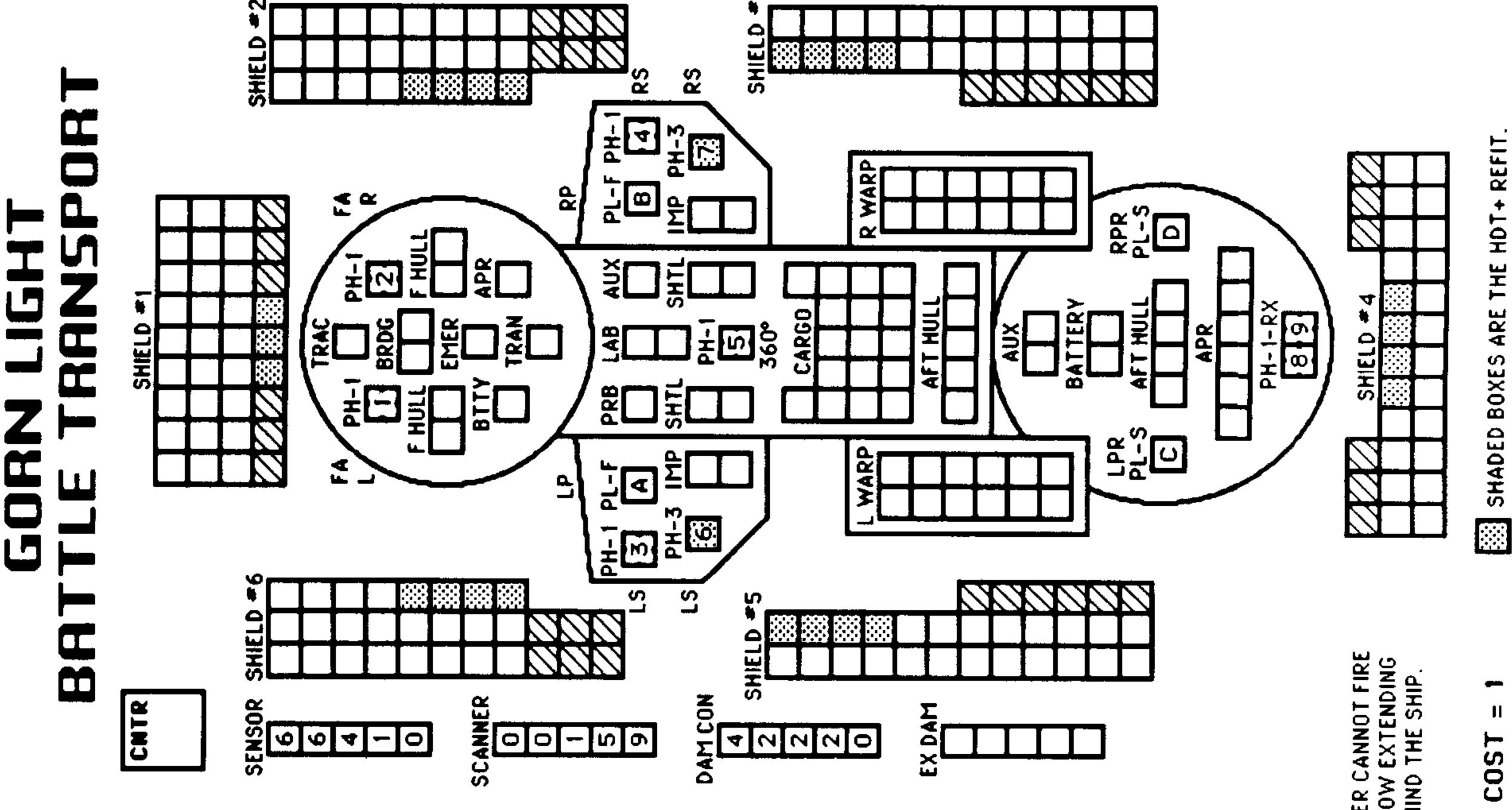


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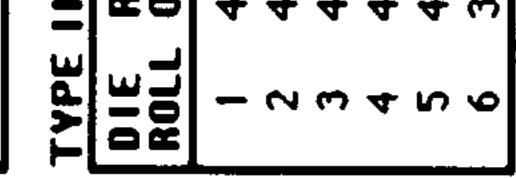
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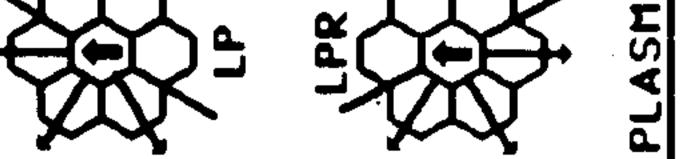
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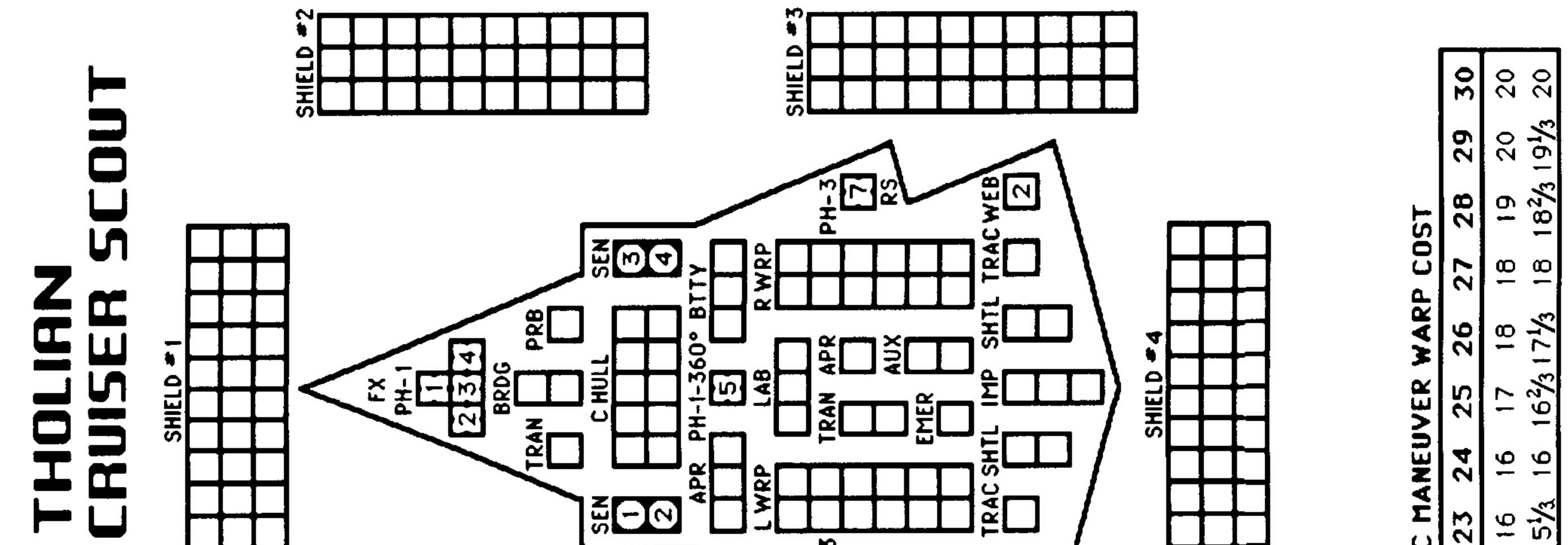
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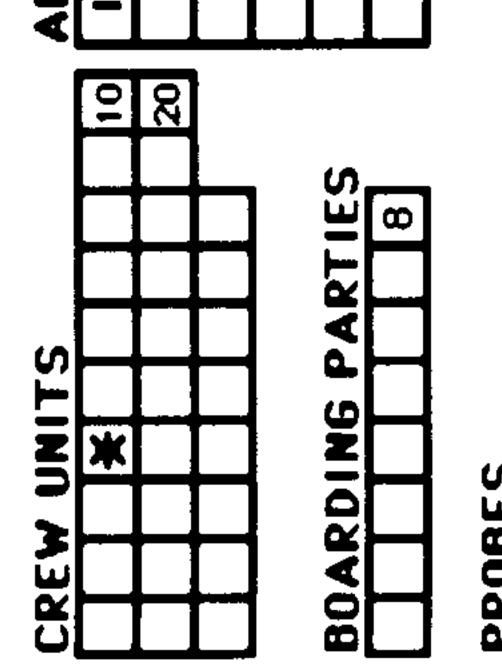
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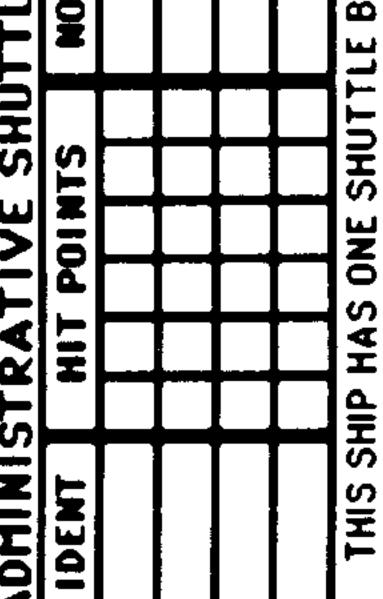
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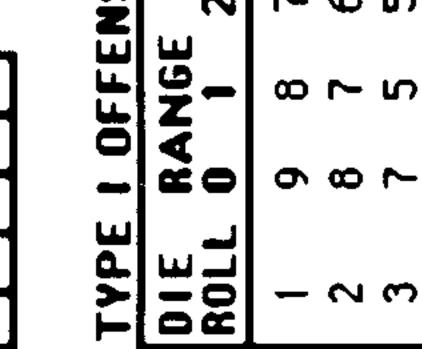


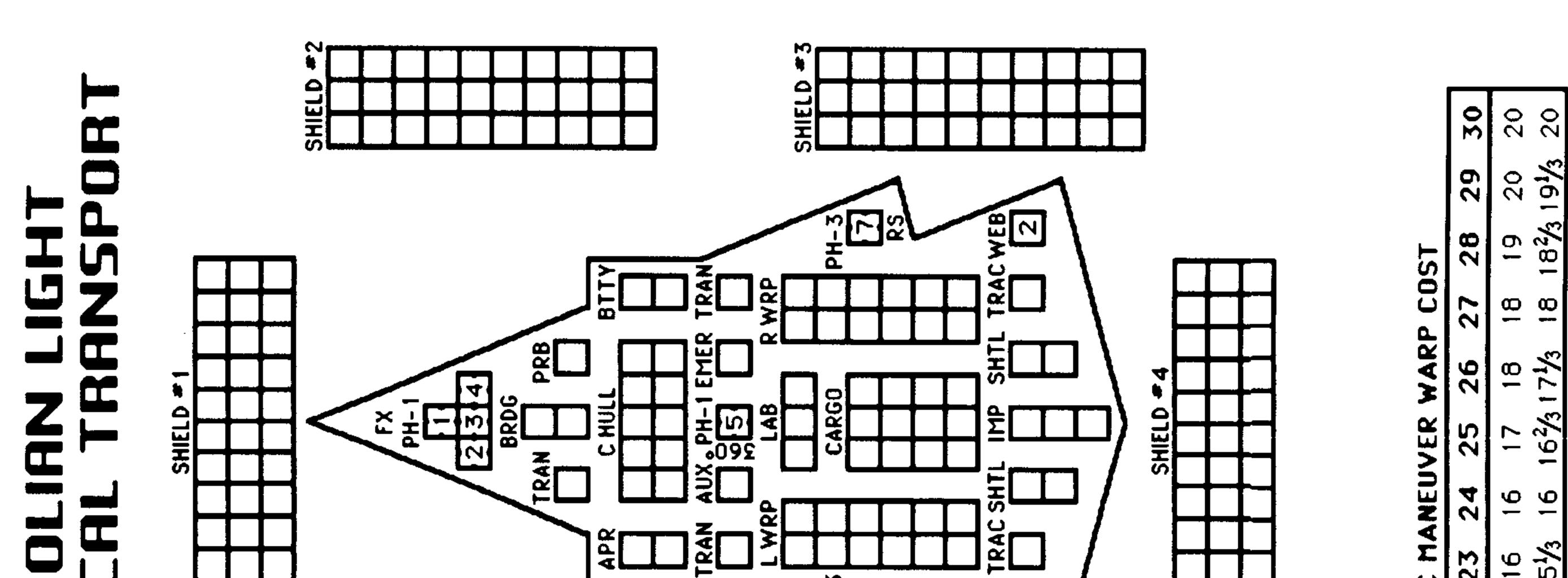


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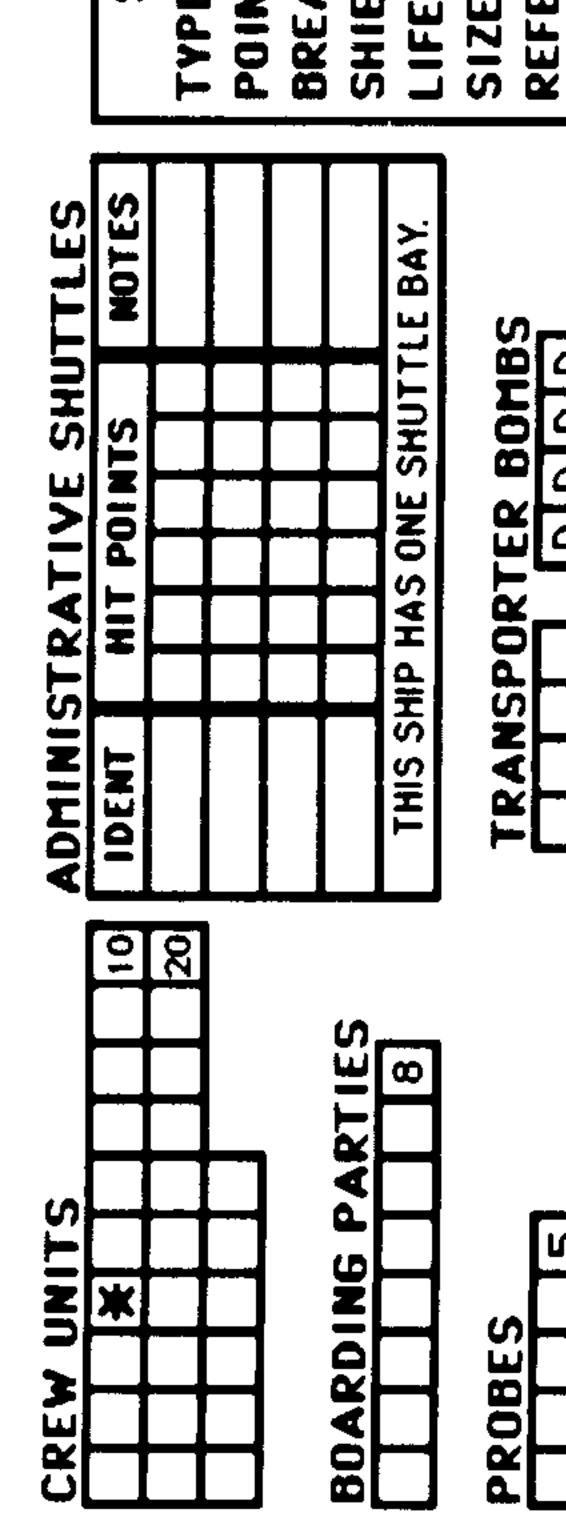
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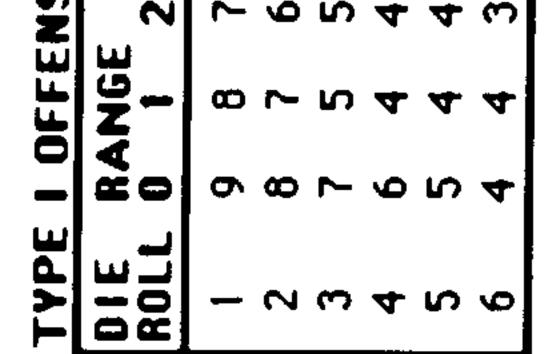
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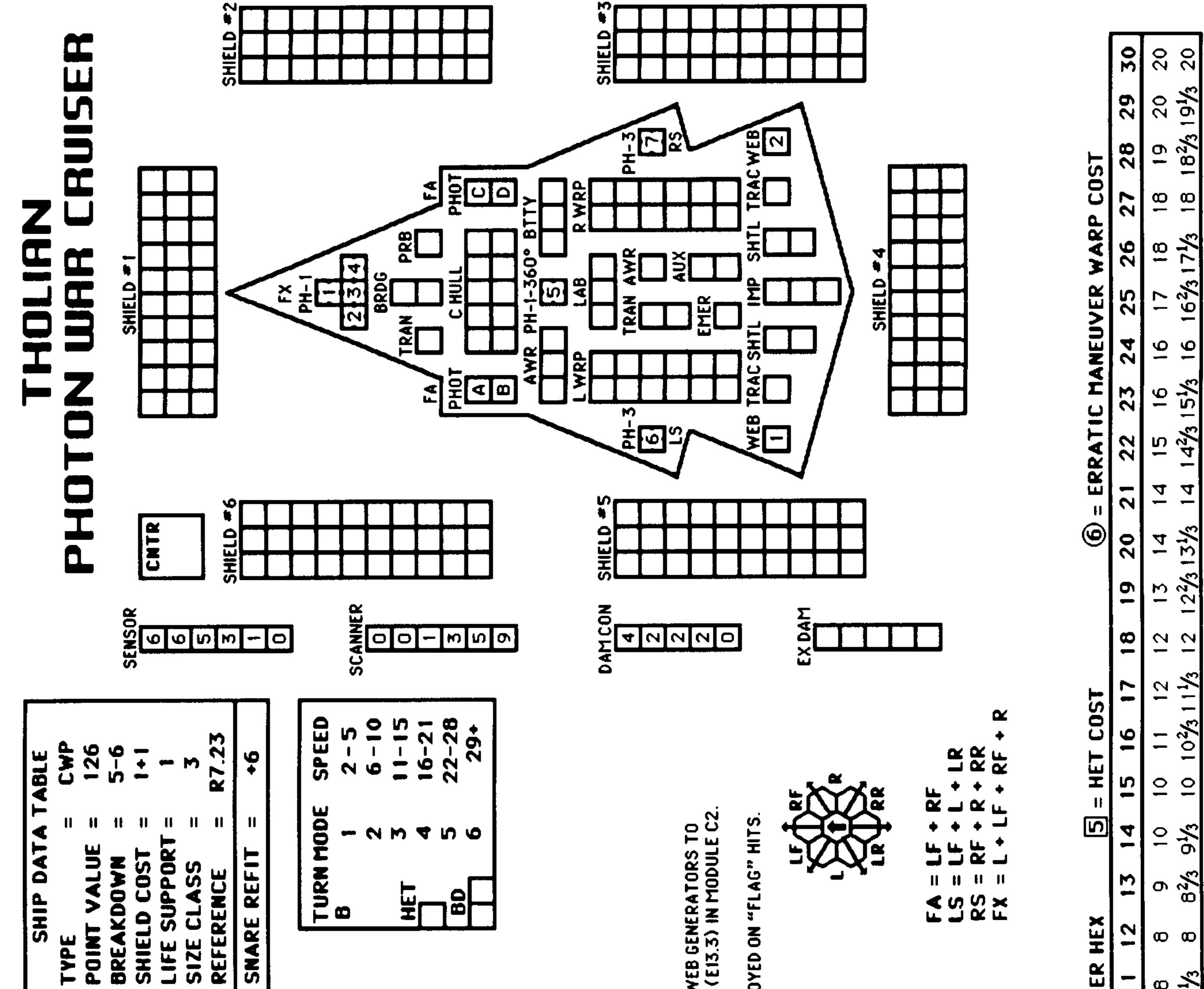


