STAR FLEET BATTLES
BATTLESHIPS!
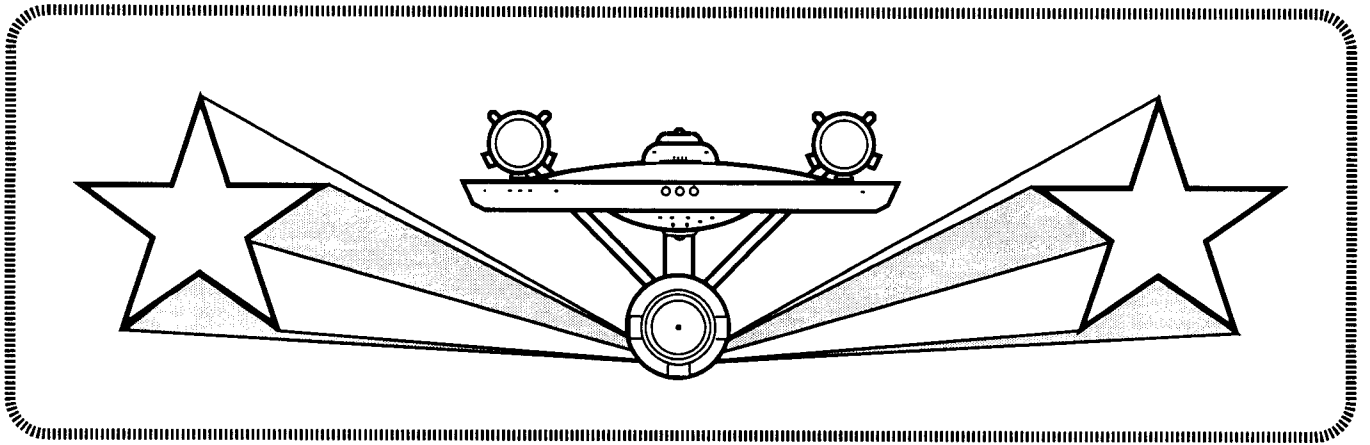
U.S.S. MARS

NCC-2152

STAR FLEET BATTLES
CAPTAIN'S EDITION

MODULE R5

TASK FORCE GAMES ™

KLM 91

STAR FLEET BATTLES

CAPTAIN'S MODULE R5

BATTLESHIPS

БОЛЬШИЕ ЗВЕЗДНЫЕ КОРАБЛИ

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(Z18.0) NOTES ON MODULE R5

(Z18.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE R5 is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set. To use some of the ships, you will also need Advanced Missions, Module C1, Module C2, Module J, and Module K.

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

A complete copy of Module R5 includes:
> 48-page rulebook (this book)
> 64-page SSD book
> one sheet of 108 die-cut counters

(Z18.3) DESIGN CREDITS

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STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R5 was created by Amarillo Design Bureau and published by:

TASK FORCE GAMES
POST OFFICE BOX 50145
AMARILLO, TEXAS 79159-0145

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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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R1.0 GENERAL UNITS

There are no "general units for use by all races" in this product; however, there is a need to discuss each of the classes of ships included and explain how and why they were produced.

As the General War continued, all of the belligerent races found themselves in a subtle arms race to field larger and more powerful ships.

It might be noted that there are no plans for general auxiliaries based on the Large Ore Carrier beyond the two WYN designs (which did not work very well).

BATTLESHIPS: While the Klingon B10s did indeed remain unique as the only battleships ever completed, other races contemplated production of their own battleships. Module R5 includes these "conjectural" battleship designs. (These designs will never be made "historical.")

It is probable that any battleship would have carried two MRS shuttles, but these are not included in the BPV due to the optional nature of that system.

R2.73 Federation *Ares* Battleship
R3.82 Klingon B11 Improved Battleship
R4.81 Romulan King Condor
R4.83 Romulan K10R
R5.57 Kzinti Battleship
R6.47 Gorn Battleship
R7.60 Neo-Tholian Battleship
R9.55 Hydran Monarch Battleship
R11.47 Lyran Cave Lion Battleship
R13.44 ISC Battleship

All of the above battleships are conjectural units (except for the Tholian, which may as well have been). As such, it is impossible to assign an in-service date. We have arbitrarily set Y175 as the year for battleship introduction, with the Klingons receiving their first B10 in Y173. (This applies only to campaigns which allow races to build battleships and does NOT reflect a change in the historical service dates of the actual B10s.)

Production at a maximum rate of one every second year could be expected. Players may experiment with different production rates in their local campaigns and might wish to use the system provided in F&E rule (436.0).

No battleships have aegis (except the B10 and B11, which have the limited form of that system). The Romulan variant of the B10 does not have aegis. The Klingon carrier and SCS variants of the B10 do have limited aegis.

It should be noted that most ships in the game are designed for a consistent racial "fleet speed," but the battleships are not. They are designed to have a consistent amount of power across all racial lines, perhaps indicating that this was the maximum amount of power any ship could carry (the B11 being a unique exception).

Most of these battleships have fighters and, as such, have a carrier data table, but battleships (except for the B10V and B10S) do not have formal carrier escort groups in the normal sense of the term.

All battleships (had they been built) would be "limited production standard warships" (L in notes column) and "no prototypes" (Y1), but this is not listed.

BATTLE CARRIERS: Just as fleet carriers were built on the hulls of heavy cruisers, most races at least contemplated the concept of building fleet carriers on the hulls of heavy battle-cruisers. The larger hullforms allowed these "battle carriers" or BCVs (not to be confused with the F–15-carrying Federation CVB) to operate full squadrons and still have firepower superior to the average cruiser. (The ISC version of this and the BCS were converted from CCs and CVs, and do not entirely fit the pattern.)

They were built after PFs had entered service and were something of an anachronism. Even so, they were the finest fleet carriers ever built, and very popular.

In the game, this class includes:
R2.74 Federation BCV *Shangri-La*
R3.86 Klingon C7V
R4.82 Romulan SuperHawk–N
R5.59 Kzinti BCV
R6.49 Gorn BCV (a conjectural unit)
R9.56 Hydran Overseer
R11.49 Lyran BCV (a conjectural unit)
R13.45 ISC BCV

Battle carriers are not shown with mech link refits, even though these would be commonly available at the time they were deployed. Players may add them using (R1.R1).

BATTLE CONTROL SHIPS: Few BCVs actually entered service because, as the BCHs were under construction, PFs came into widespread use. Half-finished designs for battle carriers were tossed out the window, and new designs for battle control ships were created.

R2.75 Federation Battle Control Ship *Atlantis*
R3.87 Klingon C7S Battle Control Ship
R4.50 Romulan ThunderHawk (Module R4) is equivalent.
R5.60 Kzinti Battle Control Ship
R6.50 Gorn Battle Control Ship
R9.57 Hydran Overmind Battle Control Ship
R11.50 Lyran Firecat Battle Control Ship
R13.46 ISC Battle Control Ship

The concept of battle control ships, in a somewhat different form, was first proposed by *Frank Crull.*
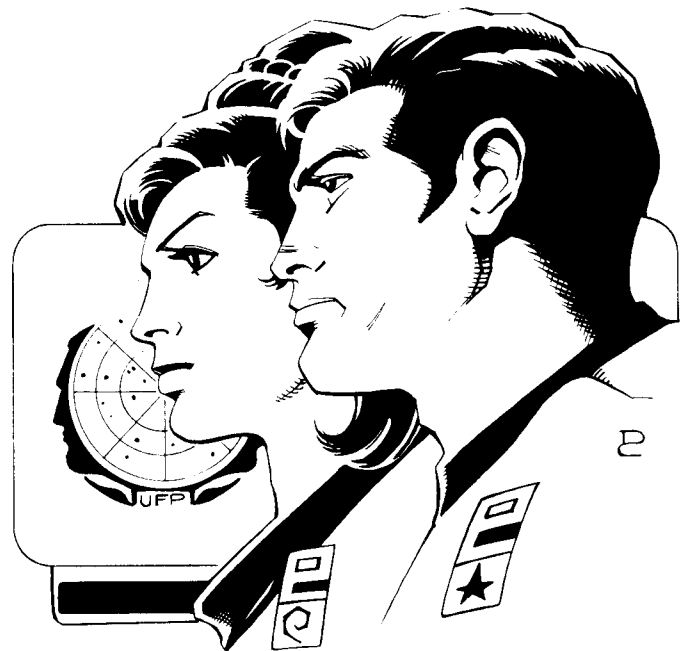
HEAVY COMMAND CRUISERS: Command cruisers had long stood as the ultimate expression of the heavy cruiser hull, and peacetime designers could push those hulls no further than the D7C and the various other CCs.