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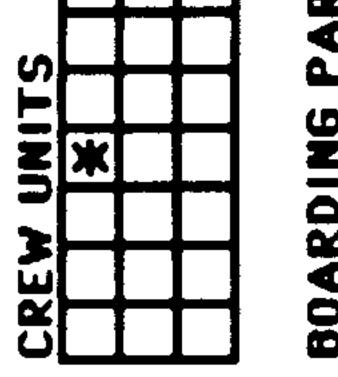
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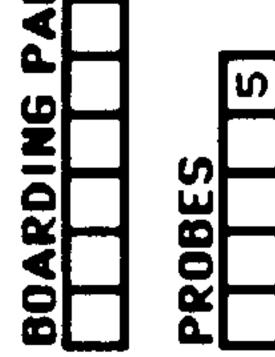
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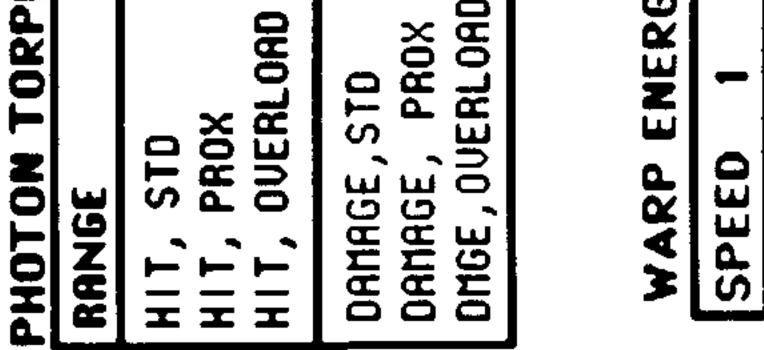
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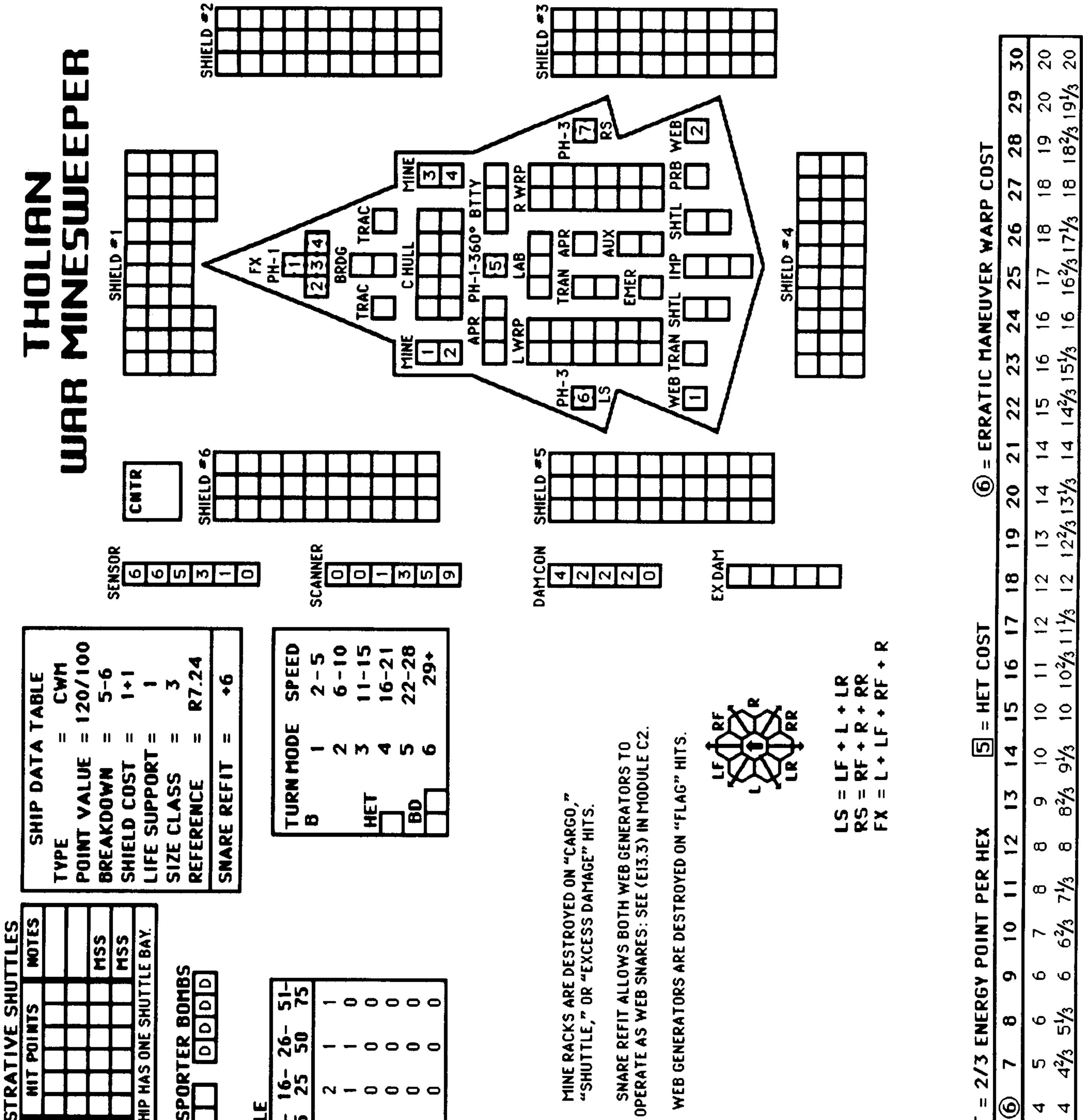
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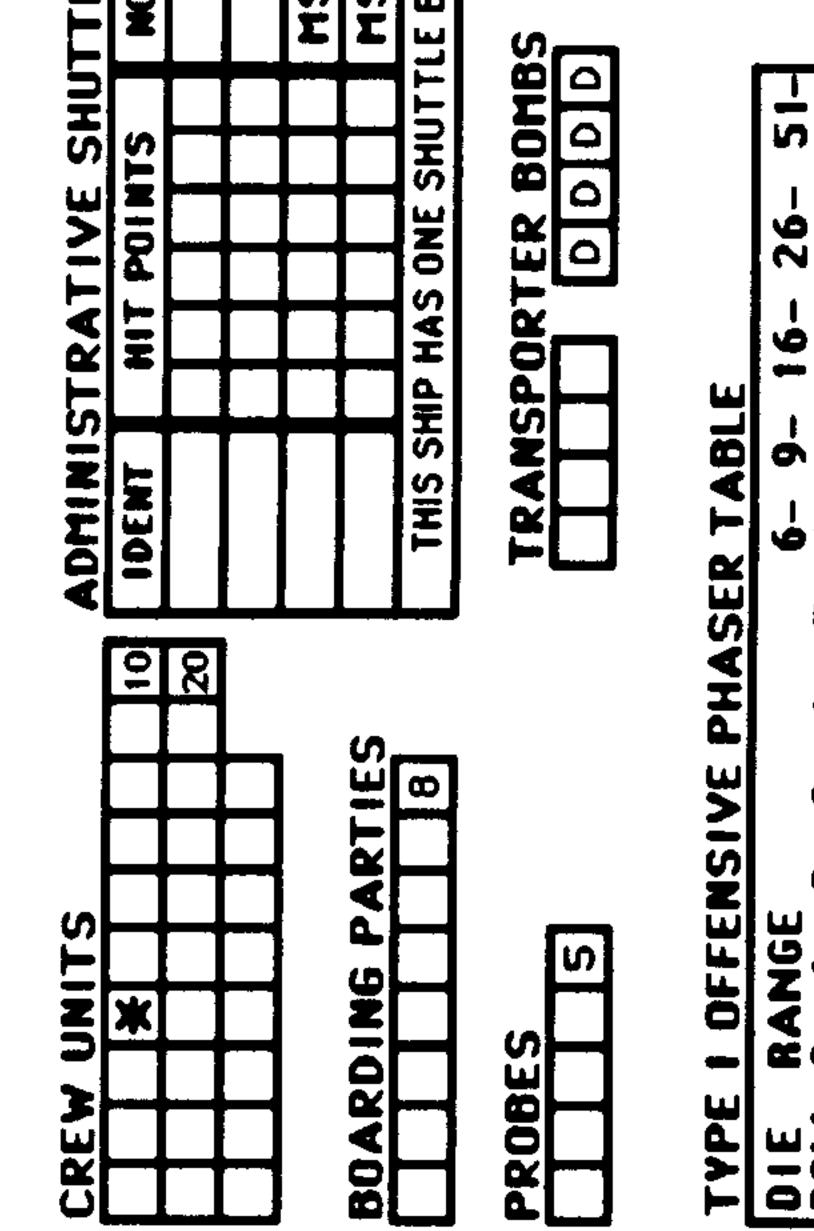
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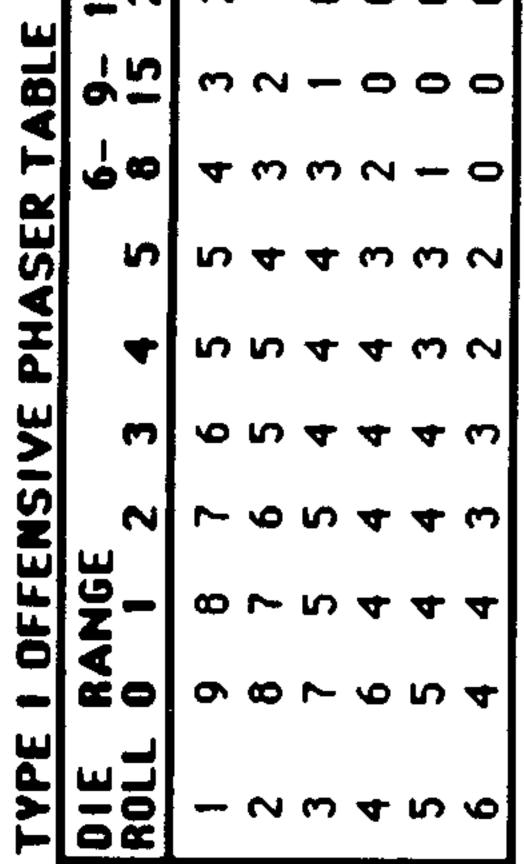
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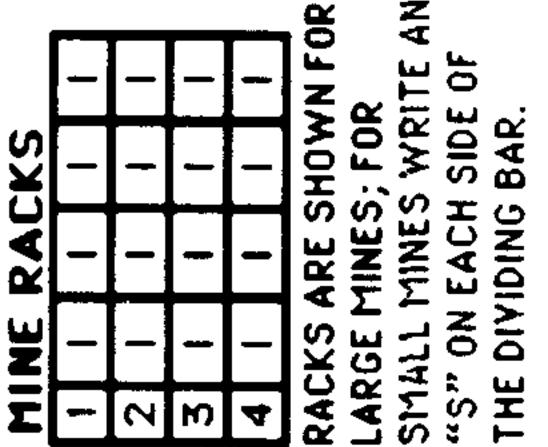


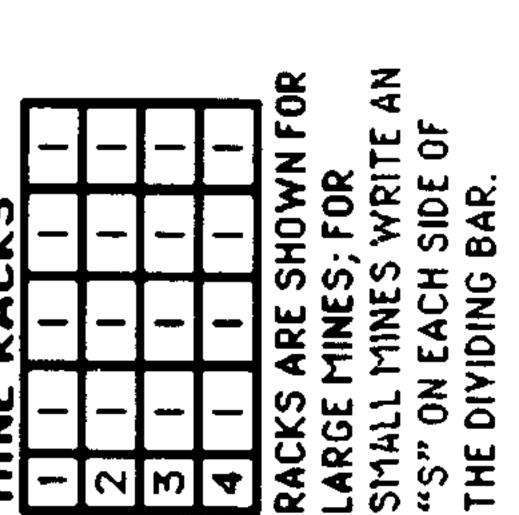


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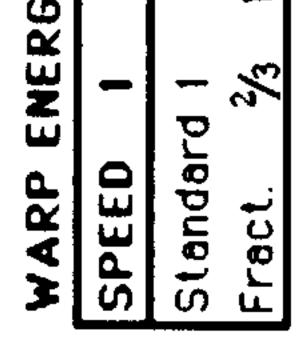


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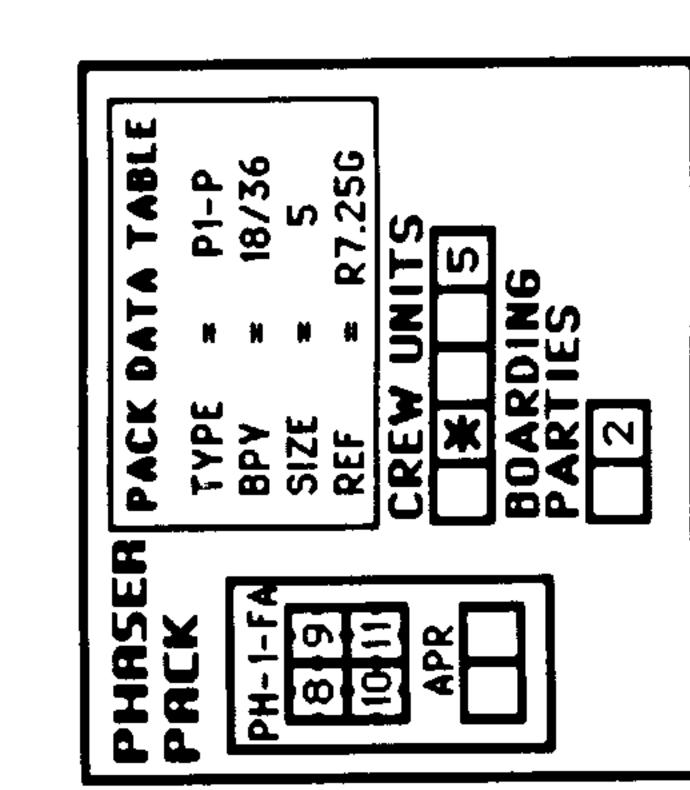


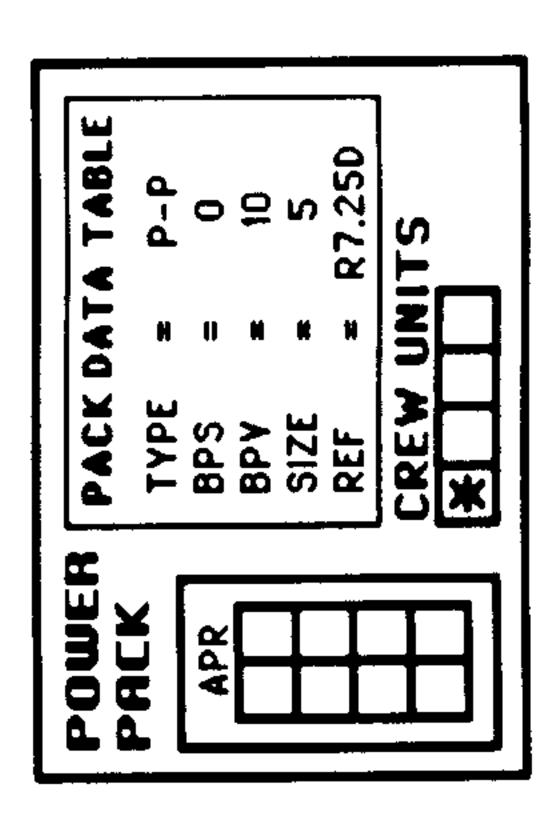


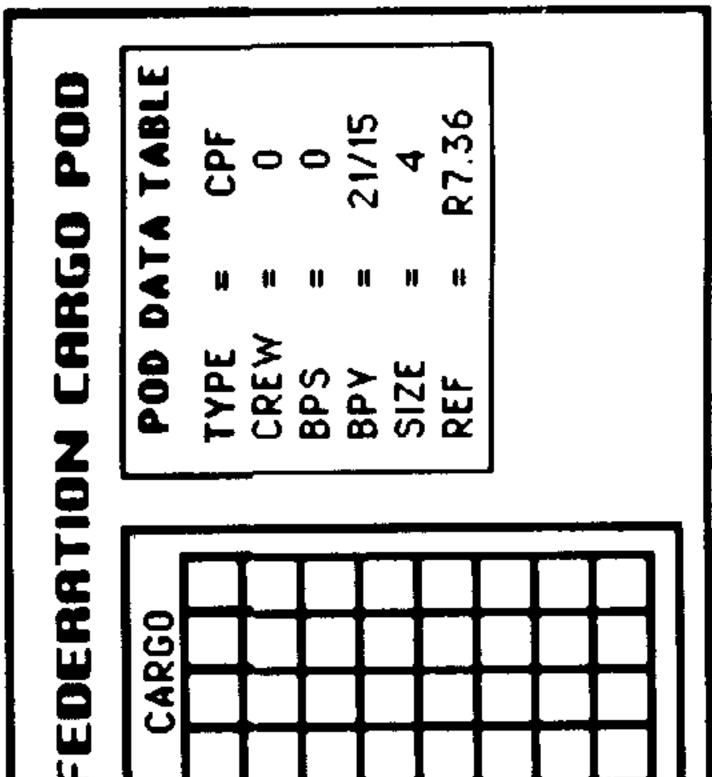
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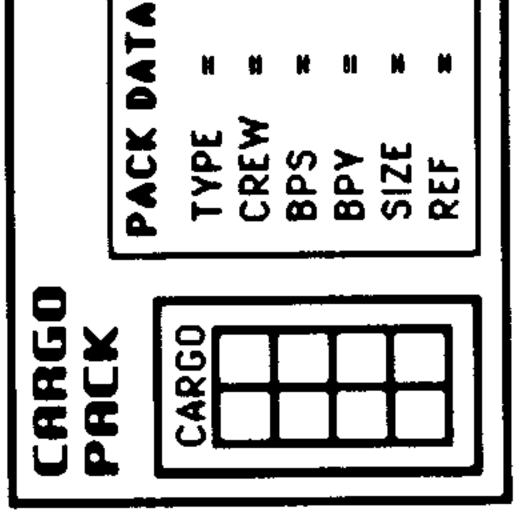


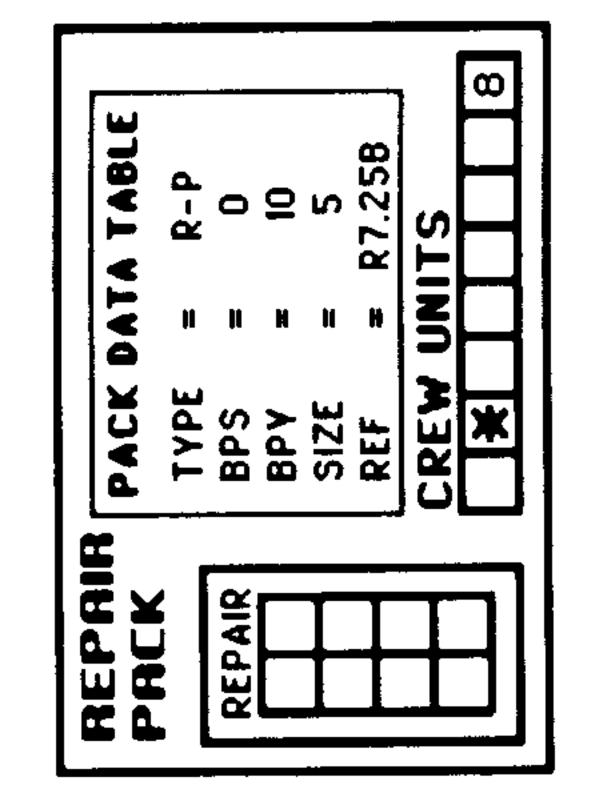


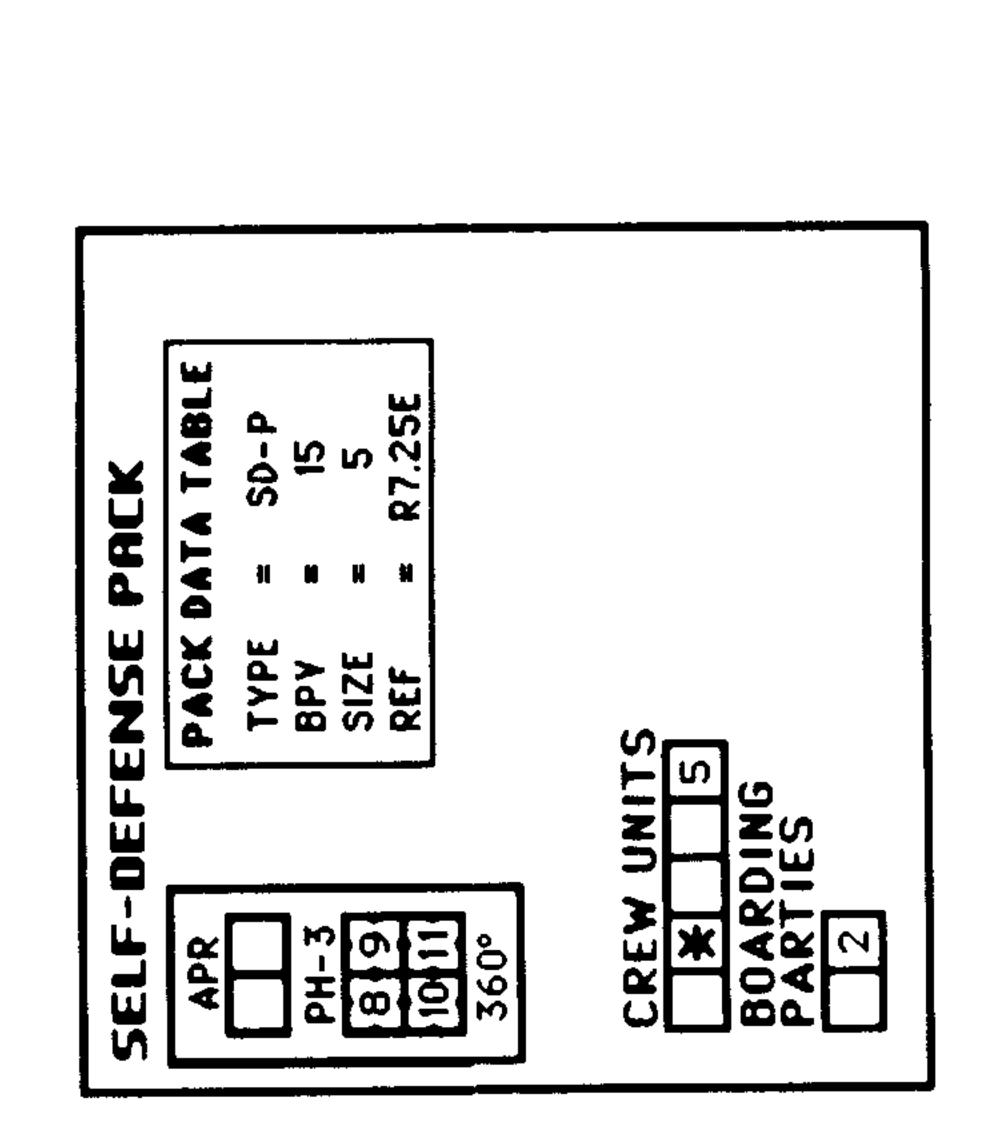
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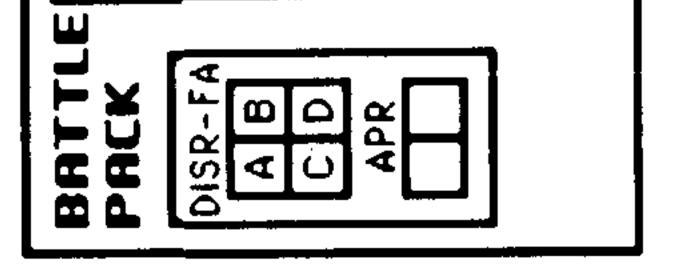


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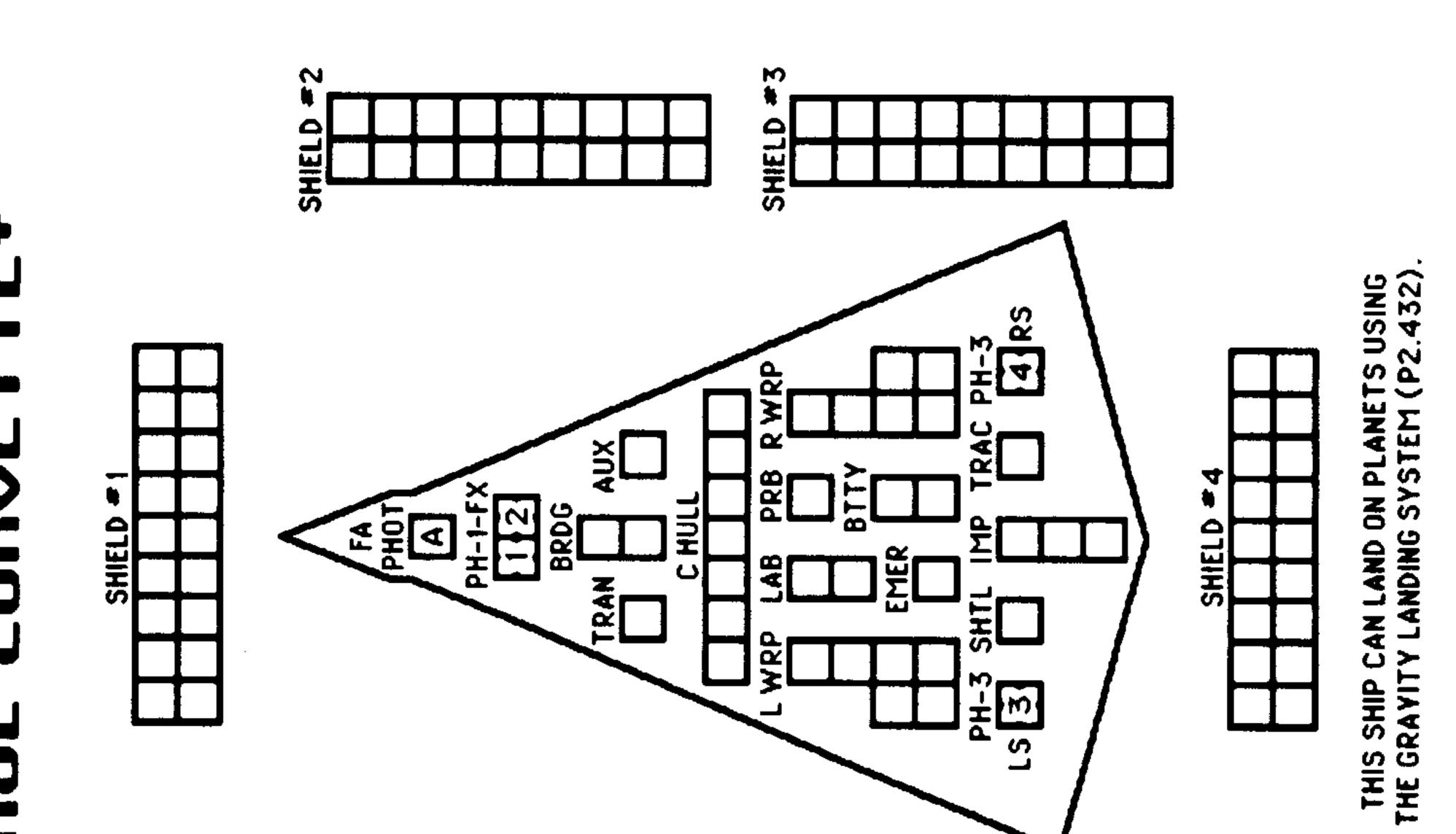
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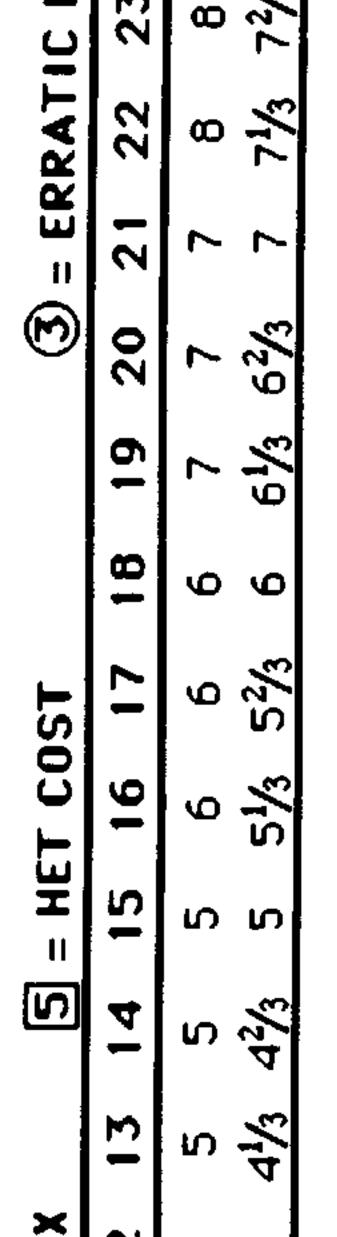
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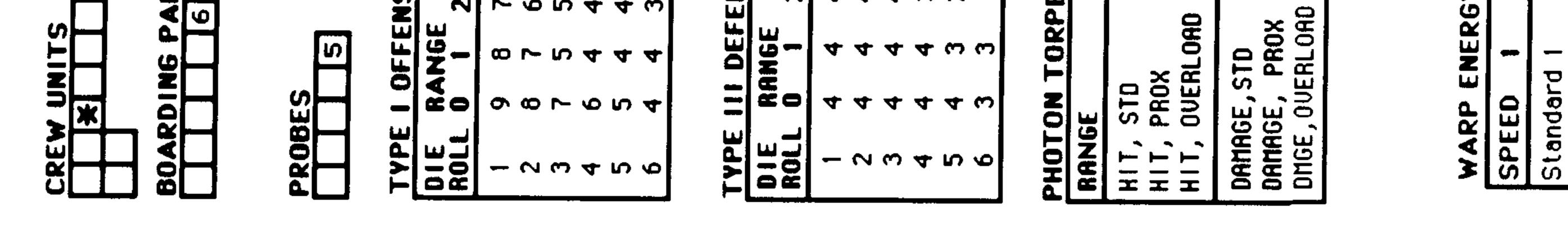
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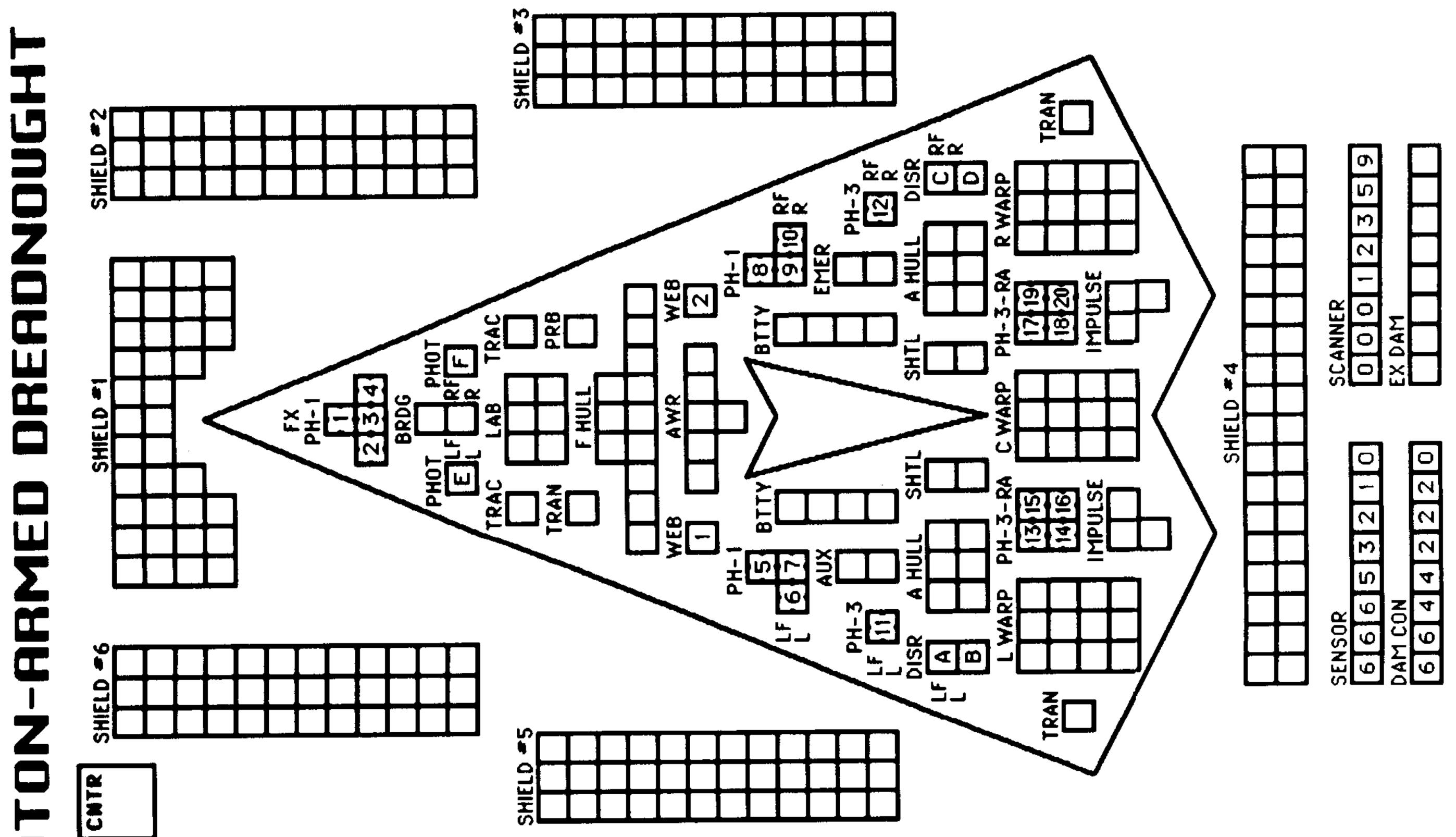
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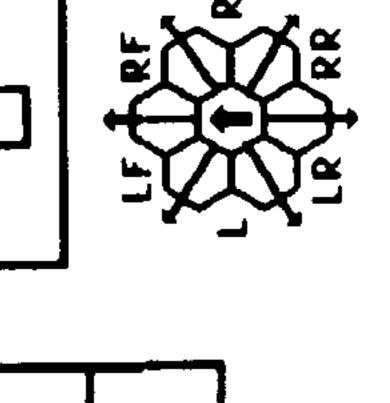
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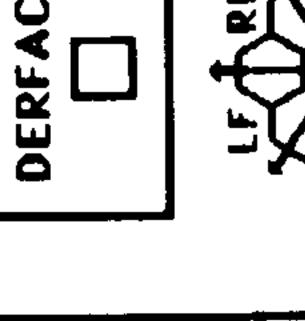
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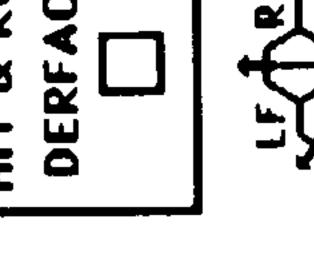
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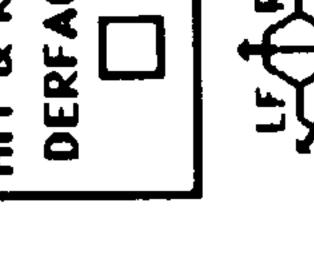
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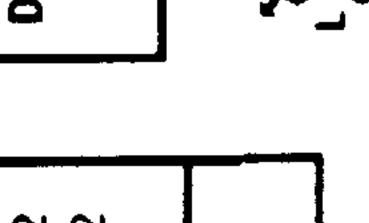
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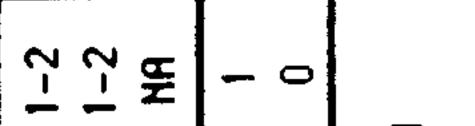






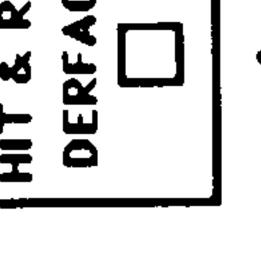




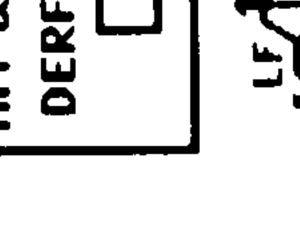




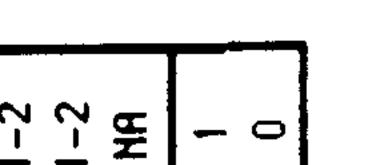


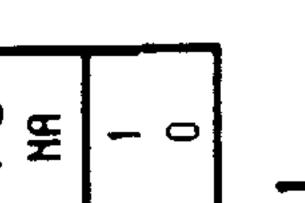






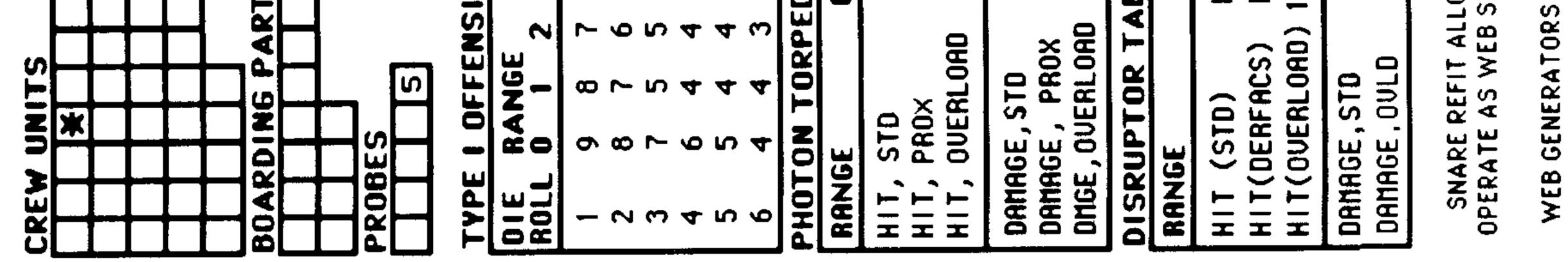




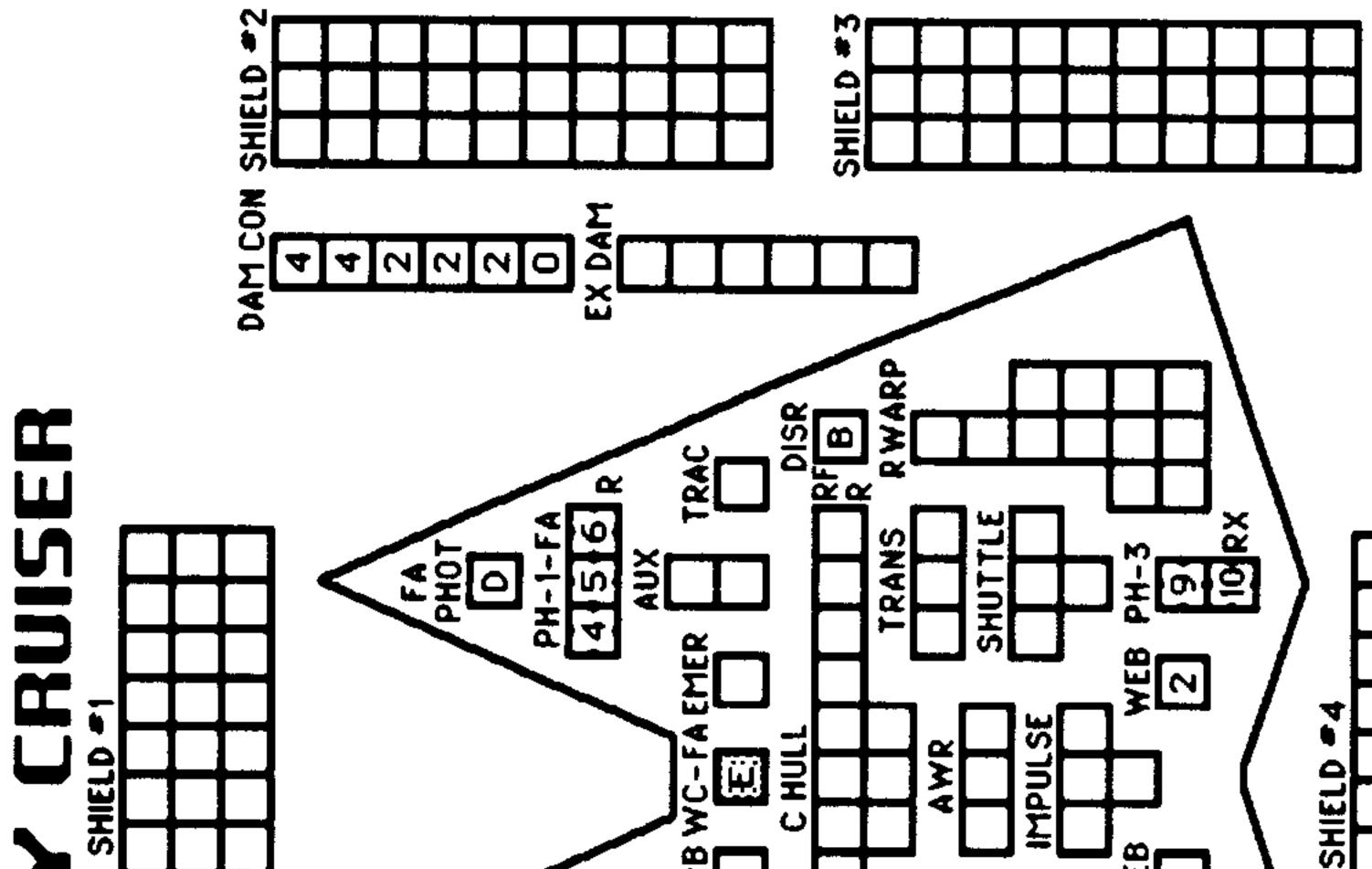








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2 LAG" HITS 10 MODULE STER REFIT TORS GENER 4 Z 3 SEE (E13.3) NO S WEB RE DESTROYED 8 NDDED BY VS BOTH ARES; SEI

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1-3		1-4	NА	НЯ	_
-		1-2	1-3	4-	-
13-30		9-12	5-8	•	6

30	20	50
29	20	191/3
28	61	18%
27	18	<u>∞</u>
26	18	171/3
25	17	164/3

THOLIAN PLANE SMILLO STORMER SMILLO STORMER	DRMAGE, STD NA 8 DRMAGE, PROX NA NA NA DMGE, OVERLOADUAF DMGE, OVERLOADUAF	7	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	
SHIP DATA TABLE         TYPE       =       CAP         POINT VALUE       =       128         BREAKDOWN       =       4-6         SHIELD COST       =       1+1         LIFE SUPPORT=       1       4-6         SIZE CLASS       =       1         MEB FIZIALE       I       1         VANGE       I       1       2         T       I       I       2       1         MIT       I       I       I       2         Size LAST       I       I       I       1         I       I	PER HEX 5 = HET COST	2 13 14 15 16	8 8 9 10 10 11 12 1⁄3 8 82⁄3 91⁄3 10 102⁄311/	
ADMINISTRATIVE SHUTTLES           RATIES         IDENT         NOTES         NOTES           RATES         IDENT         NOTES         NOTES           RATES         ITANSPORTER BOHBS         ITANSPORTER BOHBS         NOTES           RNSE PHASER         ITANSPORTER BOHBS         ITANSPORTER BOHBS         IDEND           RNSE PHASER         ITANSPORTER BOHBS         ITANSPORTER BOHBS         IDEND           RINE PHASER         ITANSPORTER BOHBS         ITANSPORTER BOHBS         IDEND           RINE PHASER         ITAN HODE         SPEED         ITANSPORTER BOHBS           RINE PHASER         ITAN HODE         SPEED         ITAN HODE         SPEED           RINE PHASER         ITAN HODE         SPEED         ITAN HODE         SPEED           RINE PLASER         ITAN HODE         SPEED         ITAN HODE         SPEED           RINE PLASE         ITAN HODE         ITAN HODE         ITAN HODE         ITAN HODE           RINE P	OVEMENT COST = 2/3 ENERGY P	3 4 5 6 7	2 3 4 4 2 2 <sup>2</sup> /3 3 <sup>1</sup> /3 4 4	

HIP DATA TABLE	CAP	XDOWN = 4-6	D COST = 1+1	SUPPORT = 1	ENCE = R7.32	E REFIT = +6	ASTER REFIT = +15			LFARE			= LF + RF	= L + LR + RR + R					ST TABLE	1-10 11-20 21-30	1-4 1-3 1-2	5-0 4-6 5-6			∞ ∞ 4 v	80	HIT & DIM	DERFACS					5 = HET COST	13 14 15 16 1
S	TYPE	BREA	SHIEL	LIFE	REFE	SNAR	WEB (				-		A F	RX					WEB FI	RANGE	HIT	ni55	L T L	N	N) 🔻	S	23-30		၊ က ၊	НН	~	0	PER HEX	11 12
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HIT & RUN DERFACS
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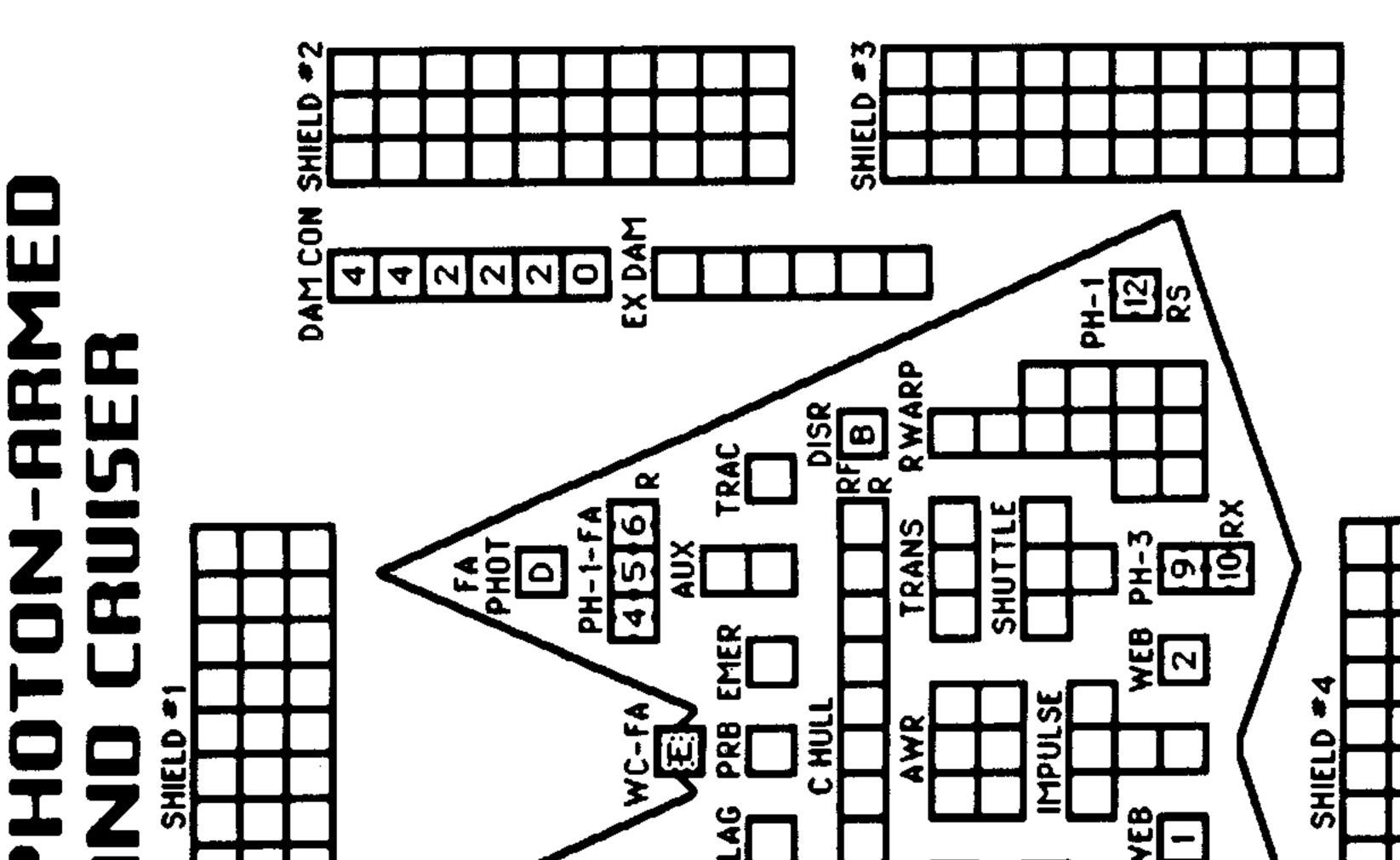
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ENERGY OFFENS DEFEI N 20 3 ~ 4 OVERLOAD) STER RANGE 0 1 RANGE 0 1 (DERFACS) S 35<u>3</u> 35 OULD ល 10 20 30 23 4 **ന** ന ╘ **6 1 3** STD -4 ARDING N \* STD) Standard DAMAGE, WARP S SPEED ENERGY 4-5-N 5-N-N DISRUP 0 00 ~ 0 U 4 ٩ PROBE -RANGE ract. -2-3 ς, 0 CREW USED TYPE DIE Roll WEB ကဲ့ 4 Ó BO , v ė -**N N** 4 Ś r I