In wartime, however, competition allowed (indeed, forced) warship size to increase. New more efficient designs allowed more systems to be packed into the same hull volume, and a relaxation of peacetime production standards (intended to produce ships for decades of service) allowed the CCs to grow slightly into what were variously called CBs, CHs, or CCHs. In game terms, a CCH is about half-way between a CC and a BCH. It should be noted that when the larger BCHs were needed, they had to be based on entirely new hulls in most cases.

    R2.76 Federation CB Heavy Command Cruiser
    R3.88 Klingon D7W Heavy Command Cruiser
    R5.61 Kzinti CCH Heavy Command Cruiser
    R6.51 Gorn CCH Heavy Command Cruiser
    R7.41 Tholian Heavy Command Cruiser
    R8.27 Orion Battlecruiser
    R9.58 Hydran Lord Admiral Heavy Command Cruiser
    R9.59 Hydran Lord Cardinal Heavy Command Cruiser
    R11.51 Java Tiger Heavy Command Cruiser

NEW HEAVY CRUISERS: Production of heavy cruisers was never high enough to meet the demands of wartime combat attrition, and there were other demands for hulls (and shipyard space) of this size (e.g., survey ships, fleet carriers, tugs, etc.). All of the races quickly realized that the number of heavy cruisers in service was going to start dwindling rather rapidly as the war went along, and all sought solutions to it.

The most universal solution was to take the war cruiser design, add hull volume and warp power, and produce a ship that had about the same size and capabilities of a heavy cruiser or command cruiser, but which could be built in shipyards intended to produce war cruisers. This left the heavy cruiser slipways clear for their traditional production requirements.

The NCAs of two races deserve special note. The Romulan NCA (FireHawk) entered mass production as their standard cruiser. This was because the Romulans had no modern pre-war cruiser design to continue in production. The Gorns deliberately designed their HDD in such a way that a "rear bubble" could be added to it later, producing the excellent CM which was tactically superior to the pre-war BC.

In game terms, a new heavy cruiser is generally a CW with an added hull section and a third (smaller) warp engine. Most have slightly more power than the standard CAs which they supplemented and eventually supplanted.

    R2.77 Federation NCA New Heavy Cruiser
    R3.89 Klingon D5W New Heavy Cruiser
    R4.38 Romulan FireHawk (Advanced Missions)
    R5.62 Kzinti NCA New Heavy Cruiser
    R6.39 Gorn Medium Cruiser (Module R4)
    R7.39 Tholian Heavy War Cruiser
    R7.40 Tholian Heavy War Cruiser (photon-armed)
    R8.29 Orion BRH Heavy Battle Raider
    R9.60 Hydran Iroquois (hellbore)
    R9.61 Hydran Mohawk (fusion)
    R9.62 Hydran Cheyenne (combined)
    R11.52 Lyran NCA New Heavy Cruiser
    NOTE: There are no plans for variants of NCAs, and no proposals are being accepted by ADB. The existing war cruiser hulls are adequate to provide all required support classes, and the whole point of NCAs is to alleviate the shortage of standard combat heavy cruisers.

OTHER LARGE UNITS: This product includes a number of other "big ships" which were designed, produced, or considered by various races at various times. Some examples of these include:

- CVAs are provided for the Gorns and Lyrans, which never produced (or even contemplated) such ships. These are included so that players can use the Gorns and Lyrans in the various CVA campaign games.
- The Orions don't have a dreadnought in the original game, so we gave them a DN (R8.26) instead of a BB. We couldn't see giving them a battle carrier or battle control ship, but did give them a fleet carrier on their heavy cruiser hull (R8.28).
- The WYNs didn't seem to need a true battleship either, so we gave them an auxiliary dreadnought (and the auxiliary battle control ship version) based on the large ore carrier.
- The Andromedans don't use the normal class designations, so we gave them two new ships without trying to fit them into a class.
- We included the Hydran Count and Earl Destroyer Leaders, even though they were not really "big ships," because of their importance in explaining Hydran ship construction history.
- We included the Lyran Mountain Lion, the smallest ship in this product, because of its relationship to the history of big ships.
- The Klingon C7 (surely a "big ship") had never been converted to Romulan technology, so we provided an SSD for a conjectural KCR.
- We provided new Space Control Pods (and Tugs) for the Klingons, Kzintis, and Lyrans, and an SSD for the Federation's favorite tug-pod combination.
- This product would hardly be complete without the carrier and space control versions of the B10.

CONJECTURAL UNITS: Some of the ships in this product are "conjectural" units, ships that were never actually built but could have been. The idea of "never builts" has been a feature of naval wargaming (from which SFB derives) for decades. (Any decent battleship game will include factors for the US *Montana*-class and the German H–series, none of which were ever built.)

The use of conjectural ships in local campaigns is best left to the discretion of the campaign organizers, but should such a campaign decide to incorporate ships of these classes, the ones in this product are what historically would have been used.

In previous editions of SFB, some ships were originally released as "conjectural" and later became "real," examples being the Federation FFB, Klingon B10, and Romulan ThunderHawk. After the game was updated to the Captain's Edition, however, this "creeping realism" has stopped and units declared to be conjectural will remain so forever.

A NOTE ON FIGHTERS: While the Carrier Data Tables of some carriers list the "fighter refits," most do not. When not listed, the best available version of the fighter in the year of the scenario is considered to be available.

БОЛЬШИЕ ЗВЕЗДНЫЕ КОРАБЛИ

Many have asked us what the Russian words "Bolshoya Zvesdaya Korabali" stand for. Literally, they mean Big Stellar Ship, or Big Starship, or simply Stellar Battleship.

(R2.0) THE UNITED FEDERATION OF PLANETS

FEDERATION BATTLESHIP

(R2.73) BATTLESHIP (BB): The Federation counterpart to the B10 would doubtless have had equivalent weapons, i.e., eight photons FA and two RA, plus an assortment of phasers. The BB uses a DNG saucer, with almost all of the extra systems going into a greatly expanded rear hull.

The inclusion of a half-squadron of F–15s was somewhat radical, but matches the eight Z–Ys on the B10. The hangar bay would not have been large enough for F–14s, and the ship would never carry a SWAC. There is no balcony.

The labs were spartan by pre-war Federation standards, but match those on the DNG and reflect wartime requirements. This was offset somewhat by the extra probe launcher. It was impossible to add more forward phasers, resulting in the unusual case of a Federation ship able to fire more to the rear than the front.

The center warp engines are mounted on the saucer and would separate with it, should that be required. In the event of separation, the center engines become left and right and the forward hull becomes center hull.

Year	Escorts	Fighters
Y175+	None	6 x F–15

There were no refits for this class.
This ship is conjectural.
Names: 2151-*Ares*, 2152-*Mars*, 2153-*Nebu*, 2154-*Kali*.
Design by Stephen V. Cole with comments from dozens of staff and playtesters and special thanks to Ray D Olesen.
SSD and counter are in Module R5.
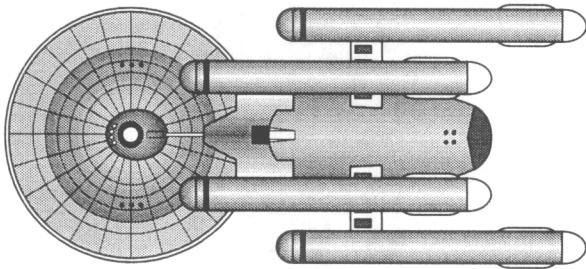
FEDERATION HEAVY BATTLECRUISER VARIANTS

(R2.74) BATTLE CARRIER (BCV): After the CVA *MacArthur* was destroyed in Y181, the Federation ordered the next BC hull completed as a carrier. This became the *Shangri-La* and was completed in Y183. When the CVA *Napoleon* was heavily damaged in Y183, the subsequent BC was completed as the BCV *Atlantis.* The design was significant as it sacrificed nothing from the basic BCG design in the way of firepower or energy.