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Page 64



2 HITS. 20 10001 TORS AG" E N Z GEN Ņ ଳ SHIELD \*4 SHIELD \*4 LOWS BOTH WEB GE SNARES; SEE (E13.3 S ARE DESTROYED O S ARE DESTROYED O BLE BLE

**CASTER REFIT** 

RANGE	01	2	3-4	5-8	9-12	13-30
HIT, STD	ЯH	1-5	1-4	1-3	1-2	4
HIT, PROX	HH	НA	HN	HN	- 4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DANAGE, STD	ня	8	æ	8	8	8
DAMAGE, PROX	ЯЯ	НЯ	НЯ	НA	4	4
DMGE, OUERLOAD	t F B	B	RIES	1	ЫA	НA

COST WARP UVER

30	20	50
29	20	191/3
28	61	182/3
27	8	<u>ω</u>
26	18	171/3
25	17	162/3

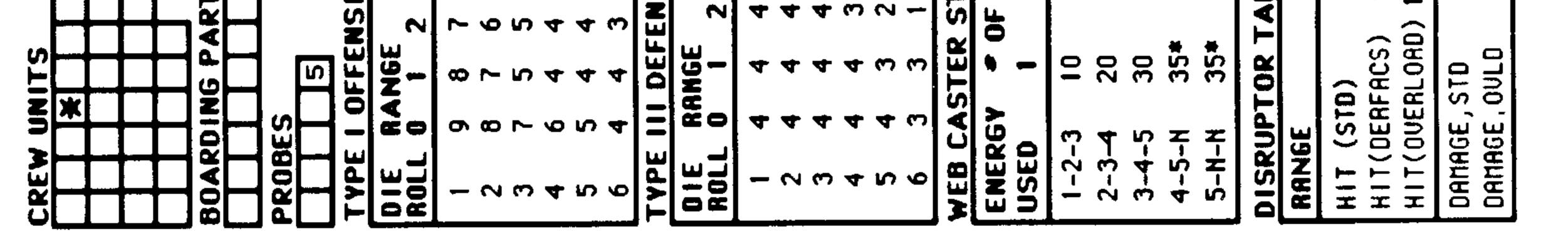
# **R7.33 THOLIAN CCP**

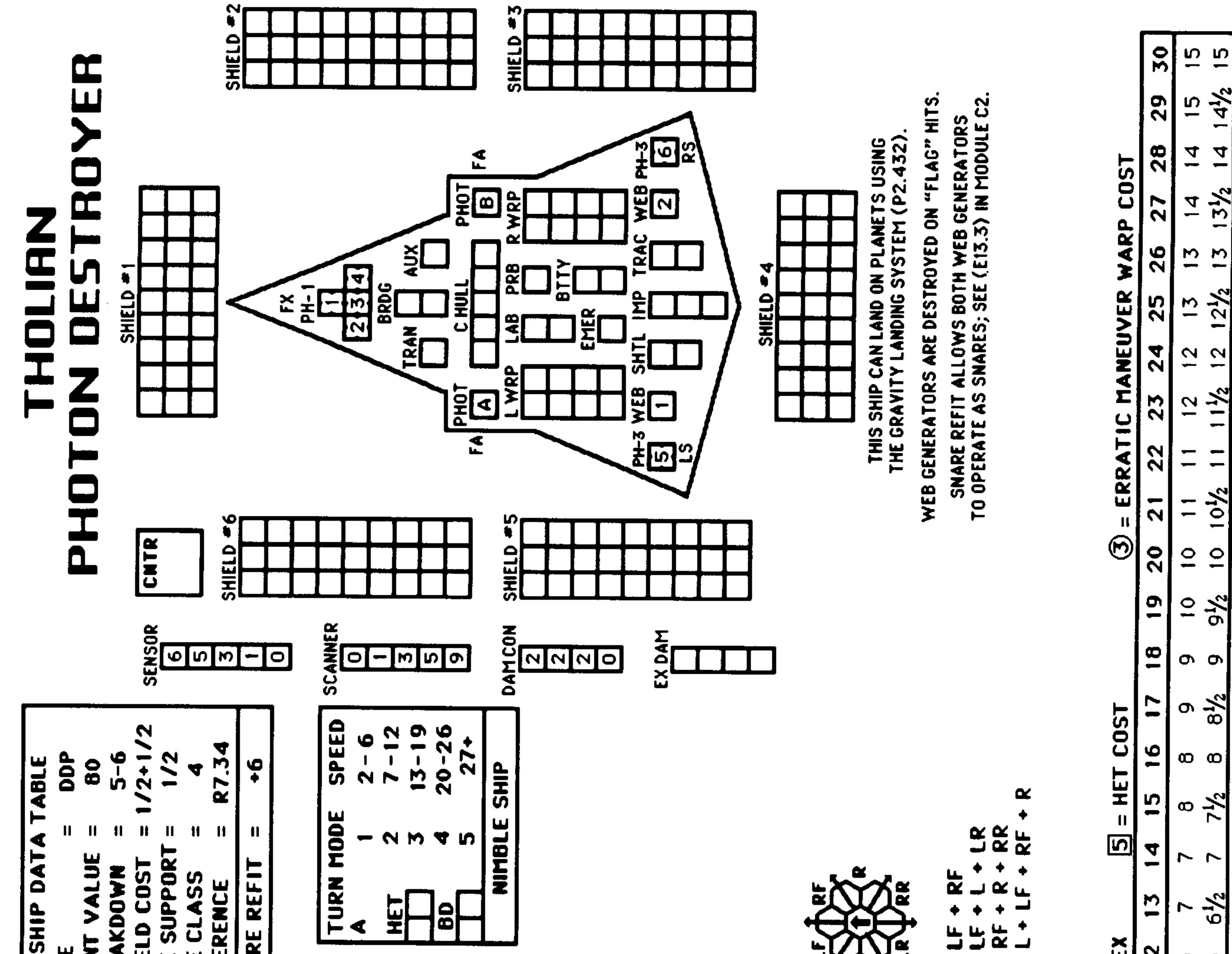
THOLINA PLANE THELP SENSOR SINELO	G = ERRATIC MANEU	7 18 19 20 21 22 23 24	2 12 13 14 14 15 10 10 1/3 12 122/3131/3 14 142/3151/3 16
SHIP DATA TABLETYPE=TYPE=POINT VALUE=BREAKDOWN=CCPBREAKDOWN=SHIELD COST=1114LIFE SUPPORT=112SIZE CLASS=SIZE CLASS=SNARE REFIT=1121251311125131112513111251311125131112513111212131112111212131112111311141212121313141212141212131412121314121213141212131412121314121213141212131414151516161216121712161217121814171216141715 </td <td>PER HEX 5 = HET COSI</td> <td>1 12</td> <td>8 8 9 10 10 11 1 7½ 8 8⅔ 9⅓ 10 10⅔11</td>	PER HEX 5 = HET COSI	1 12	8 8 9 10 10 11 1 7½ 8 8⅔ 9⅓ 10 10⅔11
$\begin{bmatrix} FATIVE SHUTTLES HUTTLES HE REFERENCE HE HE$	= 2/3 ENERGY POINT	- 8	1 5 6 6 7 1 42/3 51/3 6 62/3
Ties     ADMINIS       A     B     B       BIL     C     C       BIL     C       BIL     C       BIL     C       BIL <thc<< td=""><td>MOVEMENT</td><td>4</td><td>2 2 3 4 4 1<sup>1</sup>/<sub>3</sub> 2 2<sup>2</sup>/<sub>3</sub> 3<sup>1</sup>/<sub>3</sub> 4</td></thc<<>	MOVEMENT	4	2 2 3 4 4 1 <sup>1</sup> / <sub>3</sub> 2 2 <sup>2</sup> / <sub>3</sub> 3 <sup>1</sup> / <sub>3</sub> 4
REW UNITS         REW UNITS         REW UNITS         All       All         Bull       All         All       All         All       All         All       All         Bull       All         All       All         All       All         All       All         Bull       All         All       All <th< td=""><td>WARP ENERG</td><td> - </td><td>Standard 1 Fract. 2/3</td></th<>	WARP ENERG	-	Standard 1 Fract. 2/3

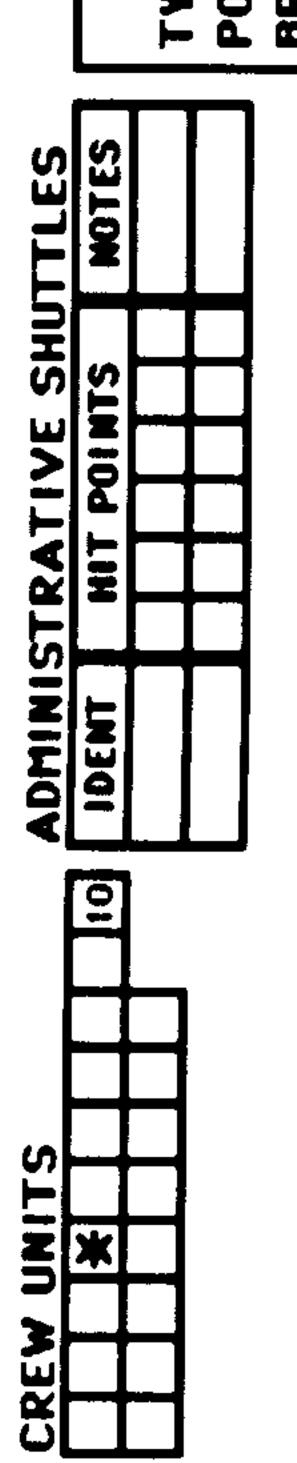
L H D					SENSOR	0 0	ر م	n —				- 10	<u>رما</u>	الله الله الله										SI OPE	¥		PHOTON T	RANGE	HIT, STD HIT, PROX	HIT, OUERL	DAMAGE, STI	DAMAGE, PI DMGE, OUERI	<b>6</b> = ERR	20 21	14 14
					SHIELD =6								SHIELD = 5																					18 19	12 13
	TABLE	CCP	4-6		- 1	, R7.33	Ŷ	EFIT = +15						E SPEED		- 12	16-21	22-28		-20 21-30	2 4				∞ 4		HIT & RUN	DERFACS					] = HET COST	15 16 17	10 11 12
	SHIP DATA		JINI VALUE = Peakdown =	HELD COST =	FE SUPPORT =	EFERENCE	NARE REFIT =	EB CASTER R						TURN MOD			≝		R FIST TARIE		T 1-4		~ ~	-	<b>₹ 1</b>	1	8			 			R HEX	12 13 14	8 9 10
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RATIVE SHU	HIT POINTS				190 100			16- 26- 51- 25 50 75	-	- c		0 0 0 0	•					LS = LF + L S = 29 S = 29	ZX = L + LR	[	5						5-8 9-15	1-4 1-4	1-4 1-4 NR		6 0		= 2/3 ENERG	) 7 8	5
ADMINIST	IDENT				TRANSPOR		•	5 6- 9- 5 8 15	4		רא ר	3 7 7 0 0 0		- 6-	-			> 0			LKEA 1	2 2		-	12		2 3-4	_		7			ENT C	4 5 6	3 4
	0			<b>RTIES</b>			ISIVE PHA	4	6 5	ιn κ	4	4 6 4 6 6 0	PHA	* * m		• <b>4</b>	4 ( - (				JF WED HE 2 3	3			25 16		-	+	NA 1-5 1-6 1-5	-   ·	10 10		IGY MOVEN	Ĕ	2

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	TYPE	POINT	BREAK	SHIEL	LIFE S	SIZE C	REFERI	SNARE
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		,	_					
		25 21-2	-	0	0	0	0	0
		26- 50	-	-	0	0	0	0
		16- 25	2	—	0	0	0	0
	NBLE	- 5 1 2 -	ε	2	-	0	0	0
	R T A	<b>8</b>	4	ო	ო	2	-	0
	<b>NSEI</b>	9	S	4	4	ო	ო	2
	PH	4	S	S	4	4	ŝ	2
	IVE	ŝ	9	ഗ	4	4	4	ო
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0	OFFI	NG NG	8	<b>/~</b>	S	4	4	4
		A O	6	ω	~	9	S	4
]	TYPE	DIE Roll	<b></b>	2	ო	4	S	9

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<b>IASI</b>	<b>↓</b> ∞	-	-	0	0	0	0
E PI	<b></b>	ო	3	—	0	0	0
ENS	8	4	4	4	ო	2	-
DEF	NGE 1	4	4	4	4	ო	e
	RA 0	4	4	4	4	4	3
YPE	D I E Roll	–	3	ო	4	S	ه
$\vdash$							

PHOTON TORPEDO TABLE	100	ABLE				
RANGE	0-1	2	3-4	<b>5-8</b>	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	НЯ	ЯN	NA	NA	1-4	1-3
HIT, OUERLOAD	1-6	-2	-4-	-3	Ĥ	H
DAMAGE, STD	H	∞	60	8	6	6
DAMAGE, PROX	НЯ	NA	NA	ЯA	4	4
DMGE, OUERLOAD	• • •	UARI	IES		НA	ЧH

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**II II** 

PER HEX	11 12	9	5½ 6
POINT	10	ഹ	ហ
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ENER	8	4	4
1/2	2	4	31/2
= T	9	m	M
COS	S	m	$2^{1}/_{2}$
MENT	4	3	2
OVE	6	3	11/2
μX	2		

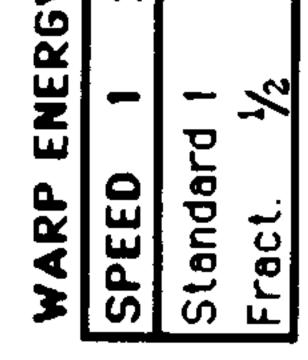
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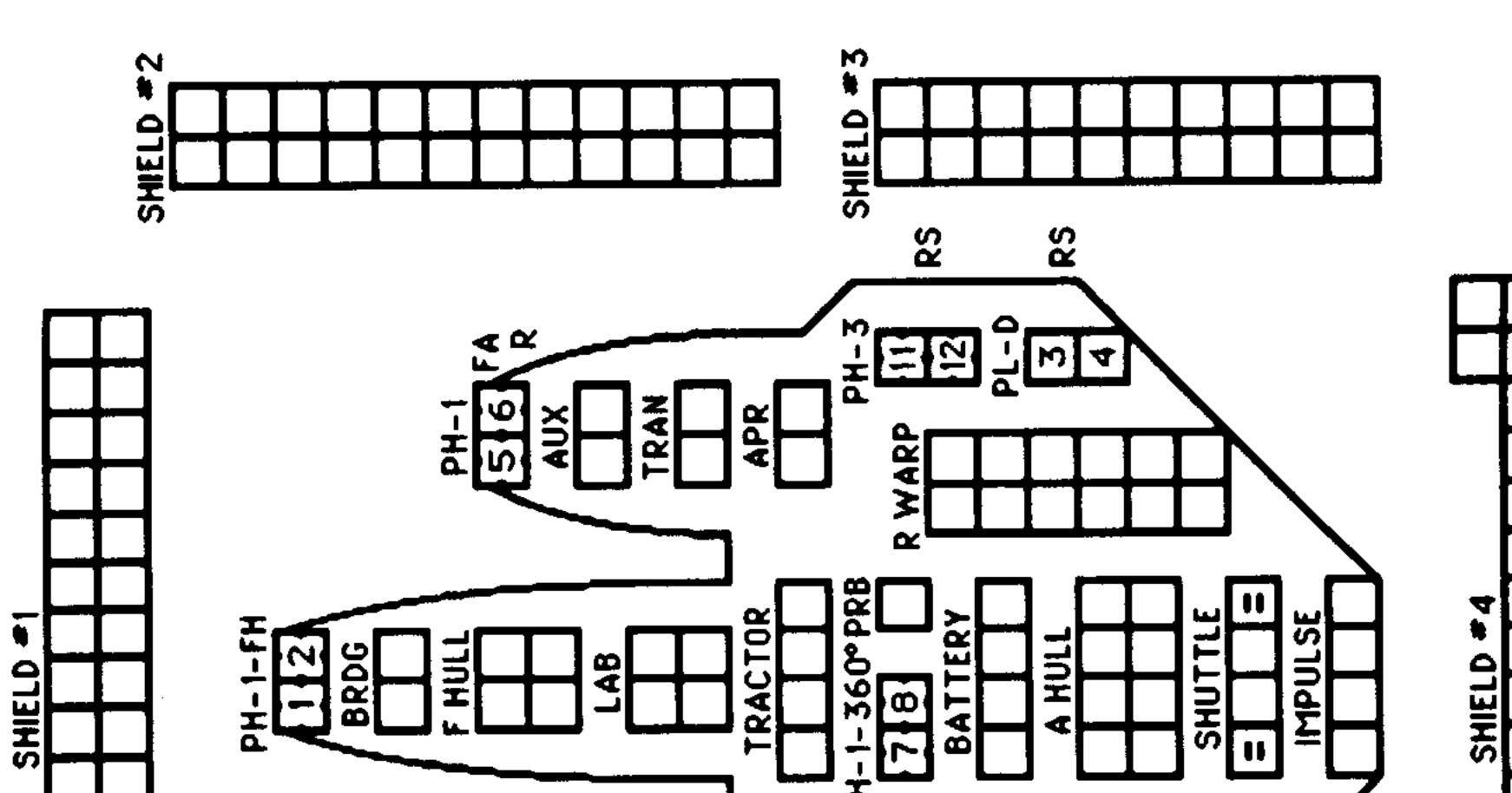


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# S PROBE



C Ш **BUIS** 1 1 





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	30	20	3 20
	29	20	191
COST	28	19	182/3
-	27	18	<b>₽</b>
WARP	26	18	171/3
MANEUVER	25	17	162/3
NEU	24	16	9
	23	16	151/3
ERRATIC	22	5	147/3
= ER	21	4	4
9	20	4	131/3
	19	13	12%
	18	12	2
SТ	17	2	11/3
T COST	16	=	102/3
= HE1	15	2	2
<b>N</b>	4	2	9 <sup>1</sup> /3
	13	٩	82/3
X	2		

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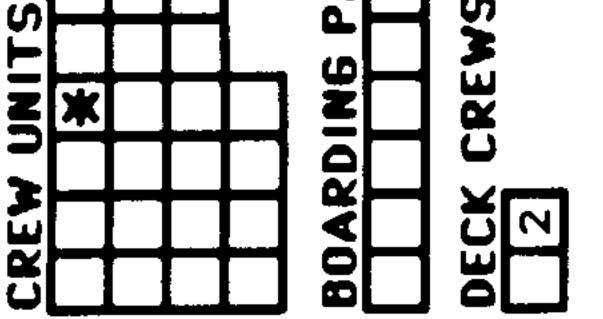
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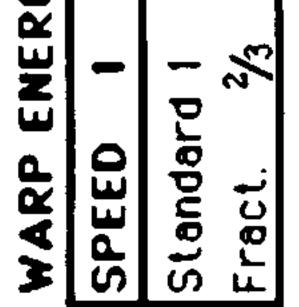
DAM 4

STAR FLEET BATTLES

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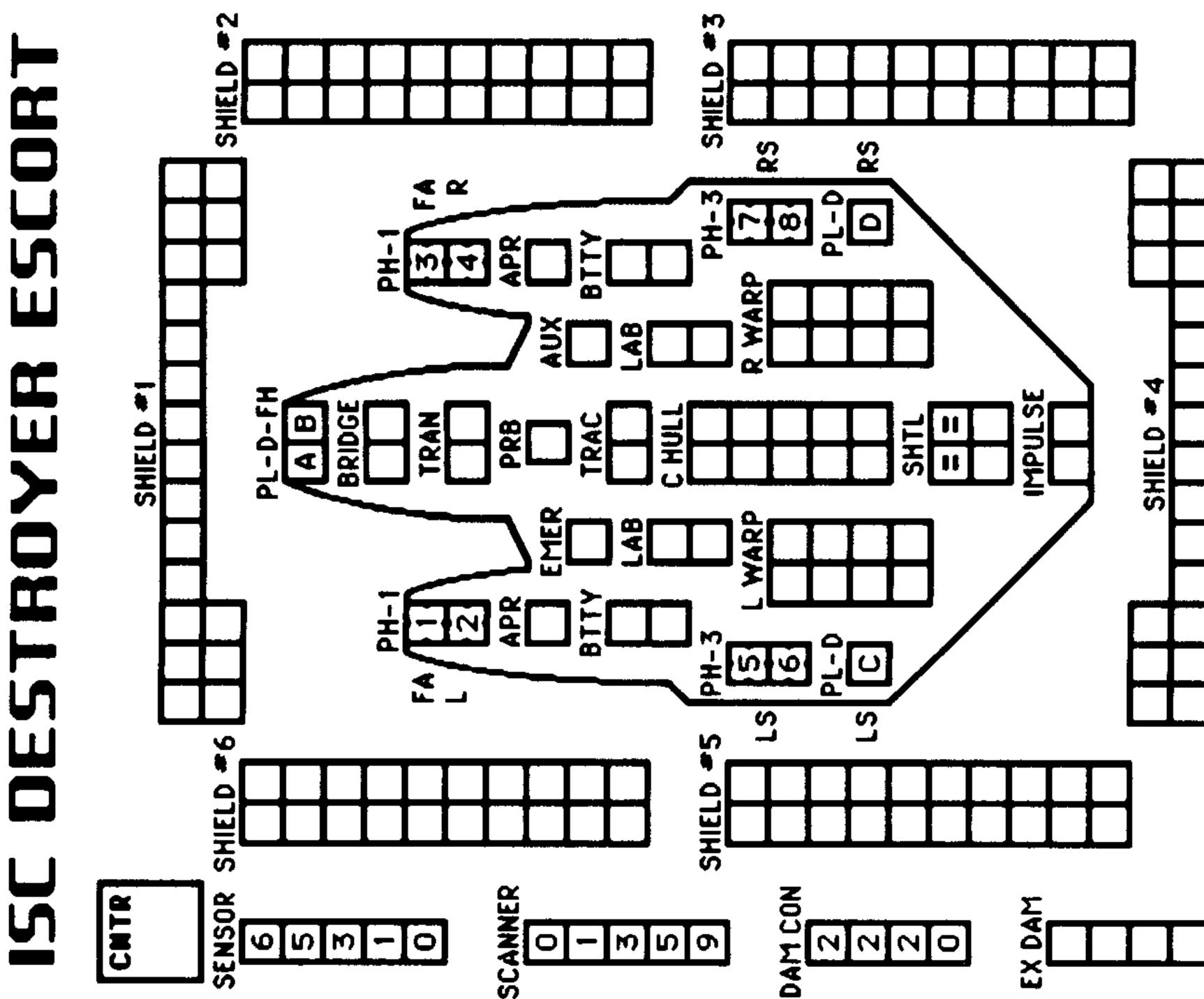