Both BCVs had distinguished careers in the late war years. The *Shangri-La* was known as the "ghost ship" because of its sudden appearances in various theaters. The Klingons thought (for most of Y183) that there was no such ship, simply a clever Federation deception campaign ascribing raids by several other carriers to a single ship.

Both BCVs had drone racks in the dorsal turret; this was considered to be more efficient because of the drone-armed fighters, and there was no plasma-armed version of the BCV.

The hangar is a "tunnel deck" (J1.58) with doors at the forward and aft end. The BCVs carried either one MRS or one E2C SWAC, depending on availability; these are not included in the BPV. There is no balcony.

Year	Escorts	Fighters
Y183+	NAC, DWA	12 x F–14

There were no refits for this class.
The BCV is a variant of the BCG. There is no carrier variant of the BCF.
Designed by *Cole & Petrick*.
SSD and counter are in Module R5.

(R2.75) BATTLE CONTROL SHIP (BCS): The second BCV, *Atlantis*, was either completed in or converted to this configuration. (The records are unclear.) It carried six F–111s on tractors in a single "bay" and had cargo storage able to use (R2.R5).

The single shuttle bay for six F–14s plus the admin shuttles had only one door (to the rear) since the space for the forward portion of the bay (on the BCV) was taken up by cargo storage. The F–111s and F–14s form separate squadrons and cannot be mixed in a squadron. All of the deck crews (listed separately to simplify conversion to a BCP) can, of course, work on any type of fighter. The BCVs carried either one MRS or one E2C SWAC, depending on availability; these are not included in the BPV. There is no balcony.

There was no version carrying A–20s due to the power demands.

Year	Escorts	Fighters
Y184+	NAC, DWA	6 x F–14, 6x F-111

There were no refits for this class.
The BCV is a variant of the BCG. There is no BCS variant of the BCF.
Designed by *Cole & Petrick*.
SSD and counter are in Module R5.

(R2.75A) BATTLE CONTROL SHIP WITH PFs (BCP): Players wishing to use the conjectural PFs may accomplish this by: replacing the cargo with repair, replacing the F–111s with PFs or interceptors, and deleting the F–111 deck crews. (Assume all links are repair capable.) No counter is provided, and the SSD is combined with the BCS.
This ship is conjectural.

FEDERATION CRUISERS

(R2.76) HEAVY COMMAND CRUISER (CB): The first of these improved command cruisers *(Gettysburg)* appeared in Y175. The new design provided a 20% increase in phaser firepower, a 100% increase in drone capability, a 25% increase in reserve power, and a 7.5% increase in warp power (resulting in a warp-capable saucer).

Names (decisive battles and "turning points"):
1728 *Gettysburg*, 1729 *Kadesh*, 1730 *Thermopolae*,
1731 *Cannae*, 1732 *Alesia*, 1733 *Isandhlwana*,
1734 *Gravelotte*, 1735 *Tannenberg*, 1736 *Kursk*,
1737 *Coral Sea*, 1738 *Inchon*, 1739 *Khe Sanh*,
1740 *Golan*, 1741 *Alfeld*, 1742 *Austerlitz*,
1743 *Panjsher*, 1744 *Suomussalmi*, 1745 *Rocroi*,
1746 *Poltava*, 1747 *Rossbach*, 1748 *Gaugamela*,
1749 *Vincennes*, 1750 *Basra*.

There were no refits for this class.
Designed by *Cole & Petrick*.
SSD and counters are in Module R5.
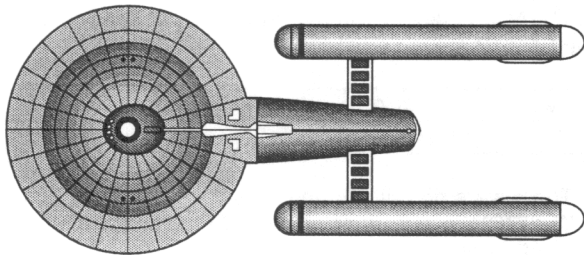
(R2.77) FEDERATION NEW HEAVY CRUISER (NCA): Faced with a shortage of heavy cruiser hulls, the Federation (like many other races) looked to its war cruiser design and created a "new heavy cruiser" that could be assembled in shipyards that were building NCLs (leaving the CA shipyards free to build CBs). The addition of the rear hull and the small center engine increased power, versatility, and range.

The shift in the center of gravity reduced the chances of a breakdown.

The NCA cannot drop the rear hull but could, of course, drop its warp engines.

There were no refits for this class.
Variants: None.
Names (major cities on Earth and other Federation worlds):
1651 *Chicago*, 1652 *New York*, 1653 *Dayton*,
1654 *Los Angeles*, 1655 *London*, 1656 *Tokyo*,
1657 *Beijing*, 1658 *Berlin*, 1659 *Mecca*,
1660 *Buenos Aires*, 1661 *Kinshasa*.
Designed by *Cole & Petrick*.
SSD and counters are in Module R5.
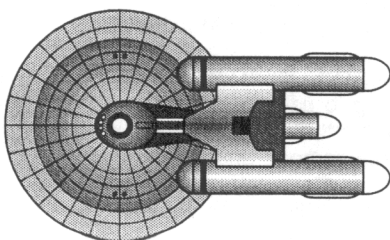
FEDERATION TUGS AND PODS

(R2.78) FEDERATION BATTLE CARRIER TUG (BTV): One of the most powerful battle tug combinations in space was a Federation battle tug with an additional light carrier pod, combining firepower with fighter power. The combination was, however, the slowest warship in Star Fleet and tended to be used to defend fixed installations. In one such battle, the tug had to abandon the pods in order to escape from a superior Klingon force.

The forward doors of the two "tunnel deck" bays of the light carrier pod are blocked by the battle pod. The impulse engines of the battle pod cannot be used for movement while the light carrier pod is attached.

Such a combination was used by the Federation on more than one occasion. BTVs could have been created as early as Y167, although the first recorded incident was in Y170. (Earlier use may require operating without escorts as FFEs were not available at the time the light carrier pod entered service.) The light carrier pod increases the seeking weapon control rating of the tug to double the sensor rating. (If used before the tug refit, the combination can control seeking weapons equal to the sensor rating.)

Refits apply to the individual elements.

Year	Escorts	Fighters
Y170-75	2 x FFE	12 x F-8
Y173-76	NEC, FFE	12 x F-18
Y175-82	NEA, FFA	12 x F-18
Y178+	NAC, DWA	12 x F-18B
Y183+	NAC, DWA	12 x F-18C

SSD and counter for the combination are in Module R5.
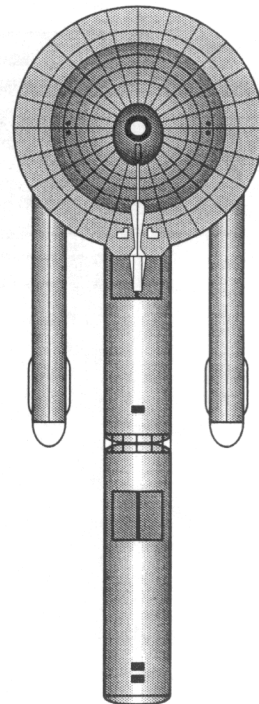
R3.0 THE KLINGON EMPIRE

KLINGON BATTLESHIPS

(R3.82) B11 SUPER BATTLESHIP: The Klingons had envisioned a follow-on class of improved B10s with additional power and weapons. This conjectural design is taken from a Klingon project study dated Y184 and represents the four additional battleships in the Klingon 8+8 plan (which called for eight B10s and eight C7s to lead the fleet to its ultimate victory over the oppressive forces of the Alliance).