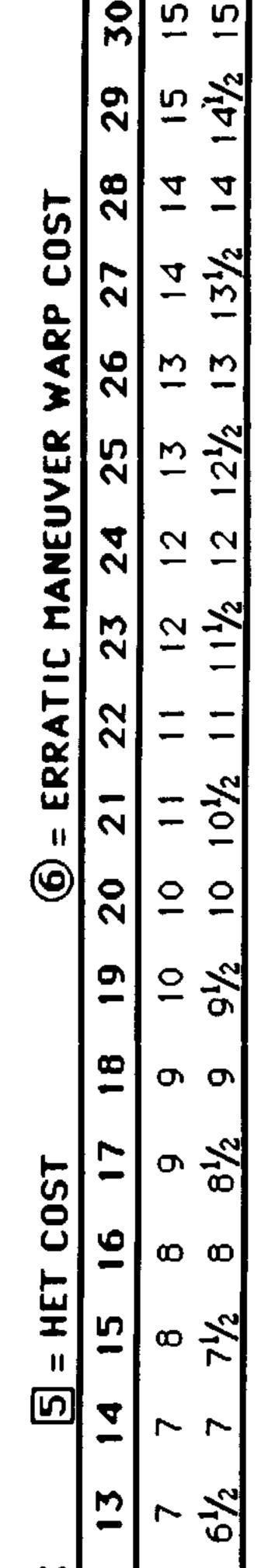


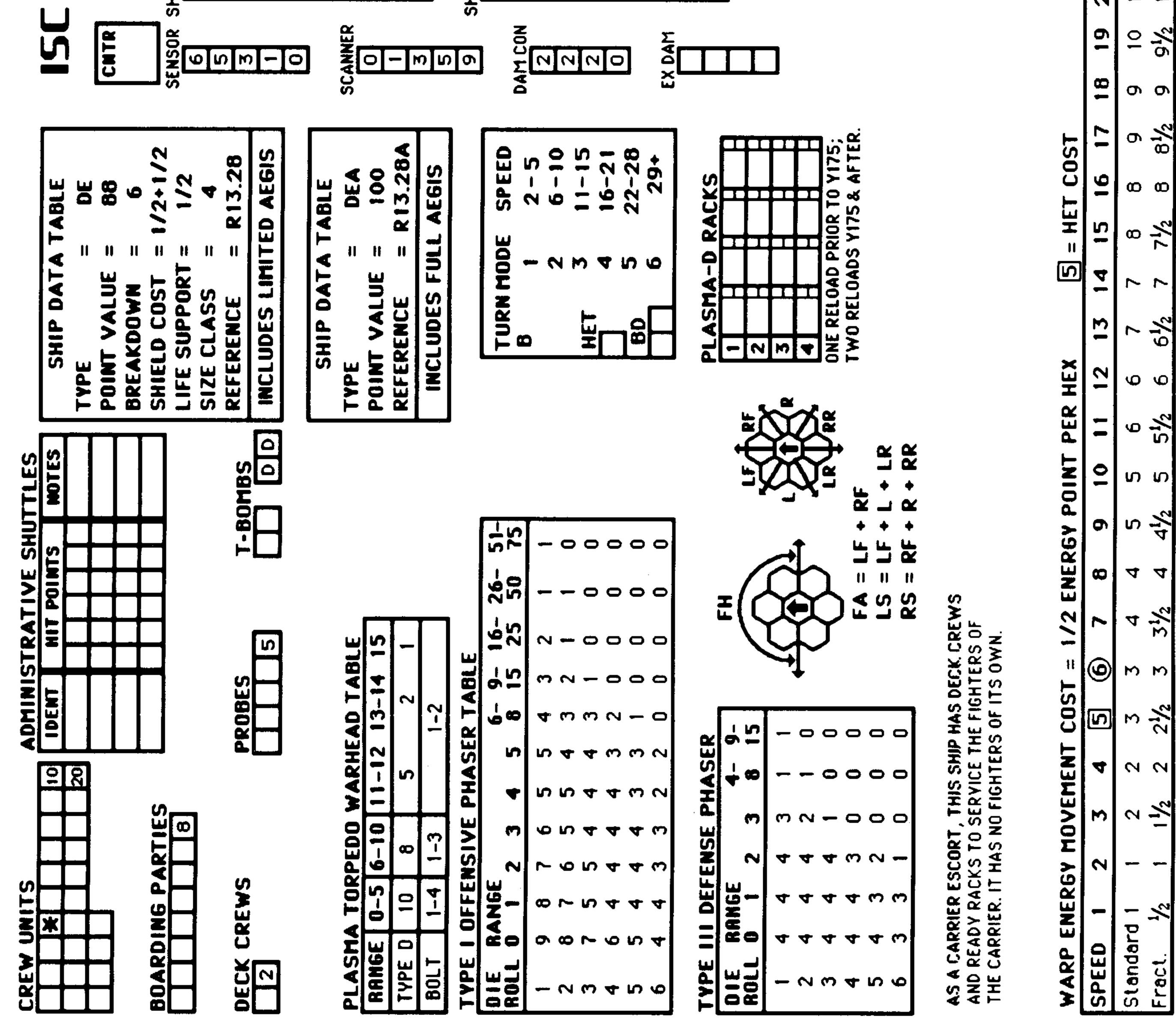
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Page 68

STAR FLEET BATTLES

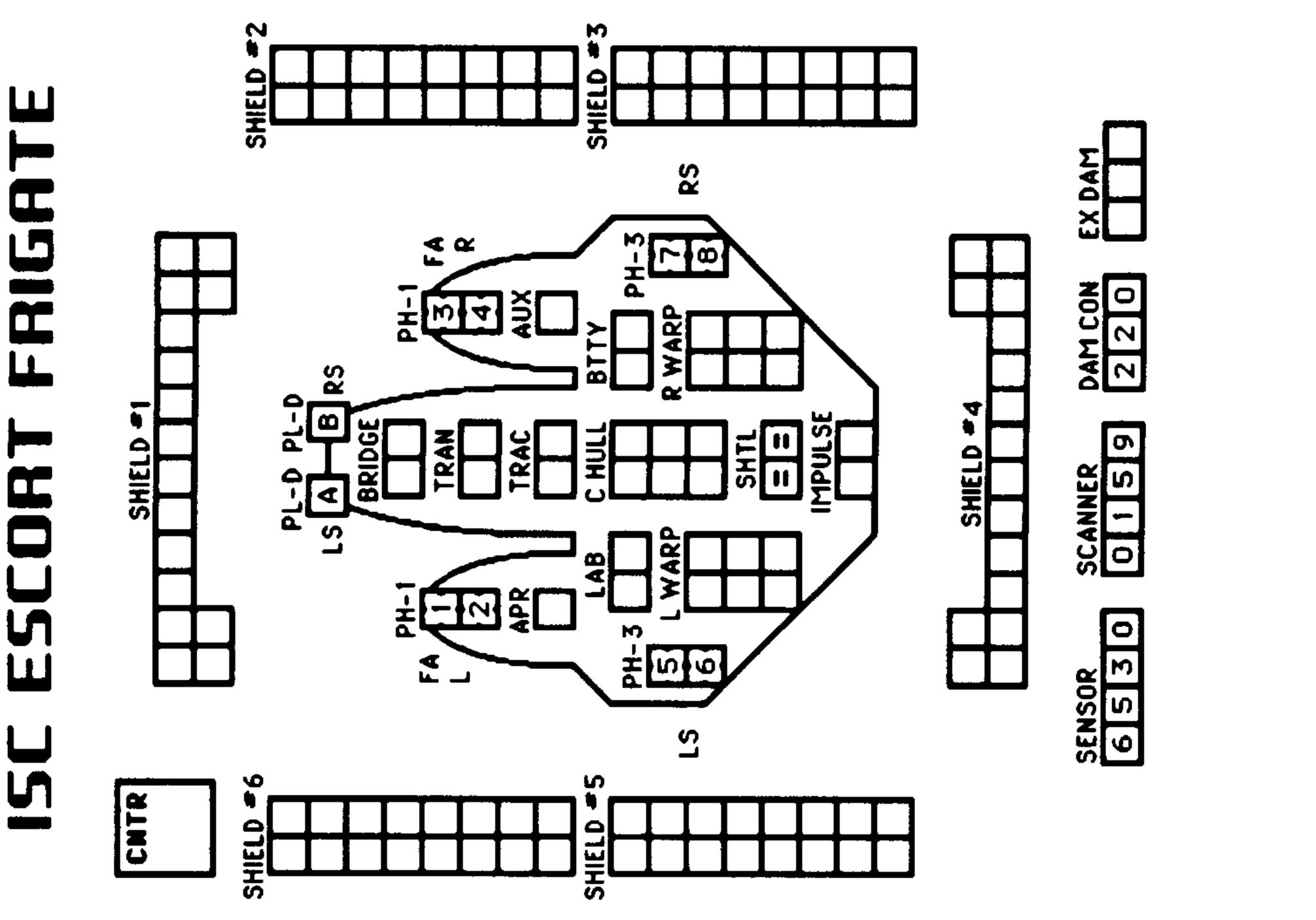






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STAR FLEET BATTLES



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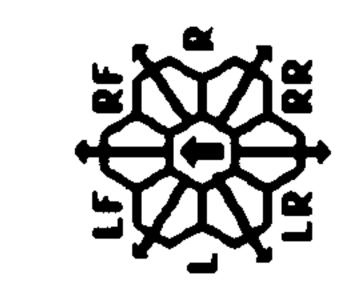
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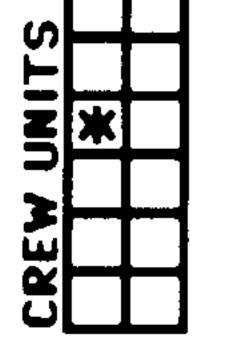
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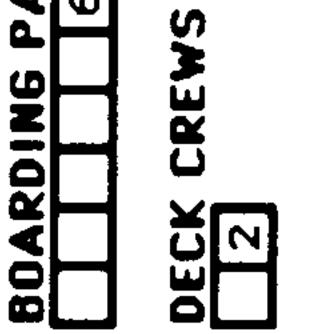
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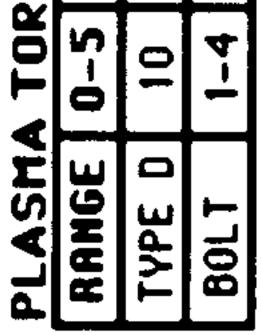
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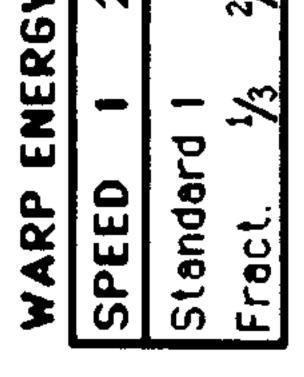




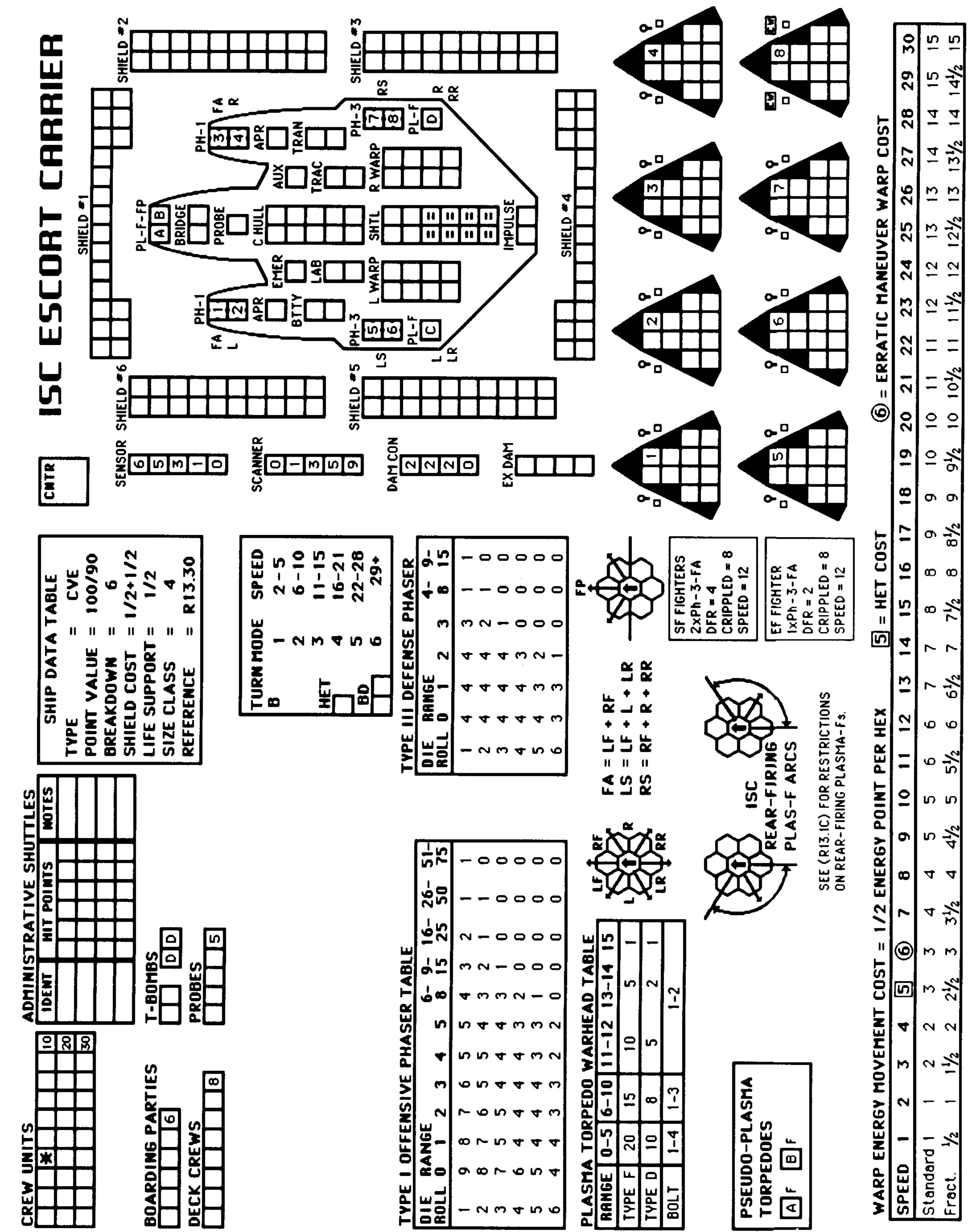








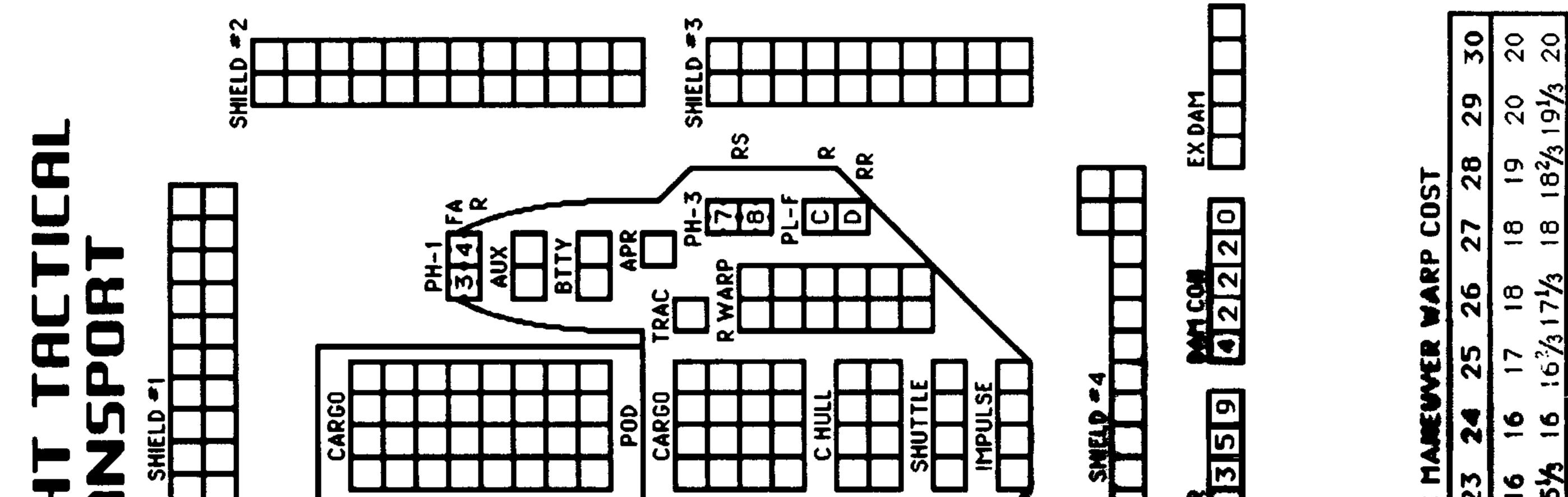






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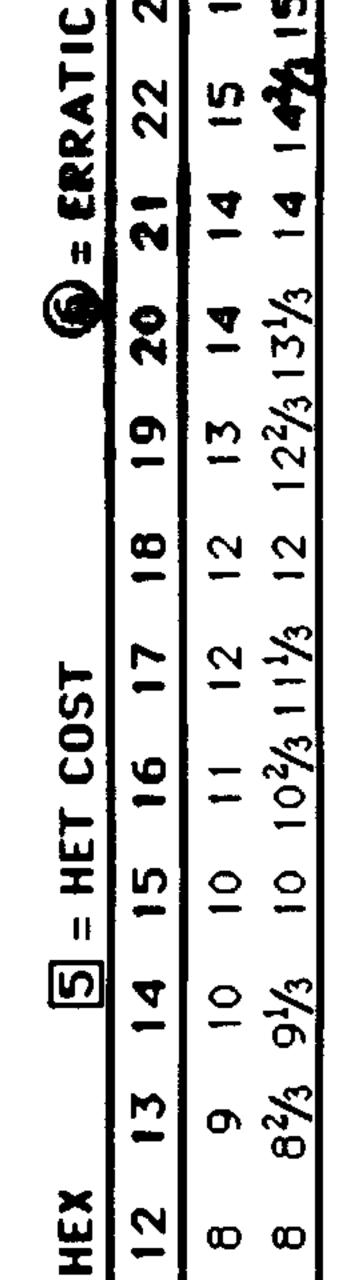
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SHIP DATA TAB   TYPE   TYPE   POINT VALUE   POINT VALUE   BREAKDOWN   SIZE CLASS   SIZE CLASS   SIZE CLASS   BREAKDOWN   SIZE CLASS	21-27       BD       5       18-2         28-       BD       6       25-4         1       4       4       3       1         1       4       4       3       1       0         2       4       4       4       3       1       0         3       4       4       4       3       1       0       0         5       4       4       4       1       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0<
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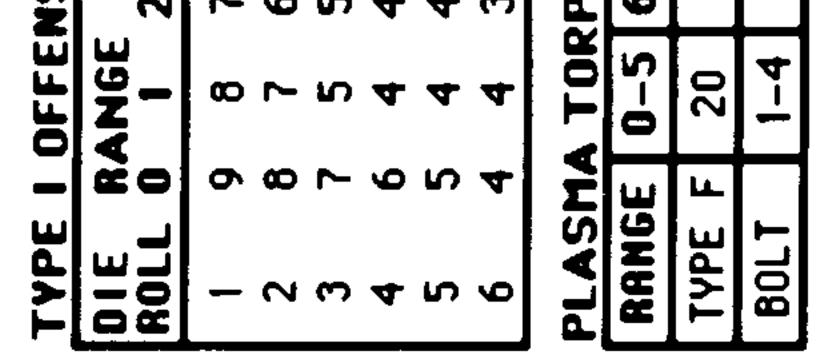
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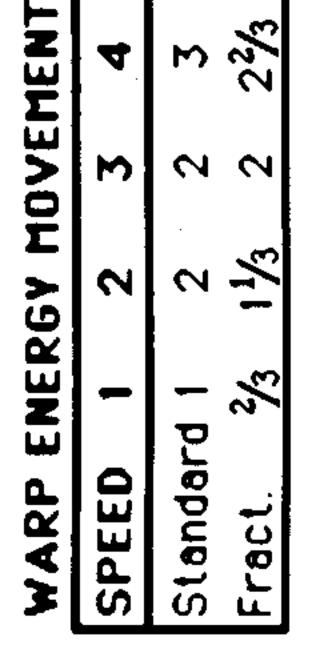
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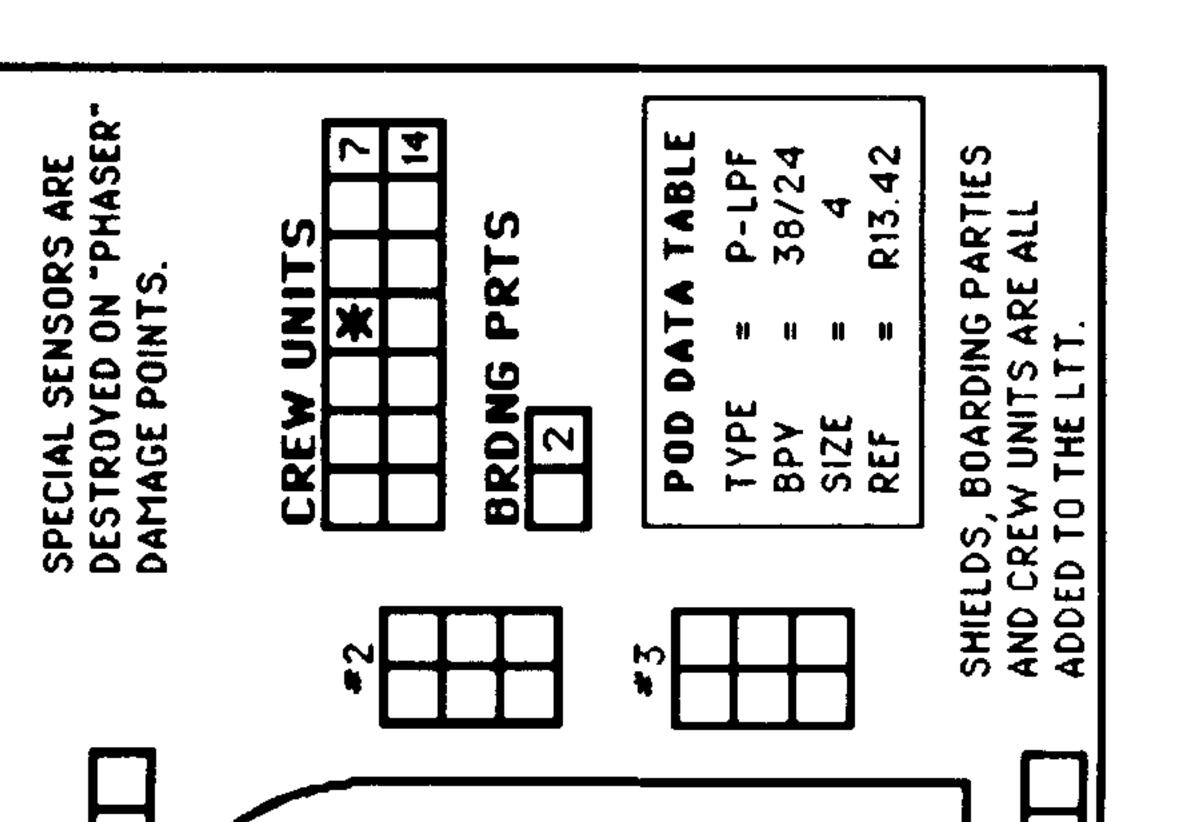
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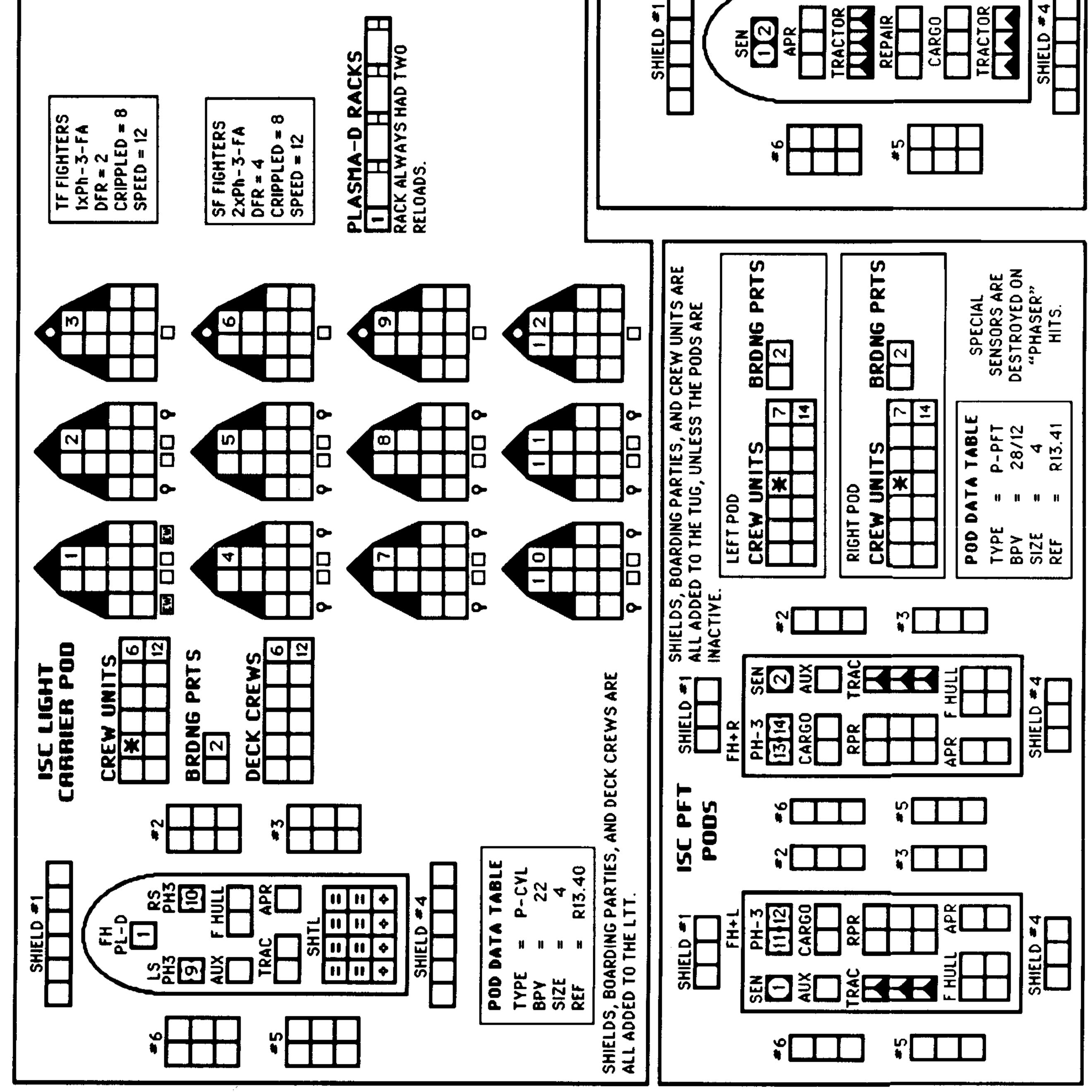








# R13.40-42 ISC PODS



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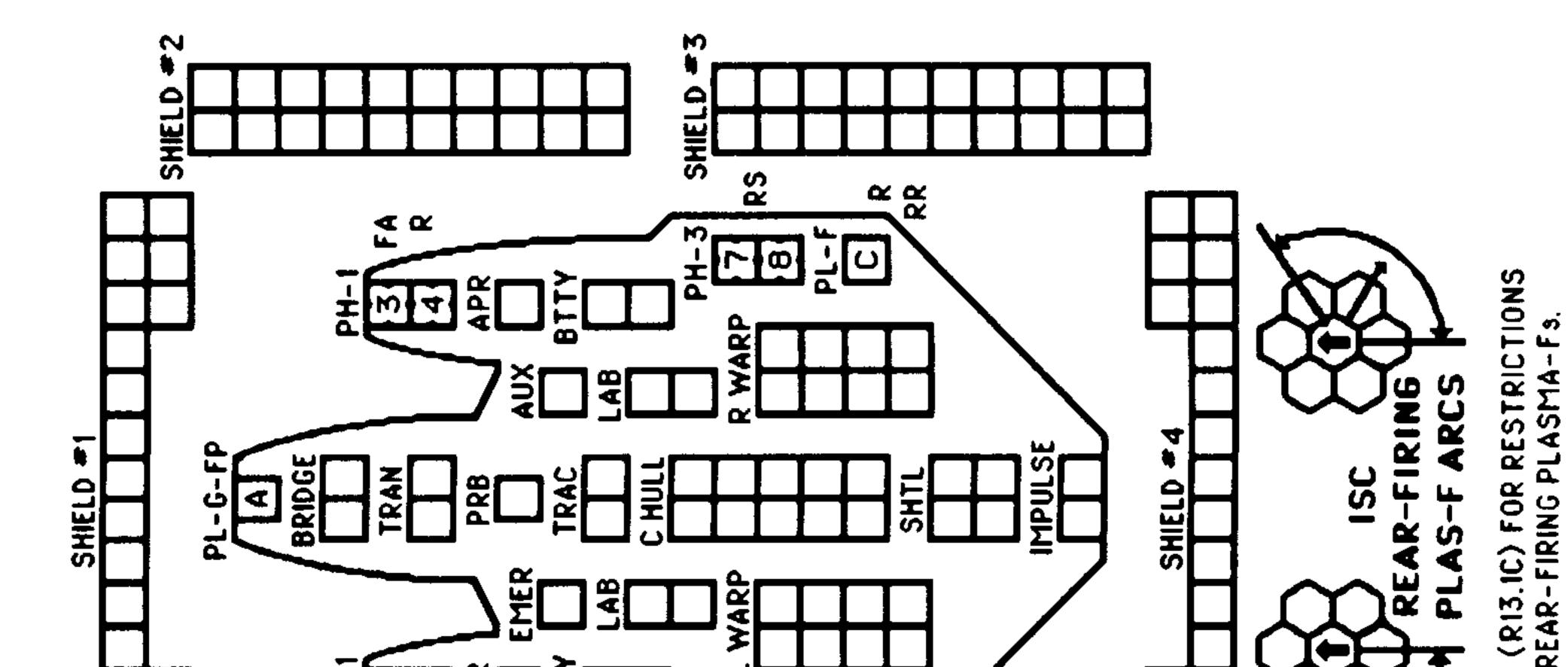
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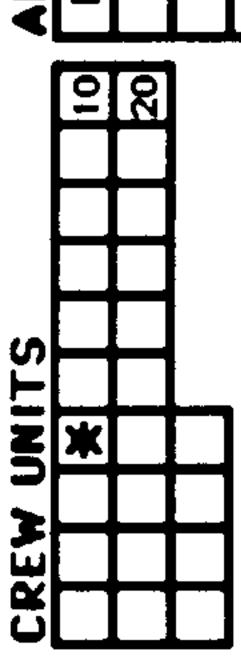
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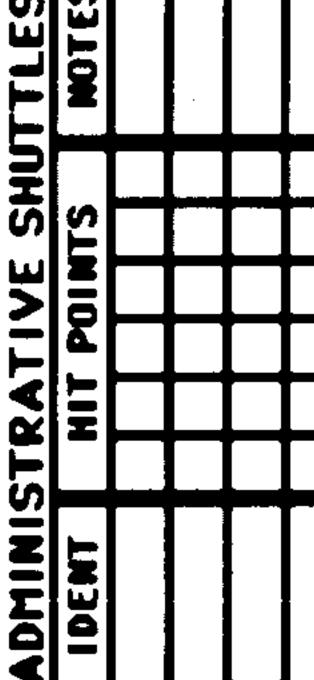
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# STAR FLEET BATTLES

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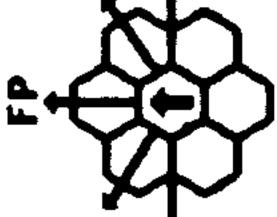


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TYPE F	20	15	10	5	-	0	0	0
BOLT	1-4	1-3			1-2			
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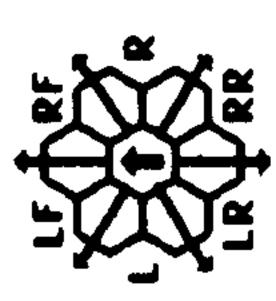
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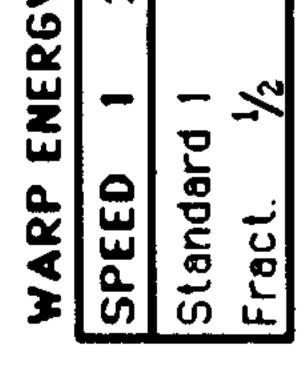
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#### CAPTAIN'S MODULE R4 SSD BOOK — Copyright © 1992 Amarillo Design Bureau







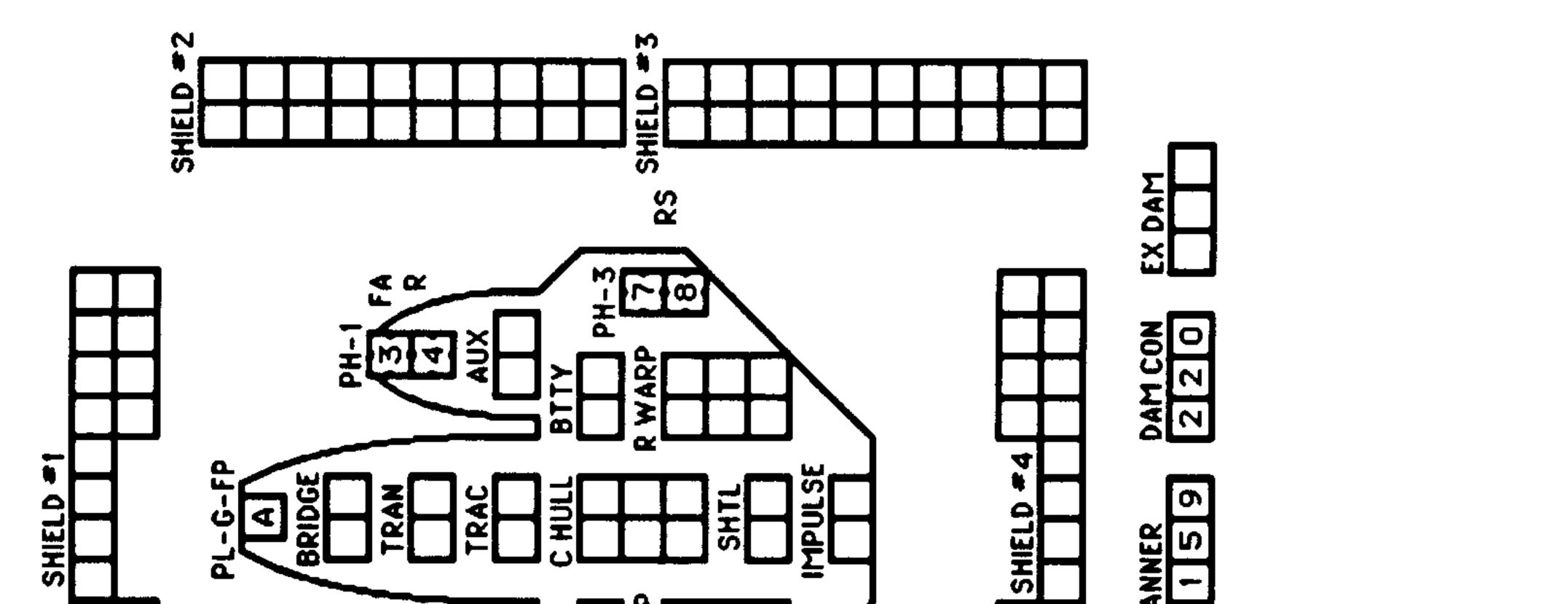
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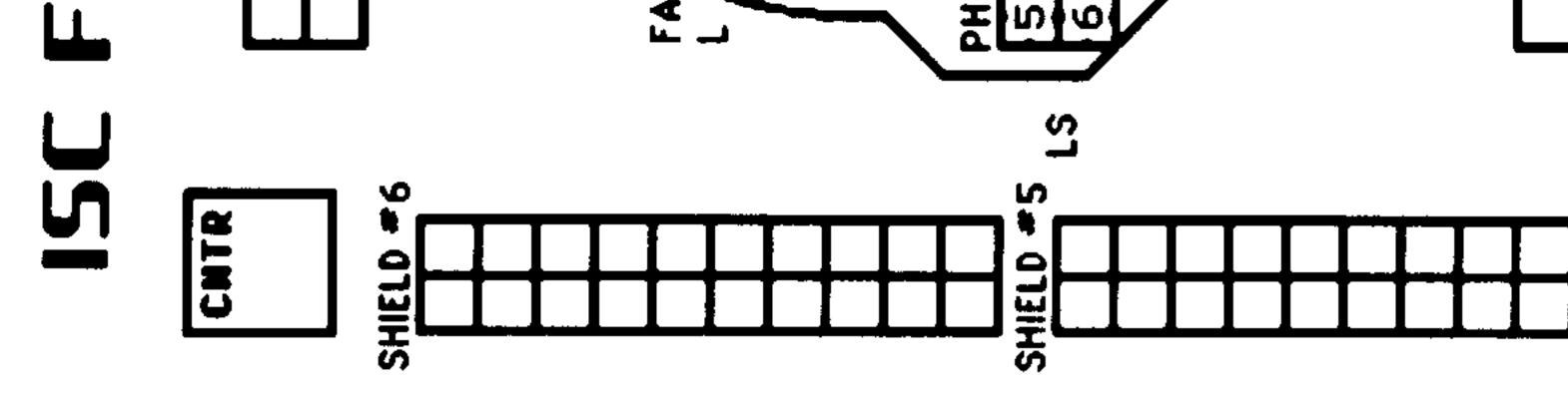
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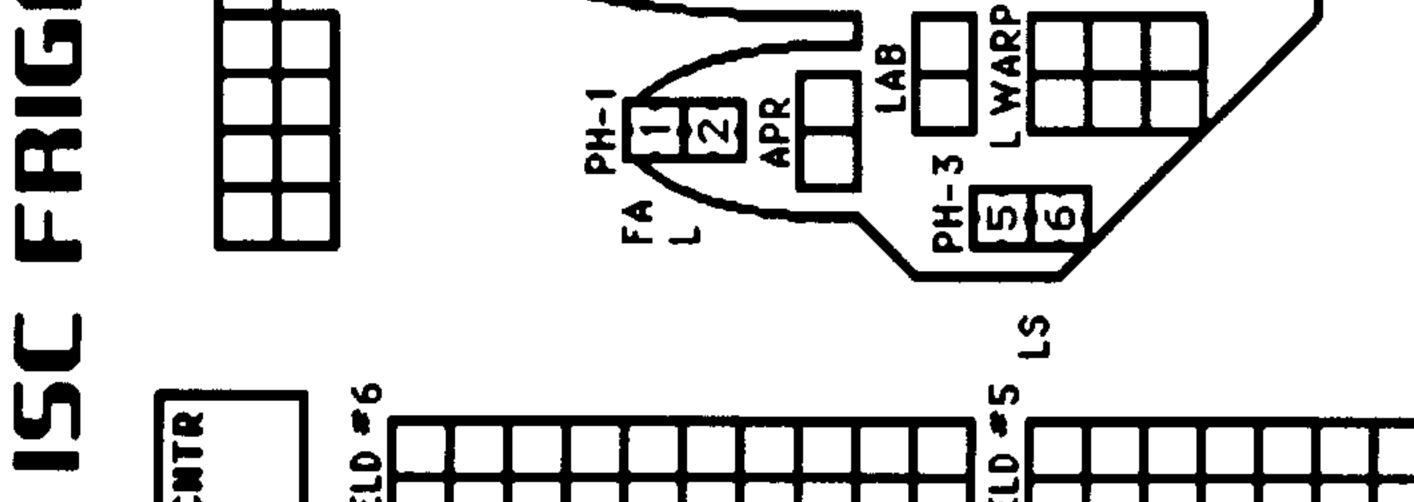
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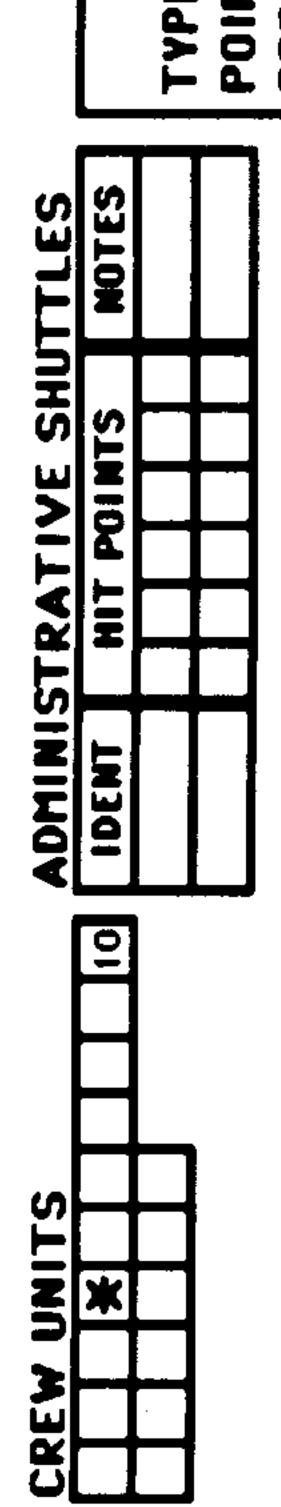
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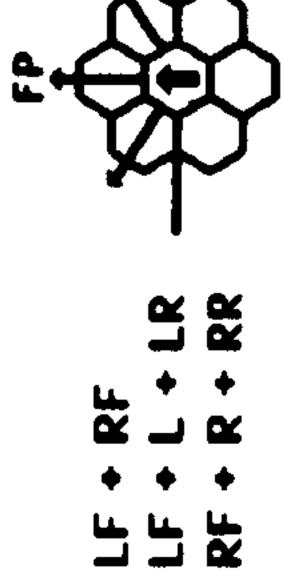






PLASM/	OT A	ORPEDO	WARHEA	AD STI	RENG	STH TA	BLE	
RRNGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	ഗ	
TYPE F	20	15	10	S	-	0	0	0
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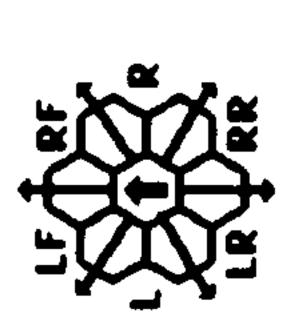
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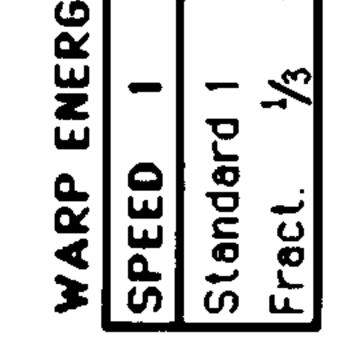


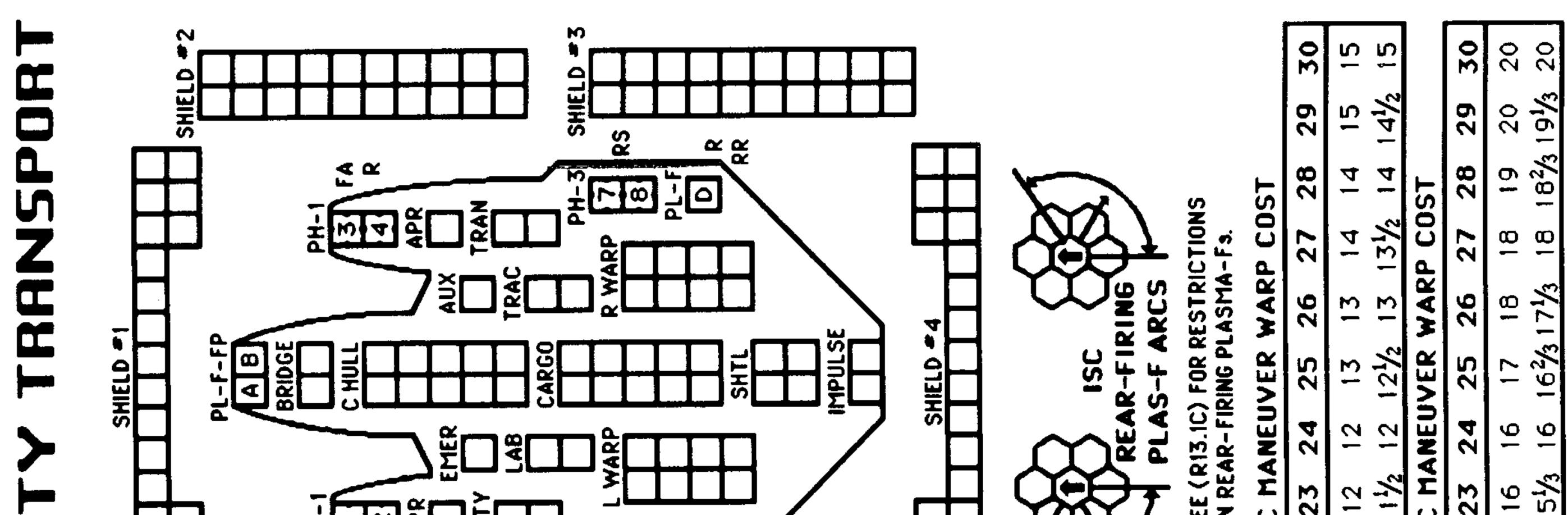
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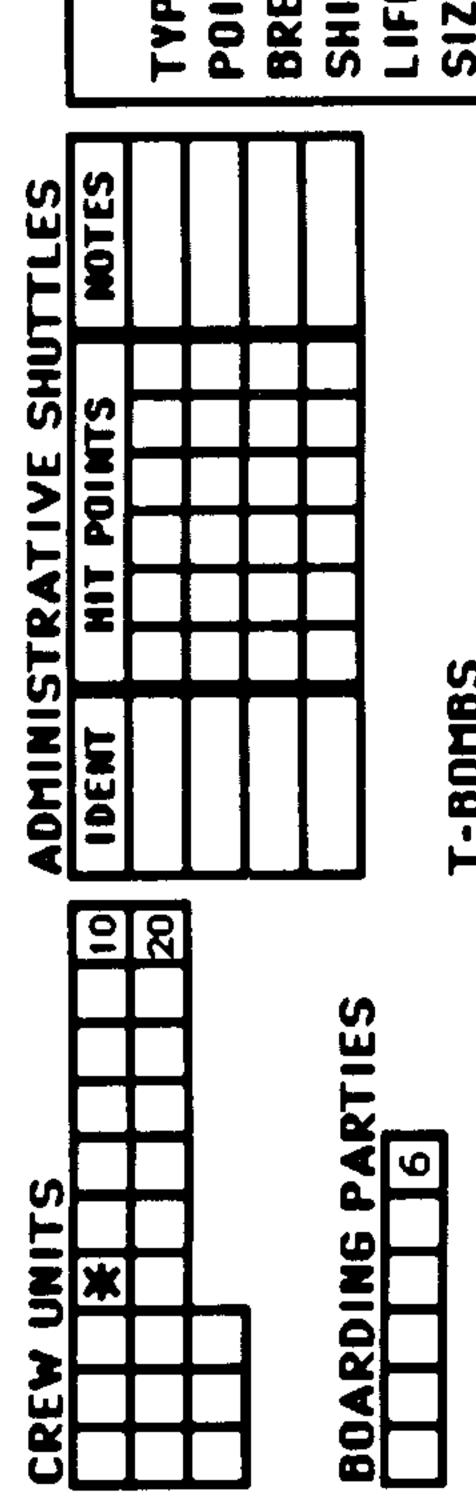