The refits that were applied to the B10s during their construction would have been included as original equipment in the B11 series. Note the addition of wing phasers and an increase in the impulse engines to provide adequate power to maintain fleet battle speeds. The additional ADDs, combined with the limited aegis of the B10K, would have made the ship virtually drone-proof from all but a point-blank or massively overwhelming drone strike. A slight increase in shielding was also projected for the B11 class.

There is no heavy weapon "I" to avoid confusion with "1".

Year	Escorts	Fighters
Y178+	None	8 x Z–Y

Two shuttle bays (boom, rear); no transfers. Rear bay has a four=space balcony.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Names: B116 *Incomparable*, B117 *Indisputable*, B118 *Inevitable*, and B119 *Insufferable*. None of these were ever started. There was no possibility of a Romulan version.

Designed by *Cole & Petrick*. Conjectural Ship.

SSD and counter are in Module R5.

(R3.83) B10V SUPER CARRIER

Insatiable, the second B10, was nearly completed as a carrier before it was converted to an SCS. The SSD shows the ship as it would have appeared if completed in this role.

There are three shuttle bays in the rear hull. The upper left bay holds nine Z–Y fighters, one of which is an EWF. The bay has three launch tubes and a three-position balcony. The upper right bay is identical to the upper left. The lower bay holds six Z–D (sometimes Z–P) fighters, two administrative shuttles, and two MRS shuttles (not in BPV); it has a four-position balcony but no launch tubes. Internal transfers by (J1.59) are possible between all three rear bays; the upper and lower bays are connected by elevators (R3.R6).

The B10V has 1,000 points of drone storage. There are two spare admin shuttles, four spare Z–Ys, and two spare Z–Ds. The two fighter squadrons each consist of eight Z–Ys, one Z–YE, and three Z–Ds, but players can reorganize the two squadrons as they wish.

Year	Escorts	Fighters
Y184+	AD5, 2xAF5	18 x Z–Y, 6 x Z–D

The B and K refits would have been installed whenever the ship was completed and are assumed in the SSD. This includes the limited aegis system, which controlled the ADDs and phaser-3s.

The two phasers on either side of the boom (marked RF+LS and LF+RS) cannot fire directly to the rear due to the higher shuttle bay structure on this variant.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Design by *Stephen V Cole*.

SSD and counter are provided in Module R5.

(R3.84) B10S SPACE CONTROL SHIP

The *Insatiable* was completed as a space control ship, entering service in Y186. There are two shuttle bays in the rear hull, each of which holds six Z–Y fighters, one admin shuttle, and one MRS (not in BPV). Each bay has three launch tubes and a three-position balcony. There is 1 EWF among the 12 Z–Ys; it can be serviced in either bay.

Year	Escorts	Fighters
Y186+	AD5, 2 x AF5	12 x Z–Y

There are six PFs; note that two of the six mech links are on the boom portion, allowing the boom to carry PFs for self-defense if operating detached. There are two internal repair bays for PFs (on the lower deck). In rare cases one or two additional PFs might be carried there; these would be commando or other special types and would not be part of the flotilla (K0.33). The B10S had no external PF repair facilities, an unusual shortcoming in a Klingon ship that is probably the result of complications in the original design.

There are 1,000 spaces of drone storage. There are two spare admin shuttles and four spare Z–Ys.

The B10S is otherwise identical to the B10V, including the boom phaser firing arc restrictions, the limited aegis system, and the anti-drone racks.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

KLINGON PODS

(R3.85) SPACE CONTROL POD (P-S10): The Klingons built one pod of this type near the end of the war. It is, as the SSD indicates, a huge pod taking all available docking links on a tug. (It was impossible for a D5H or D5G to carry this pod.) The special sensors seem to have been present more to enable the ship to see danger coming and flee (due to its extremely slow speed) than to support its PF flotilla by finding targets.

The pod is the equivalent of three pod weights.

The fighters are in two separate bays, each with a single door and no balcony. Transfers are not possible.

The pod adds shield boxes to the tug, as seen on the TSC SSD. Special sensors are destroyed on "phaser" hits.

When a tug carries this pod, it operates with the escort group given below.

Year	Escorts	Fighters
Y181+	AD5, AF5	12 x Z–YB

Design by *Steven P Petrick*.

An SSD and counter for this pod on a fleet tug are in Module R5. An SSD of the pod by itself is below:
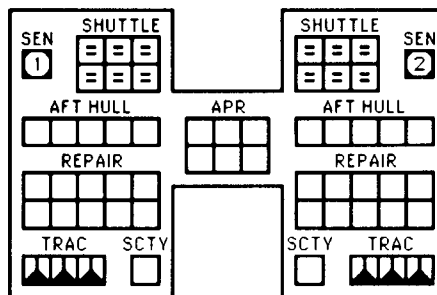
KLINGON HEAVY BATTLECRUISER VARIANTS

(R3.86) C7V BATTLE CARRIER: The Klingons quickly saw the advantages of larger carriers, and drafted plans for a carrier version of the C7, but were unable to spare a hull for such a conversion until the *Pestilence* in Y182. It is entirely possible that at least one more was built.

The deckhouse was expanded to provide for a full fighter squadron without sacrificing weapons. There is a four-position balcony behind the single hangar bay.

Year	Escorts	Fighters
Y182+	AD5, AF5	12 x Z-Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).
Designed by *Cole, Petrick, & Gara*.
SSD and counter are in Module R5.
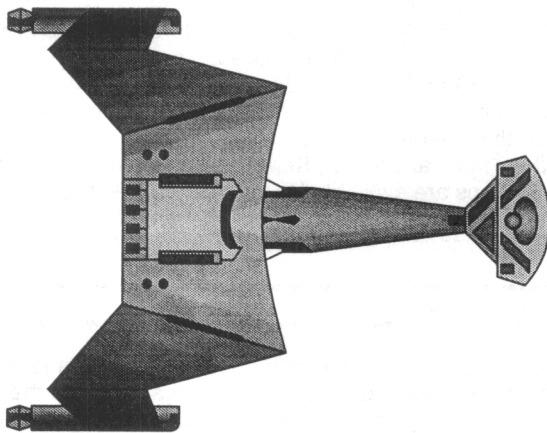
(R3.87) C7S BATTLE CONTROL SHIP: The Klingons completed some of the later C7s as C7S battle control ships, replacing half of the C7V's fighters with PFs.

There is a four-position balcony behind the single hangar bay. PFs on the four rear mech links can be repaired.

Year	Escorts	Fighters
Y184+	AD5, AF5	6 x Z-Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).
Designed by *Cole, Petrick, & Gara*.
SSD and counter are in Module R5.

KLINGON HEAVY CRUISERS

(R3.88) D7W HEAVY COMMAND CRUISER: The Kareli Design Bureau, exploring further enhancements in the venerable D7 hull, incorporated several innovative design features into the D7W. This was the most powerful D7 variant ever built, barring the DX. The ship had more copious shuttle bays and extra wing phasers when compared to the D7C.

UIM: There is one UIM module as standard equipment. Backups are available for purchase under (S3.2).
Design: The original design (which was considerably more powerful) was done by *Stephen V Cole*. After playtesting revealed it to be too powerful, the design was revised by *Cole & Petrick*.
SSD and counters are in Module R5.

(R3.89) D5W NEW HEAVY CRUISER: The Klingon D5W is similar to the Federation NCA: a war cruiser built up to heavy cruiser size and power. The addition of a frigate engine over the deckhouse increased the overall engine power. (This engine is not part of the boom and does not block any firing arcs.)

The D5W retained the limited aegis rig of the standard D5, controlling the phaser-2s, phaser-3s, and ADDs.
UIM: There is one UIM module as standard equipment. Backups are available for purchase under (S3.2).
No variants.
Designed by *Stephen V Cole*.
SSD and counters are in Module R5.
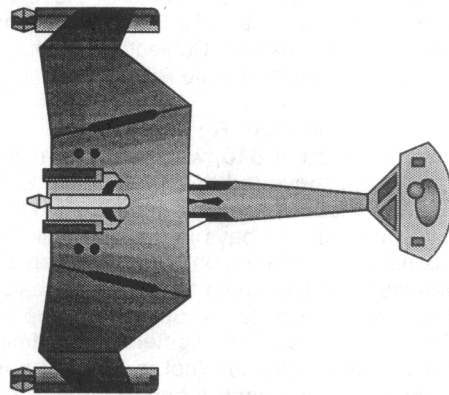
NOTE: This product also includes counters for Klingon Z–H fighters and a B10 boom.

The rule numbers (R3.82) through (R3.85) were previously assigned to other ships; these ships were renumbered in this edition and will appear in Module R6.

(R4.0) ROMULAN STAR EMPIRE

(R4.81) KING CONDOR BATTLESHIP (KCN): The Romulans had envisioned an enlarged Condor-class ship with a greatly expanded rear hull and a second heavy torpedo launcher. It appears that the project was cancelled after the shipyards were unable to produce a reliable warp engine of the required output. (The cost of such a project would have been immense.) It is unclear if this design was intended to be built in addition to procuring a B10 for conversion (R4.83) or if one of the designs was a backup for the other.

The plasma racks were apparently added to increase firepower and short-range defense. Perhaps based on the Klingon pattern, the design study did include a rear-firing plasma-S torpedo, possibly from concern that the large ship might prove unmaneuverable and need to discourage an enemy from approaching that quarter.

Note the massive transporter array, which presumably would have allowed the ship to board and capture crippled enemy starships.

Year	Escorts	Fighters
Y175-79	None	4xG–II, 4xG–SF
Y180+	None	4xG–III, 4xG–FSF

This ship is conjectural.
Based on a proposal by Ron Spitzer.
SSD and counter are in Module R5.

(R4.82) SUPERHAWK–N (SUN): The Romulans completed two pairs of "N-Modules" about Y182 and used them both on SuperHawk Command Cruisers. The primary change from the K-module was the provision of extra fighters, bringing the SuperHawk–N (or SunHawk) into the class of a full-fledged fleet carrier. The N-Modules can only be carried by SuperHawks.

These ships were given formal escort groups and are the Romulan equivalent of battle carriers.

Year	Escorts	Fighters
Y182+	SPM, SKEA	6xG-FSF, 6xG-III

Designed by *Cole & Petrick.*
SSD and counter are in Module R5.
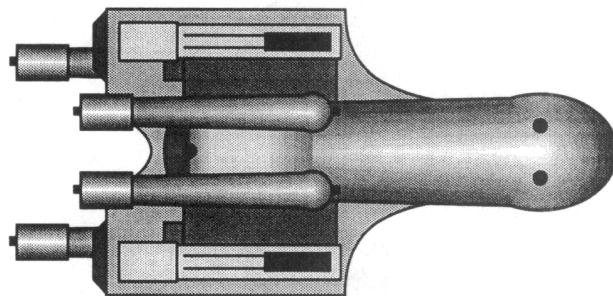
(R4.83) K10R BATTLESHIP: This SSD is purely conjectural as no such ship was ever built, although the Klingons had actually signed a contract to deliver one.

This ship does not have limited aegis as the B10 did.
Name: *Inseparable.*
No V or S variant was considered.

Year	Escorts	Fighters
Y173-79	None	8xG–SF
Y180+	None	8xG–FSF

This ship is conjectural.
Designed by *Stephen V Cole.*
SSD and counter are in Module R5.
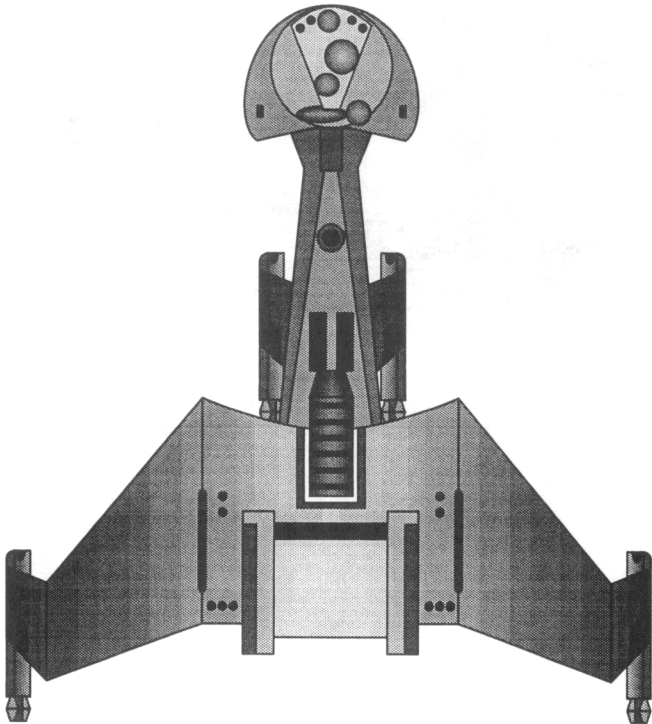
(R4.84) HEAVY BATTLECRUISER (KCR): The Romulans never obtained a Klingon C7, but did actively try to purchase one and had worked out plans for the conversion. (The Klingons could not spare any of their C7s, and delivery at that point in the General War would have been problematical in any case.)

Note the unusual combination of three plasma racks.
This ship is conjectural.
Designed by *Steven P Petrick.*
SSD and counter are in Module R5.
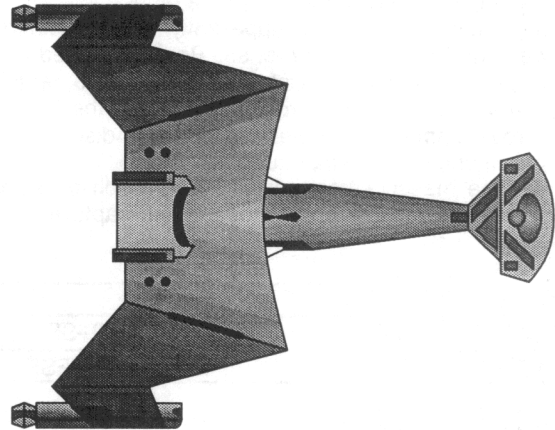
NOTE: Module R5 includes counters for a squadron of Tribune Heavy Fighters.

(R5.0) KZINTI HEGEMONY

(R5.57) BATTLESHIP (BB): The Kzinti battleship design project was envisioned as an enlarged version of the dreadnought. Additional firepower was provided. The inclusion of rear-firing weapons may well reflect a stolen set of B10 plans.

The Kzintis never began construction of this ship, but there is evidence that they attempted (and failed) to build the large warp engines it would require. Computer simulations with four of the warp engines used on the DN were unsatisfactory as the proximity of the engines required extra shielding and made them more vulnerable to damage. Doubtless, had the B10 been completed during the General War, the Kzinti would have had the incentive to find a solution to the engine problem.

Note the expanded disruptor arcs.

The cargo space is used to store 400 of the 500 points (Annex #7G) of spare drones; these drones can be used by the fighters or for use by ships following the BB.

Year	Escorts	Fighters
Y175-79	None	8x TAAS
Y180+	None	8x TADS

This ship is conjectural.

The original design by Stephen V Cole was heavily modified by David Zimdars.

SSD and counter are in Module R5.

(R5.58) SPACE CONTROL POD (P-S9): The Kzintis built one pod of this type near the end of the war, after observing a similar Klingon pod in operation. It is, as the SSD indicates, a huge pod taking all available docking links on a tug. (It was impossible for an MTT to carry this pod.)

The pod is the equivalent of three pod weights.

The fighters are in two separate bays, each with a single door and no balcony. Transfers by (J1.59) are not possible. The special sensors seem to have been present more to enable the ship to see danger coming and flee (due to its extremely slow speed) than to support its PF flotilla by finding targets.

The pod adds shield boxes to the tug; see the TSC SSD.

When a tug carries this pod, it operates with the escort group given below.

Year	Escorts	Fighters
Y183+	MAC, DWA	12 x TADS

Design by *Steven P Petrick*.