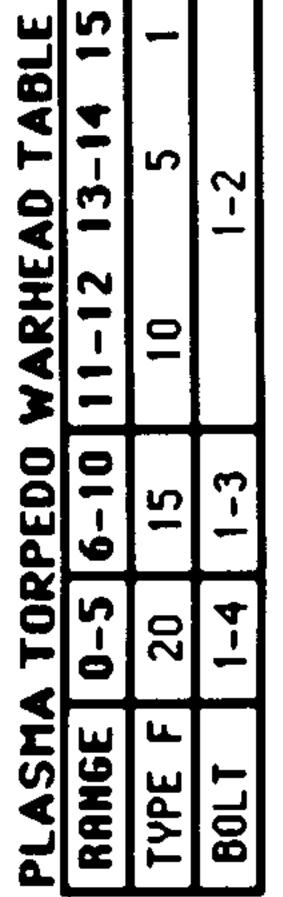


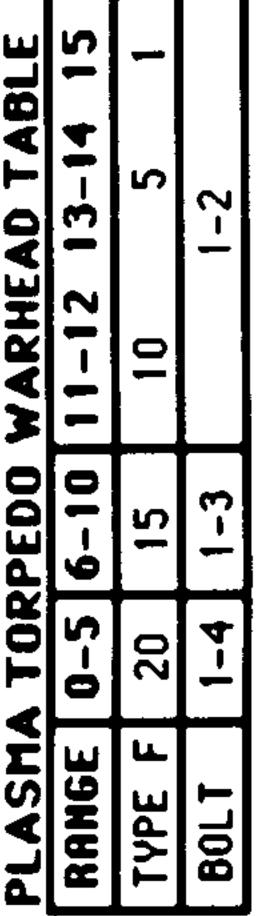
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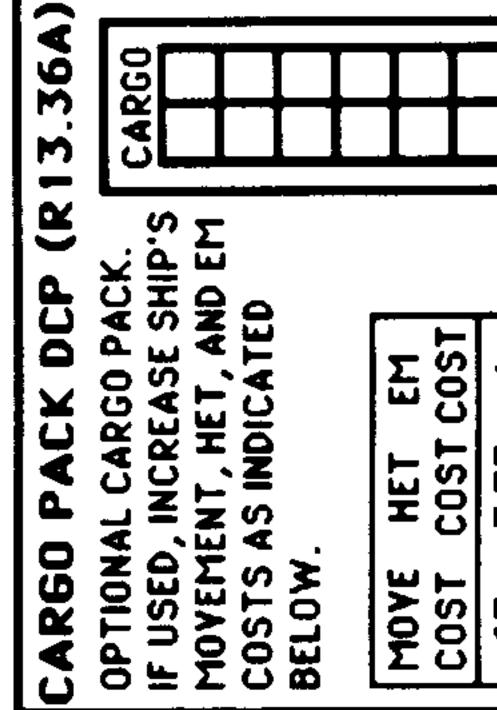


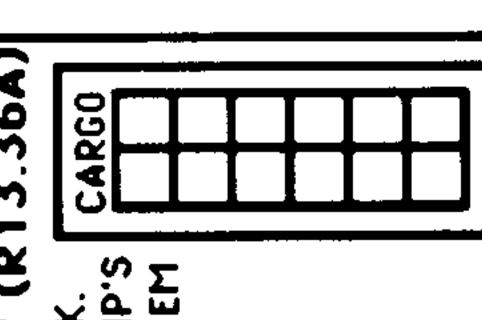


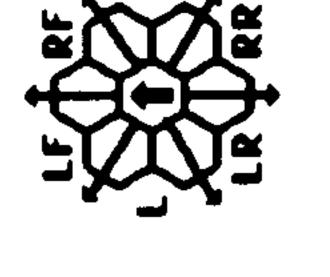




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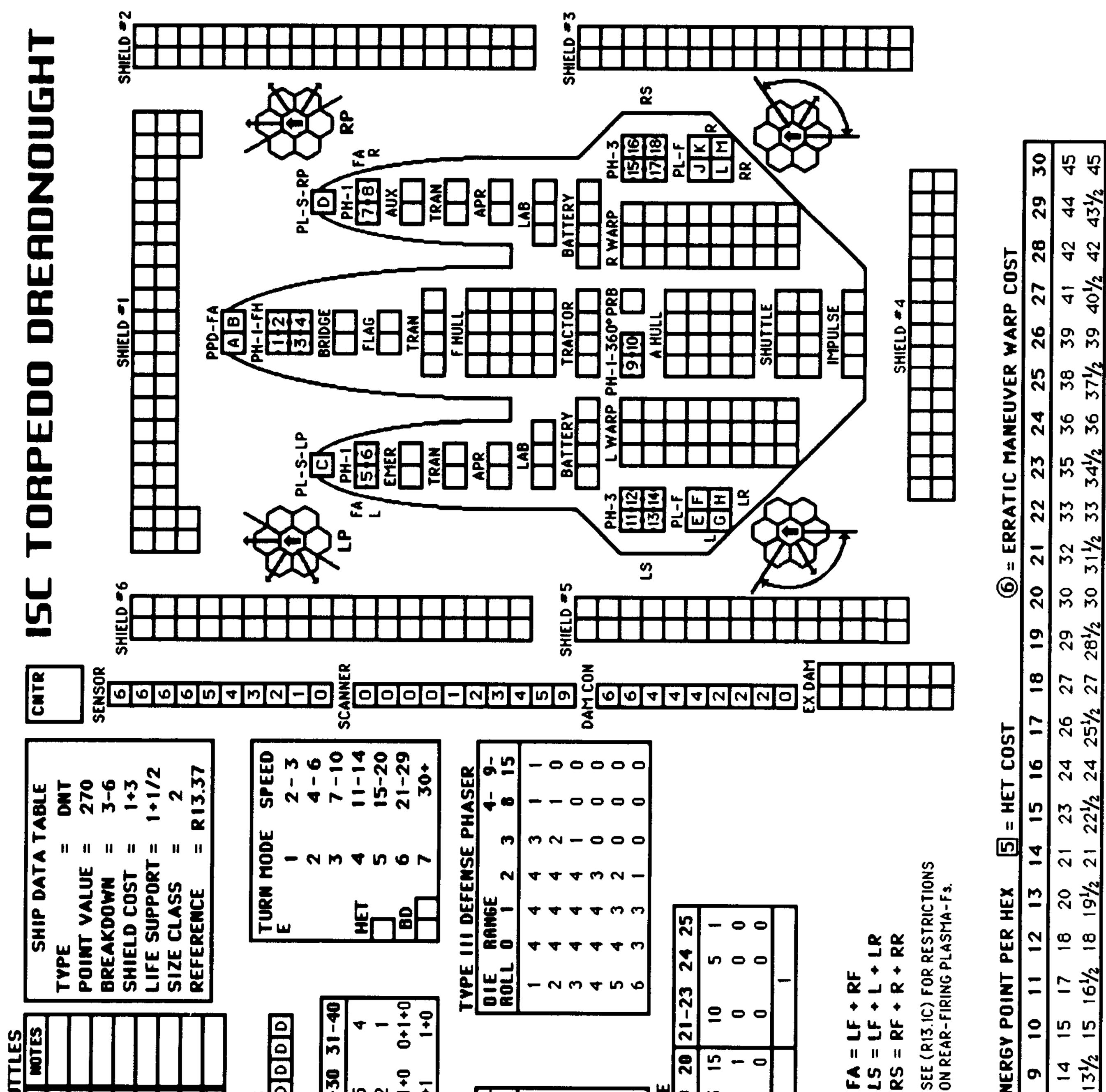




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### **STAR FLEET BATTLES**

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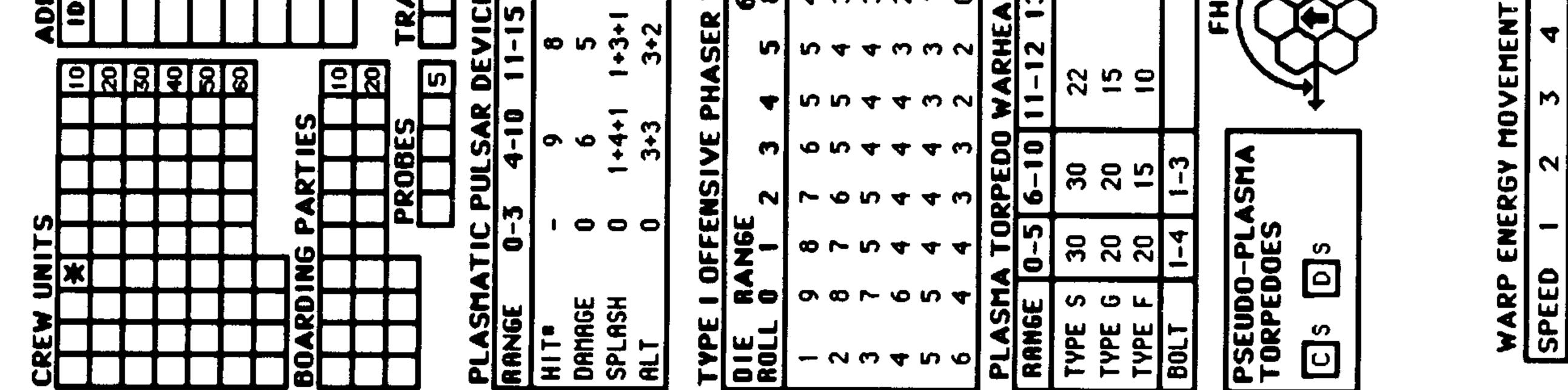
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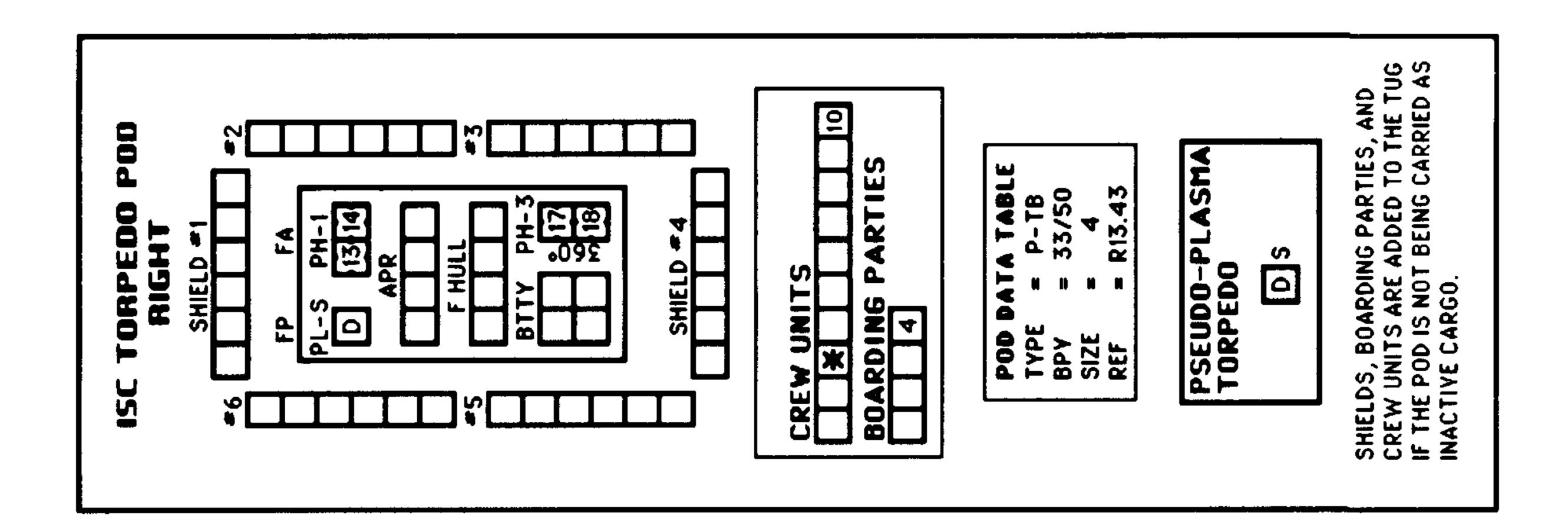
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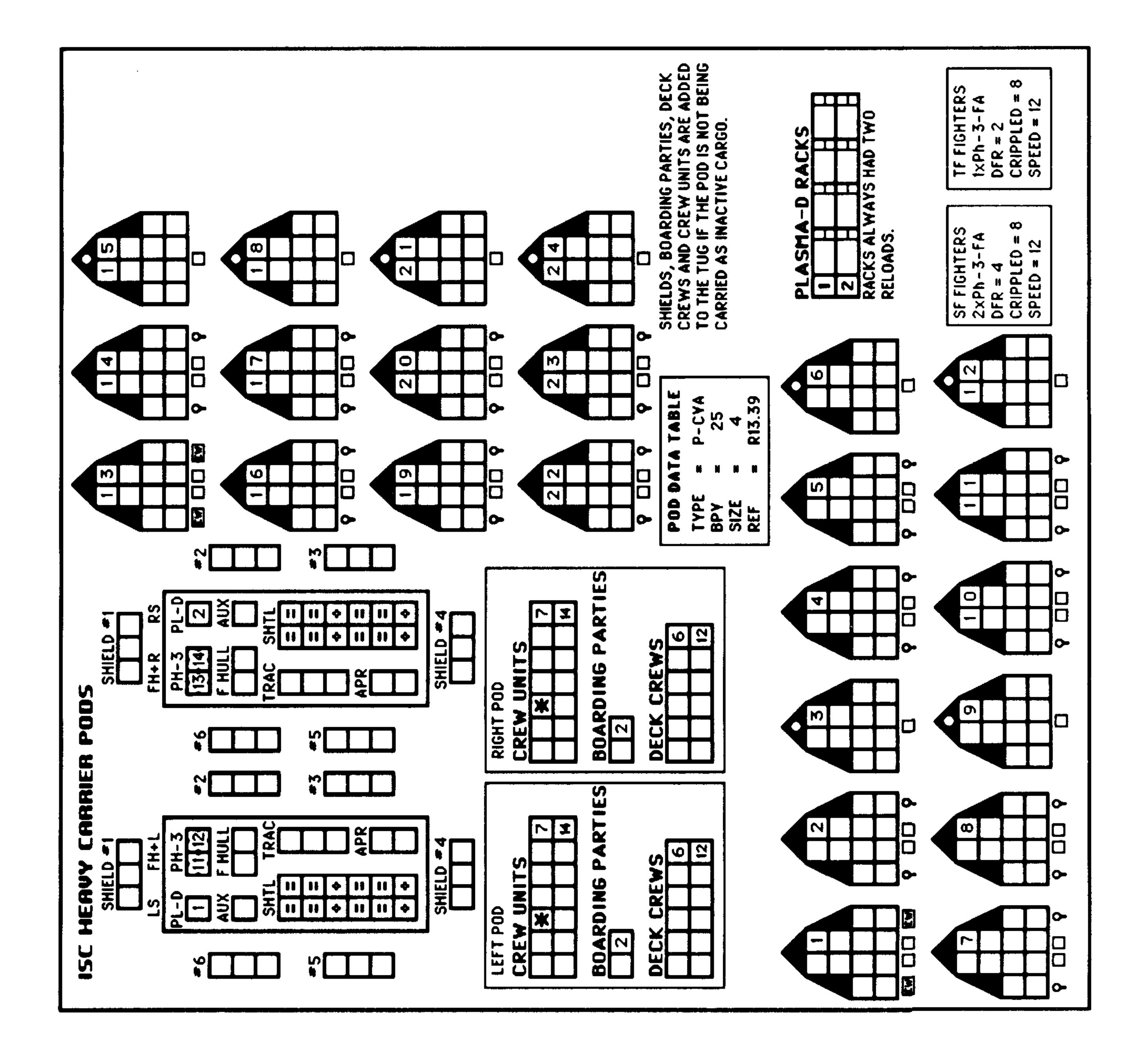
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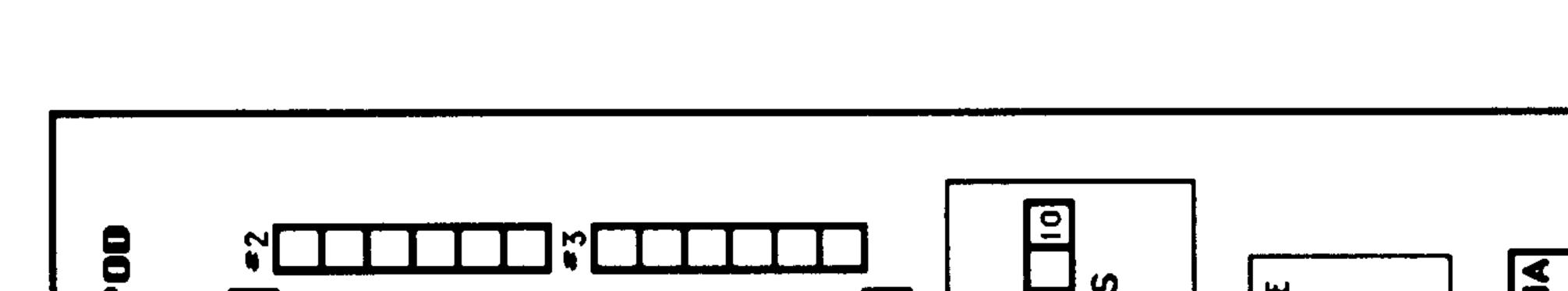
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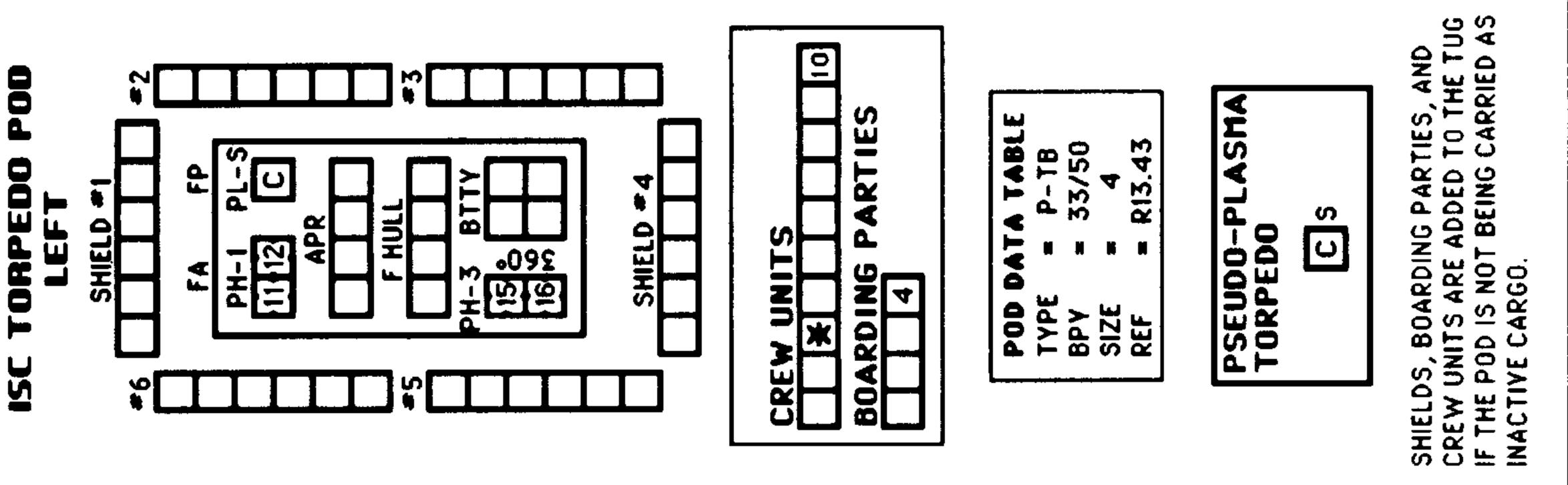
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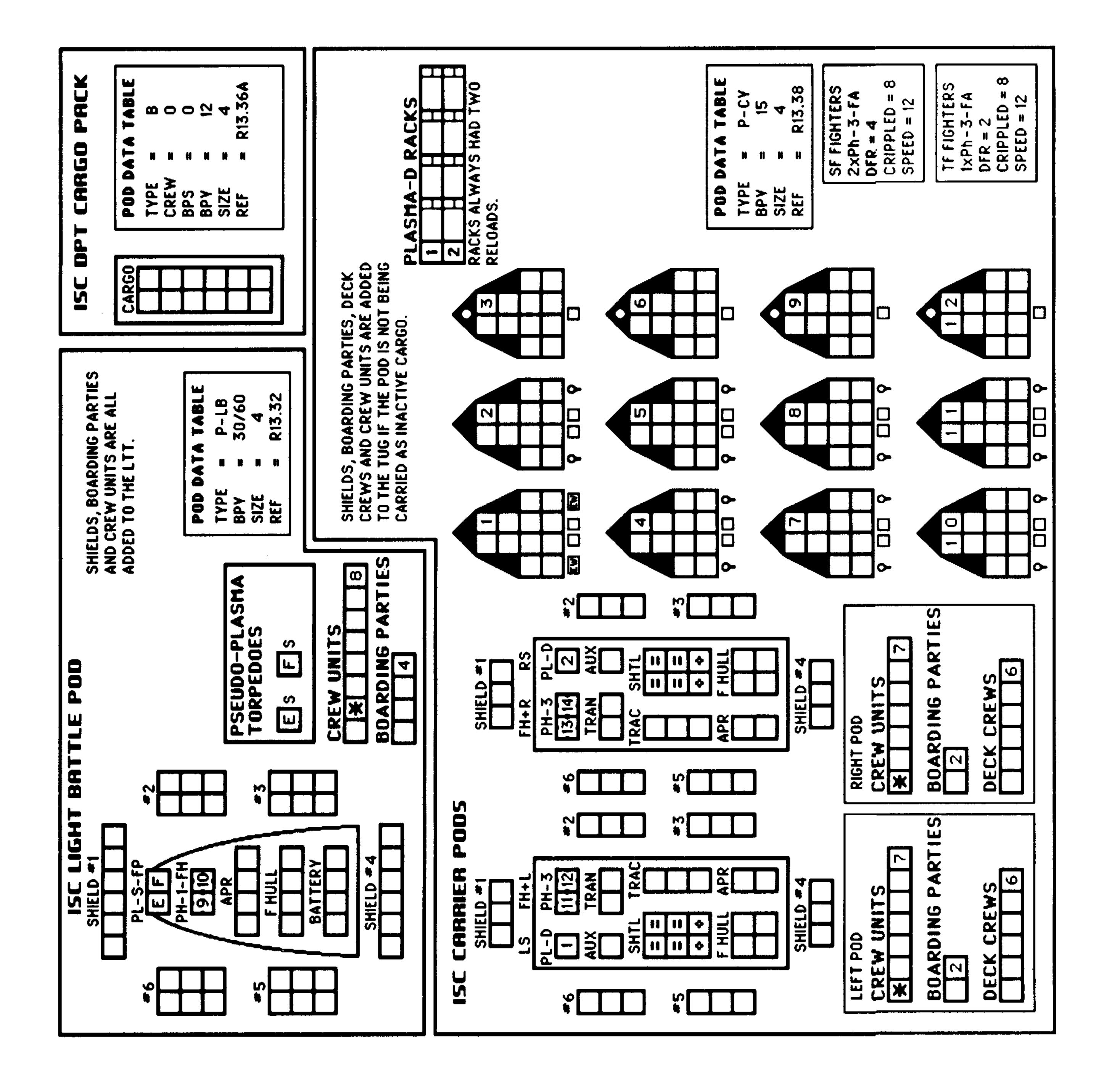