SSD and counter for the tug carrying this pod are in Module R5. A separate pod SSD is shown below.
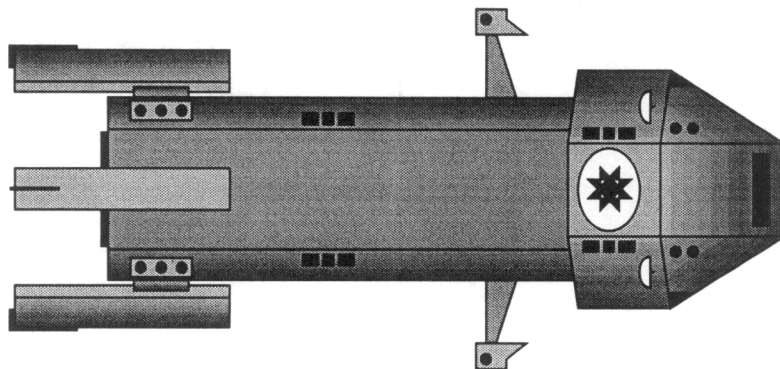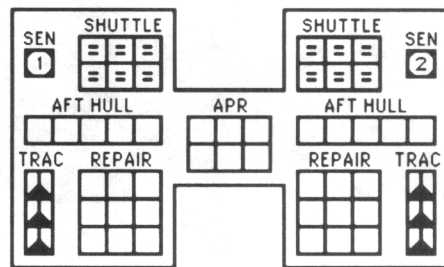
KZINTI BATTLESHIP

KZINTI HEAVY BATTLECRUISER VARIANTS

(R5.59) BATTLE CARRIER (BCV): The Kzintis completed at least one of their BCH hulls as a carrier, combining the fire-power of the BCH with the carrier capabilities of the CVS. At least one CVS was upgraded to a BCV, and possibly others were as well.

The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly. Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one.

Year	Escorts	Fighters
Y181+	MAC, DWA	12 x TADS

The BCV is a development of the BCH, which is a variant of the CVS (R5.7).
Designed by *Tony Zbaraschuk*.
SSD and counter are in Module R5.
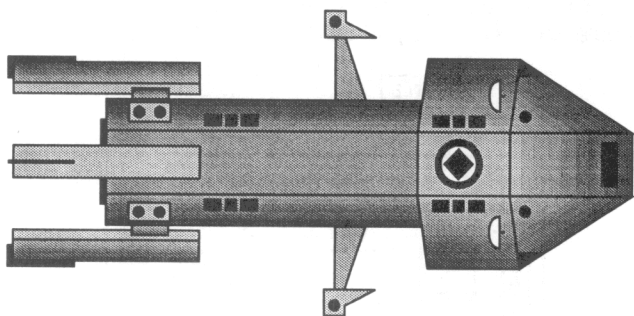
(R5.60) BATTLE CONTROL SHIP (BCS): The Kzintis completed at least one of their BCH hulls as a battle control ship, combining the firepower of the BCH with some of the capabilities of the SCS. Note that the shuttle bay has only the forward hatch. As with other Kzinti ships, only the one internal mech link is repair capable, although it could also carry a seventh PF (not part of the flotilla; see K0.33).

Year	Escorts	Fighters
Y182+	MAC, DWA	6 x TADS

Designed by *Tony Zbaraschuk*.
The BCS is a development of the BCH, which is a variant of the CVS (R5.7).
SSD and counter are in Module R5.

KZINTI HEAVY CRUISERS

(R5.61) HEAVY COMMAND CRUISER (CCH): As with the other races, the Kzintis attempted to improve their command cruiser design. The CCH design was limited by the shattered Kzinti economy, and the enhancements of the Kzinti CCH are, perhaps, slightly less than those of other races. The hull was lengthened by 6 meters, providing space for enhanced battery and power systems, but the major changes were reserved for the weapons pylons, which could be built easily in various facilities and installed as completed units. Due to the power requirements, drone transfer systems, and firing circuits, attempts to install these pylons on existing ships (without the full CCH conversion) proved impossible. The enhancements included an upgrade of two phaser–3s to phaser–1s and two anti-drone systems.

Designed by *Cole & Petrick*.
SSD and counters are in Module R5.
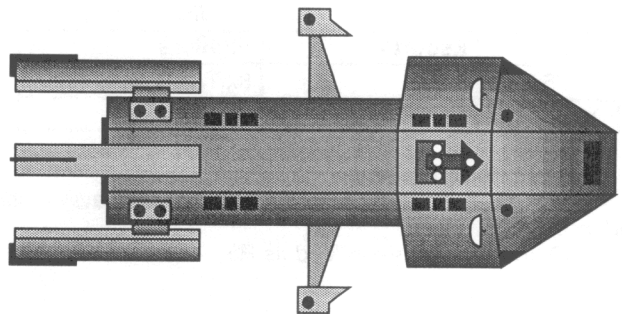
(R5.62) NEW HEAVY CRUISER (NCA): The Kzinti solution to the question of how to convert a medium cruiser into a heavy cruiser reflected the constraints under which it was built. Rather than use heavy cruiser engines, the Kzintis added a fourth medium cruiser engine, providing for a slight increase in energy over the BC.

The ship incorporated the effect of the Y175 refit.
Designed by *Cole & Petrick*.
SSD and counters are in Module R5.
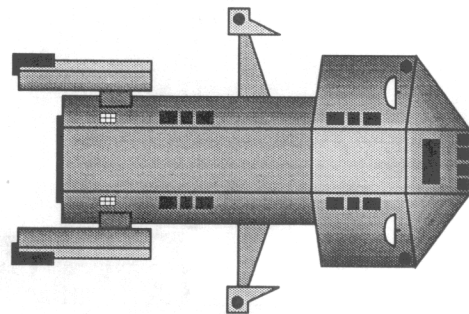
NOTE: This product includes a counter for the Kzinti SRV Survey Cruiser (Carrier Configuration).

(R6.0) GORN CONFEDERATION

(R6.47) BATTLESHIP (BB): Given the extreme length of the Gorn DN, the design staff envisioned that a battleship design would have be based on a wider, rather than a longer, DN hull. Given the problems that the Romulans had building large engines, it is entirely possible that this also stopped any Gorn plans to build battleships.

The BB would have carried four admin shuttles, one HTS, two MRS, six GAS, and six fighters. The MRS and fighters are not included in the BPV.

Year	Escorts	Fighters
Y175+	None	6 x G–18
Y180+	None	6 x G–12

Federation Reporting Name: *Godzilla*.
Balcony positions: 4 left + 4 right.
Based on a 1985 proposal by the SFB gaming group at Game Keepers hobby store, Parma, Ohio.
This ship is conjectural.
SSD and counter are in Module R5.
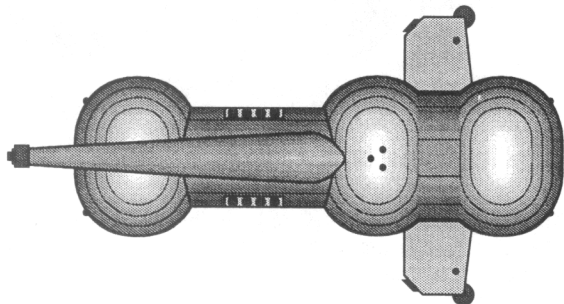
(R6.48) HEAVY CARRIER (CVA): The Gorns were not a major fighter-using race and never built a CVA (other than some auxiliaries). This design, based on the Tyrannosaurus DN, is purely conjectural, i.e., the best guess of the SFB staff as to what such a ship would have looked like had one ever been built.

The two hangar bays are NOT connected by (J1.59).
Balcony: 3 on each side of front bay, 4 on each side of rear bay (14 total).
This ship had double the normal number of plasma–D reloads in storage, as shown on the SSD.
Federation reporting name: *Tyrannosaurus–V*.

Year	Escorts	Fighters
Y173	CLE, 2xDE	12xG–18, 12xG–10
Y174	HDE, 2xBDE	12xG–18, 12xG–10
Y175+	HDA, 2xBDA	12xG–18, 12xG–10
Y180+	HDA, 2xBDA	12xG–12, 12xG–10

It is unlikely that a CVA would have been built before Y175, but the data for the period is provided. Note that if the Gorns built a CVA, they would have had G–10s earlier.
This ship is conjectural.
Designed by *Stephen V Cole*.
SSD and counter are in Module R5.
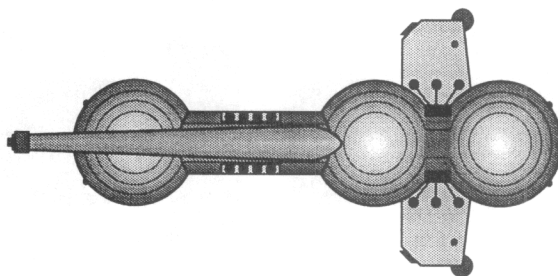
(R6.49) BATTLE CARRIER (BCV): The Gorns were never a major fighter-using race and never built large carriers, limiting themselves to those built on light cruiser and heavy destroyer hulls.

If the Gorns had built a carrier version of their heavy battlecruiser, it presumably would have followed the form of other races and used an enlarged hull to add fighters without reducing firepower or energy. The conjectural design provided calls for a stretched center hull section with the same sort of fighter bay used on the HDV and CV.

There would have been three balcony positions on each wing. There would have been one bay, with two doors (one to each side, similar to a tunnel deck but across the ship rather than lengthwise) just as on the HDV. It could be presumed that this would be the premier Gorn carrier (short of a CVA) and would, therefore, have the best fighters, the G–12s.

Year	Escorts	Fighters
Y181+	HDA, BDA	12 x G–12

This ship had double the normal number of plasma–D reloads in storage, as shown on the SSD.
Balcony: 3 left + 3 right.
Federation Reporting Name: *Albertosaurus-V*.
This ship is conjectural.
Designed by *Steven P Petrick*.
SSD and counter are in Module R5.
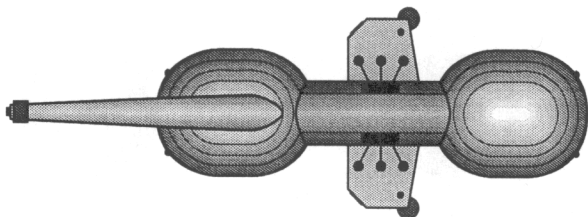
(R6.50) BATTLE CONTROL SHIP (BCS): The Gorns completed at least one BCH as a BCS, combining a minimal fighter capability and a PF flotilla with the firepower of a BCH. Other BCHs may have been converted to this pattern.

This historical design lends some support to the conjectural design for the BCV.

There is one bay, with two doors (one to each side, similar to a tunnel deck but across the ship rather than lengthwise) just as on the HDV. This ship did carry G–12s, supporting the theory that the BCV would have.

Year	Escorts	Fighters
Y182+	HDA, BDA	6 x G–12

This ship had double the normal number of plasma–D reloads in storage, as shown on the SSD.
Balcony: 3 left + 3 right.
Federation Reporting Name: *Albertosaurus-S*.
Designed by *Steven P Petrick*.
SSD and counter are in Module R5.

(R6.51) HEAVY COMMAND CRUISER (CCH): The evolution of the CC to the BCH is seen in this intermediate hull design, which entered service in Y175. The CCH had all of the refits and improvements of the latest CCs, but used an expanded front hull bubble to provide for additional phasers, although not enough power for them. The Gorns had actually designed the CCH before entering the General War and began production shortly thereafter, having seen reports of the Romulan FireHawk.

In the final analysis, the CCH was a disappointment, if not exactly a failure. The increase in combat power was not equal to the increase in the expense of production, although once CCHs had replaced CCs it was considered best to continue with the new design. The CCH became only a historical footnote on the way to the BCH class, and most were eventually converted to BCHs.
Balcony: 3 left + 3 right.
Federation Reporting Name: *Allosaurus Bull*.
SSD and counters are in Module R5.
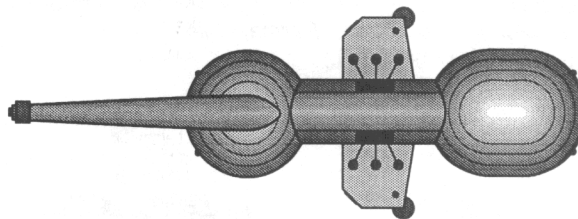
(R6.52) STRIKE CARRIER (CVS): While the Gorns, with their characteristic fundamental disinterest in fighters and carrier operations, never built a heavy cruiser version of their CL-based carrier, they certainly were capable of such a ship and the conjectural design presented was entirely possible, had the Gorns chosen to build it. There is some indication that the Federation tried to encourage the Gorns to develop such a ship.

There is one bay, with two doors (one to each side, similar to a tunnel deck but across the ship rather than lengthwise) just as on the HDV.

Year	Escorts	Fighters
Y175-82	HDA, BDA	6 x G–18, 6 x G–10
Y180+	HDA, BDA	6 x G–12, 6 x G–10

Balcony: 3 left + 3 right.
Federation Reporting Name: *Allosaurus–V*.
This ship is conjectural.
Designed by *Steven P Petrick*.
SSD and counter are in Module R5.

NOTE: This product includes a counter for the Gorn SRV Survey Carrier.

The only real difference (on the SSD) between a G–12 and a G–18 fighter is the second chaff pack on the G–12. This makes it relatively easy for players to use whichever fighter is provided on a given SSD for the other type.

(R7.0) THOLIAN HOLDFAST

(R7.60) NEO-THOLIAN BATTLESHIP (NBB): This ship is real; it is not "conjectural" like most of the other battleships. Unfortunately, none were with the 312th and none arrived in our Galaxy. This SSD shows what an original home-galaxy battleship would look like if refitted in the Holdfast for duty here. (Prior to Y181, delete mech links from tractors and treat repair as cargo.)

The Tholians had blueprints of this (indeed all) Neo-Tholian ships, but could never have hoped to build any of them in their shipyards, even with help from other races.

The Collar (the structure between COM and rear hull) can be left with the ship or taken with the COM (increasing its movement cost to 0.33). If left with the rear hull, its phasers will have a 360° firing arc. The COM can dock to the hull without the Collar; this does not affect the movement cost, turn mode, or other ratings of the NBB. The Collar has no sensor, scanner, or damage control boxes; it has one excess damage box. The Collar cannot fire weapons or move if operated separately. The Collar could be docked to any COM, but cannot be docked to other Neo-Tholian ships as it is on the NBB.

Year	Escorts	Fighters
Y178	None	2 x Spider–II
		2 x Spider–III

The NBB, with the mech-link refit, is a true PFT. This ship is real, but is treated as conjectural.
Designed by *Stacy Bartley and Stephen V Cole*.
SSD and counter are in Module R5.
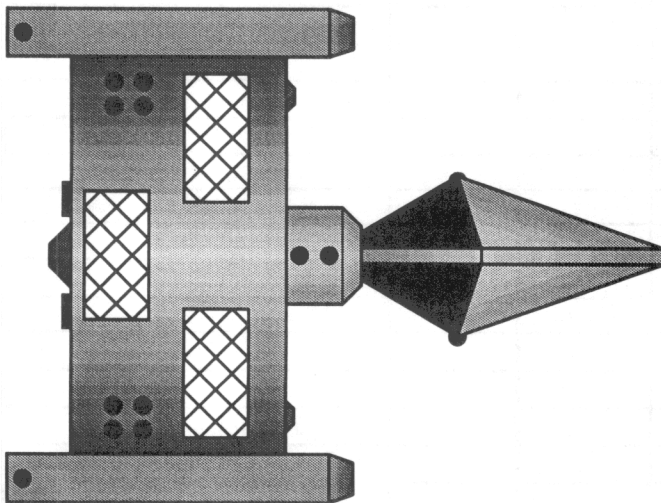
(R7.39) HEAVY WAR CRUISER (CWH): The Tholians found that their CW was an adequate ship. Even so, the increasing numbers of heavier cruisers in use by the Klingons left them at something of a disadvantage in their operations outside the Holdfast (supporting Alliance offensives). Unfortunately, it proved impossible to build larger hulls, and D hulls took too long to fill the gap.

The Tholians produced what amounted to a "product improvement" of the basic CW design, rather than a heavy cruiser equivalent. This design involved welding the second hull to the first 10 meters further forward than before, creating space for additional weapons and the power systems to operate them. (Obviously, this ship and the CHP cannot be built prior to the arrival of the Neo-Tholians.)