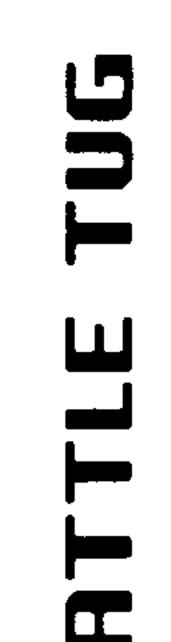


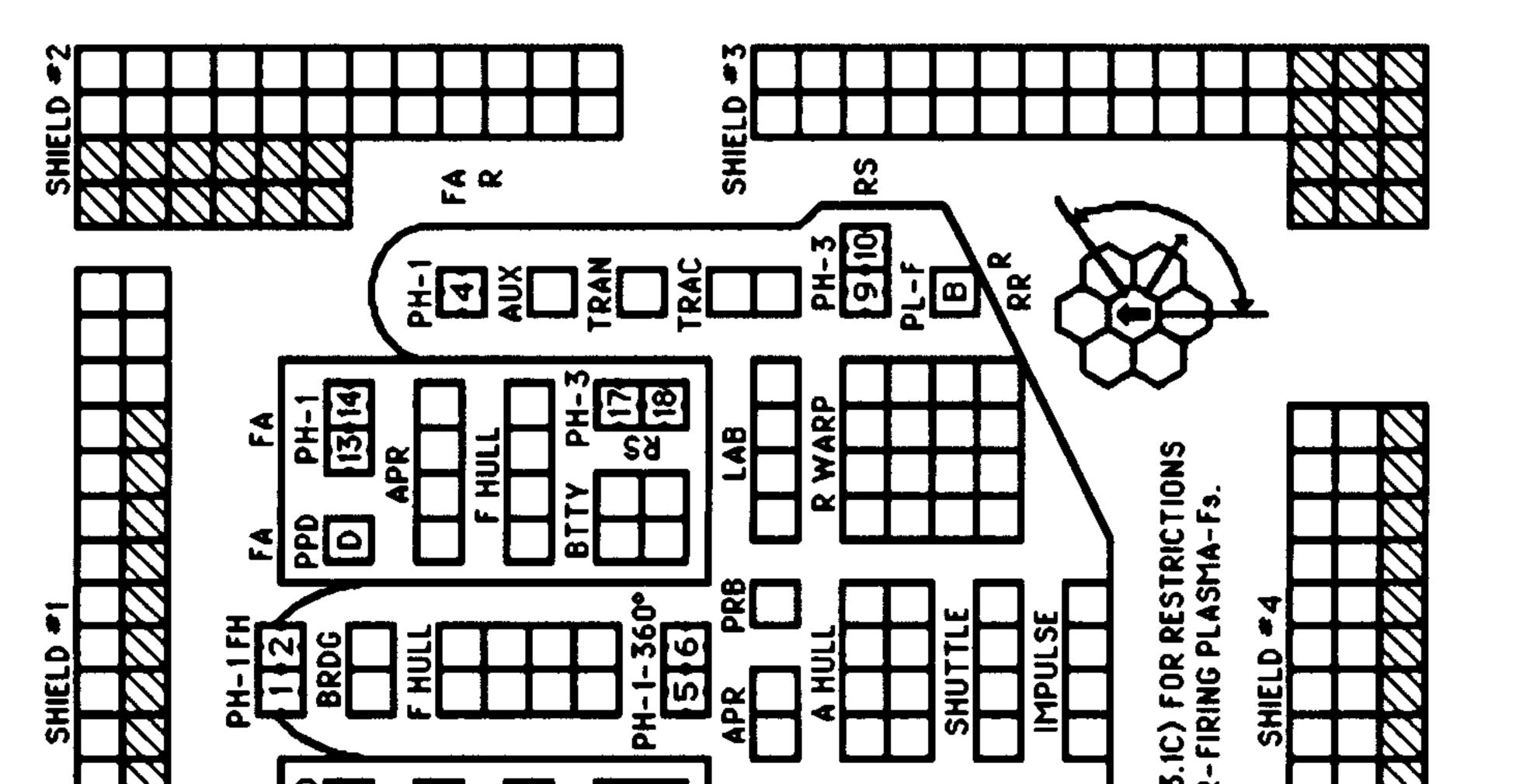


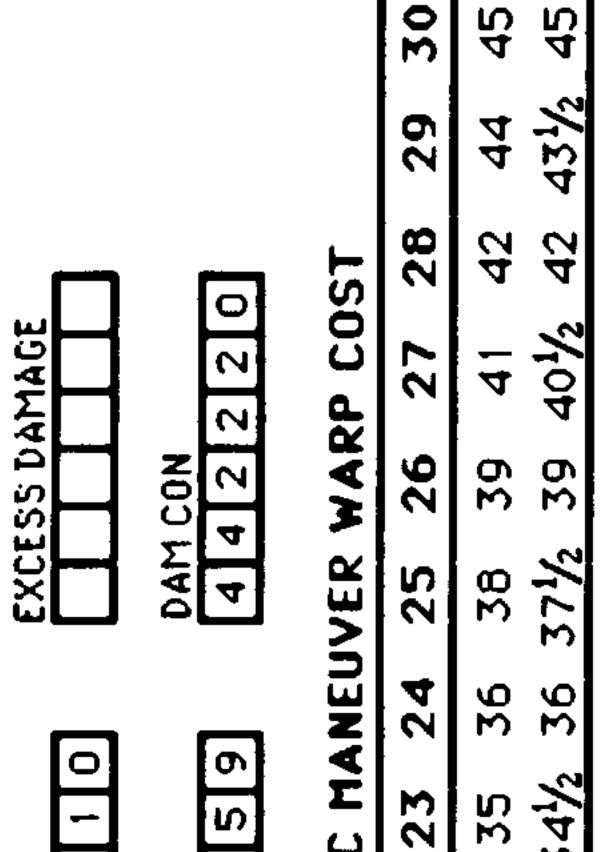












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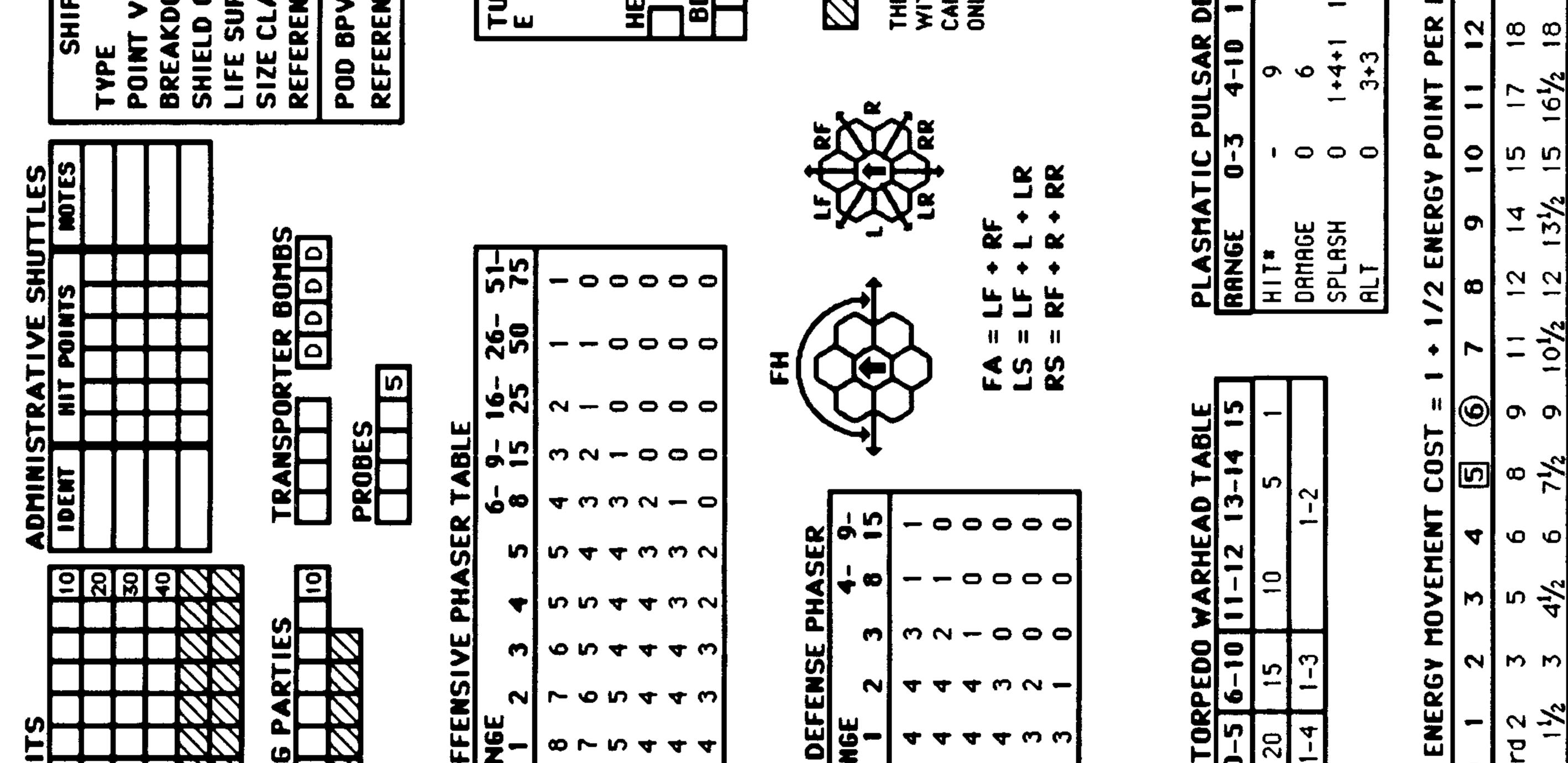
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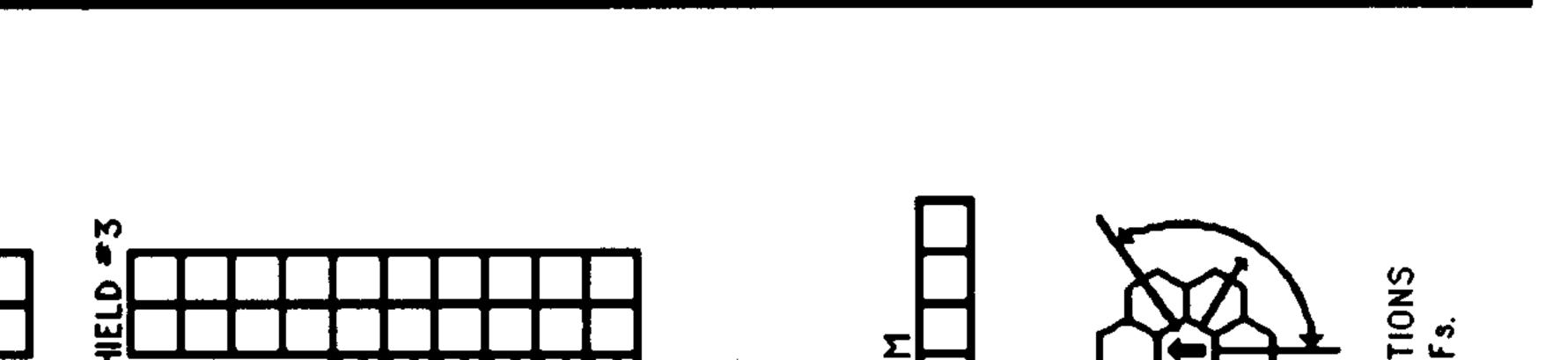
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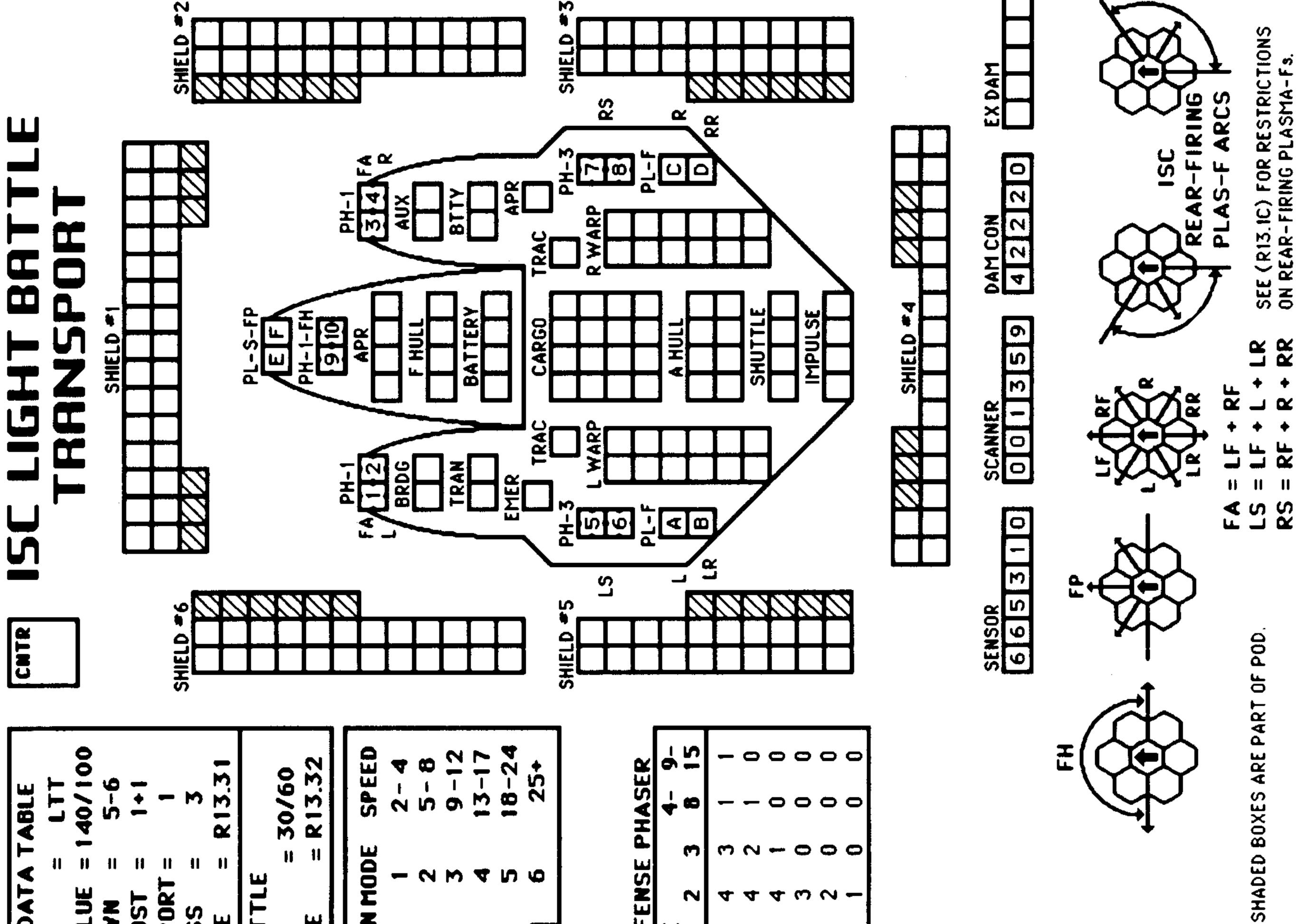
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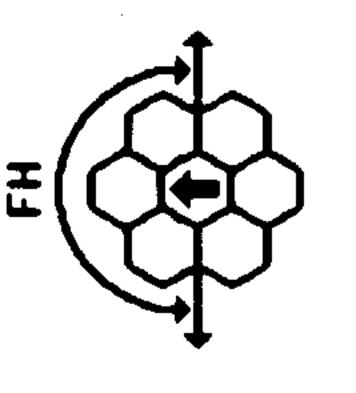
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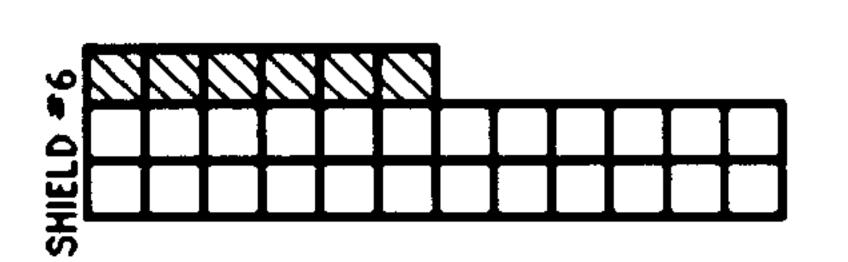
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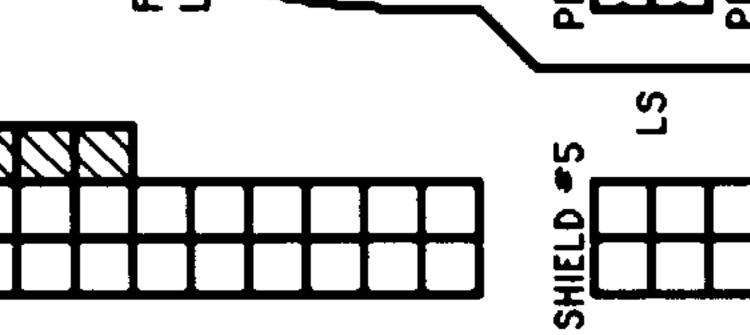
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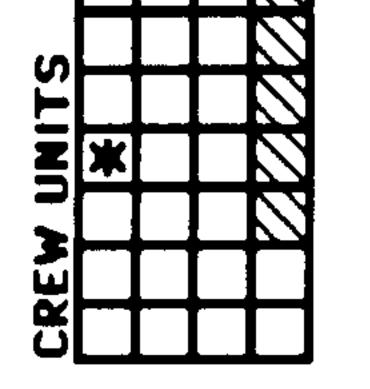


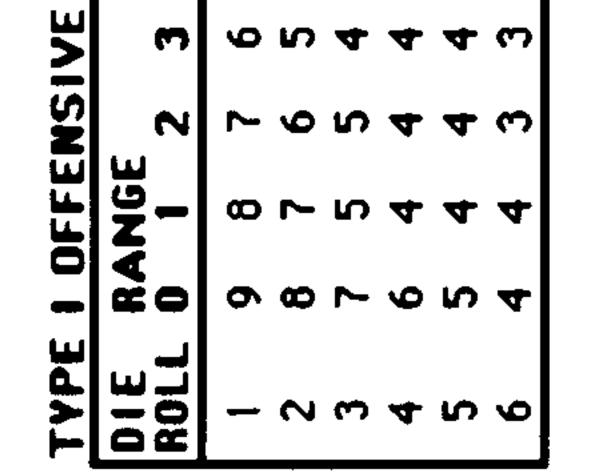
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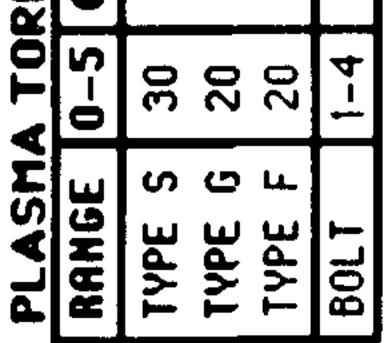
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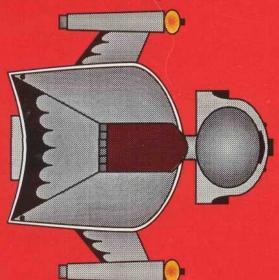


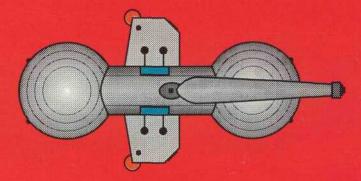






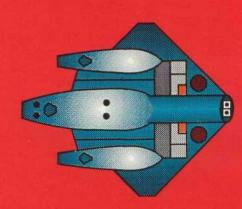
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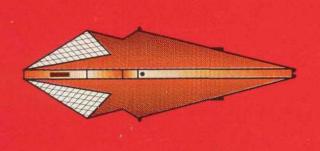
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