The resulting ship was certainly more powerful than the standard CW, but due to the increased structural reinforcement necessary to keep the hulls together at the joints, the ship could not be built as quickly as the normal CWs. It did eventually supplant most CA production, principally because of its superior weapons arcs and lower cost.

This ship cannot pinwheel (C14.0).
Designed by *Steven P Petrick*.
SSD and counters are in Module R5.
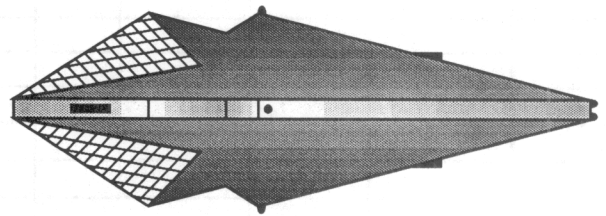
(R7.40) HEAVY PHOTON WAR CRUISER (CHP): The Tholians also produced a photon-armed version of the CWH. Only two such ships were built. The reason for this is unclear, but all photon variants were produced in limited numbers, and this may indicate a shortage of photon shipments from the Federation. This ship cannot pinwheel (C14.0).
Designed by *Steven P Petrick*.
SSD and counters are in Module R5.

(R7.41) HEAVY COMMAND CRUISER (CCH): Seeking improvements in firepower, the Tholians added a fifth disruptor to their CC. However, the restricted firing arc and lack of power made it an unpopular design. The later CCW (a command cruiser with a web caster) was based on this ship.
Designed by *Thomas Carroll*.
SSD and counters are in Module R5.

WEB STRENGTH CALCULATION FORM

0	1	2	3	4	5	6	7	8	9	10
TURN/ IMPULSE	ENERGY AT START (G10.31)	ENERGY ADDED	DETER- IORATION (G10.4)	NEW TOTAL	YEAR FACTOR (G10.32)	ADJUSTED TOTAL	LENGTH IN HEXES	CHANGE +/−	NEW LENGTH	STRENGTH PER HEX

Players can make the calculation every turn, or whenever changing circumstances warrant a recalculation.
The form can be divided into two or more areas and used to keep track of multiple web segments.
0. Record the turn and impulse in which the calculation on each line was made.
1. The amount from column 4 on the previous line.
2. Energy added to the web by ships or bases using (G10.412)
3. Deduct one point per turn for each hex of the web's length; see (G10.4).
4. Column 1, plus Column 2, minus Column 3, equals Column 4.
5. Year factor; see (G10.32). Y160 and before = 1.0; Y161-174 = 1.5; Y175 and later = 2.0.
6. Column 4 multiplied by the factor in Column 5 equals Column 6.
7. Length of the web in hexes, counted from the map or from Column 9 of the previous row.
8. Use this column to note or record changes in the length, or simply count the hexes each time you make the calculation.
9. Column 7 adjusted by Column 8 equals the New Length recorded in Column 9.
10. Divide the number in Column 6 by the number in Column 9 and discard any fractions; record this in Column 10.

(R8.0) ORION PIRATES

(R8.26) DREADNOUGHT (DN): While the Orions never built a ship of this size and had no real need for it, one has been provided for use in player-operated campaigns.

Based on the data in the BCH description, indicating that the Orions could not build ships of a greater cross-section than the CA, the dreadnought follows this form with a further stretched hull.

See Scenario (SG39.0) Dreadnoughts Over Orion.
Federation codename: *Godfather*
Cost of Oakdisc: 25   Cargo boxes: 25 points.
Landing: Can take off (once), but cannot land.
This ship is conjectural.
Designed by *Cole & Petrick*.
SSD and counter are in Module R5.
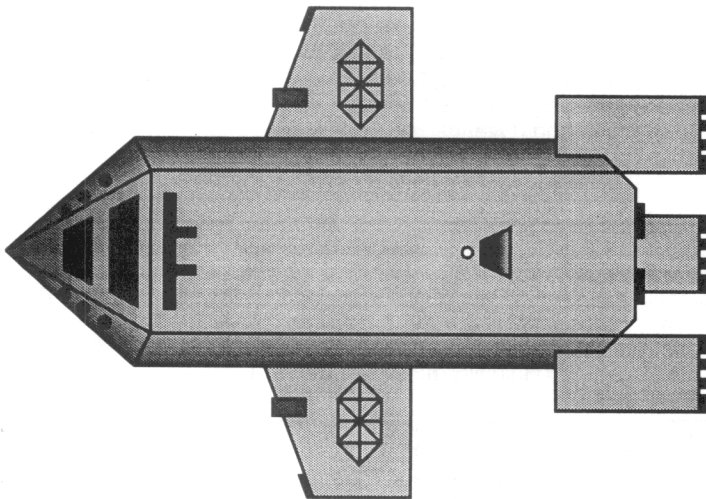
(R8.27) BATTLECRUISER (BC): Built on a slightly stretched CA hull, the BC featured additional phasers and other systems. It began supplementing the CA as an enforcer in Y175 with the *Song of Orion*.

NOTE: In the previous Commander's Edition, the designation BC was applied to the ship designated BCH in the Captain's Edition.

Federation codename: *Heavy Marauder*.
Cost of Oakdisc: 15
Cargo boxes: 25 points.
Landing: Aerodynamic, Gravity, Powered. Bonus.
Designed by *Cole & Petrick*.
SSD and counters are in Module R5.
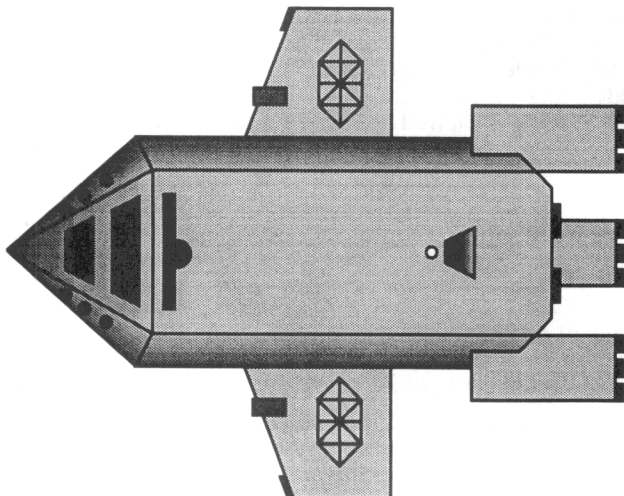
(R8.28) FLEET CARRIER (CV): Some Cartel Lords converted their heavy cruisers into carriers as early as Y173 to provide increased firepower and to allow the irreplaceable cruisers to escape from a dangerous situation behind a screen of attrition units if necessary. Conversion accelerated after BCs began supplanting CAs and allowed the CAs (in the guise of CVs) to continue to render valuable service.

The ship sacrificed cargo and hull volume to include a fighter bay, meaning that such a ship could not be sent on an independent piracy mission as there was no way to bring back the loot.

When used in mercenary units (the first recorded use in this role was not until Y176), a formal escort group would be provided.

Year	Escorts	Fighters
Y176+	CRE or BRE, LRE or DWE	See (G15.7) +2 Bonus

Federation codename: *Marauder-V*.
Cost of Oakdisc: Standard (no cost).
This ship gets a +2 bonus for (G15.7) die rolls. The SSD shows Romulan fighters, with tables for both the SF and FSF.
Cargo boxes: None.
Landing: Aerodynamic, Gravity, Powered. Bonus.
Designed by *Stephen V Cole and Bruce Graw*.
SSD and counter are in Module R5.

(R8.29) HEAVY BATTLE RAIDER (BRH): Cartel Lords seeking more powerful ships for mercenary duty, raids on defended targets, and enforcement of their franchises tried a number of solutions. The most successful was this design, based on an enlarged Battle Raider with a third engine and a fourth centerline option mount. The wing mounts were always drone racks or plasma racks.

Federation codename: *Master Assassin*.
Cost of Oakdisc: 15
Cargo boxes: 25 points.
Landing: Aerodynamic, Gravity, Powered. Bonus.
Designed by *Cole & Petrick*.
SSD and counters are in Module R5.

NOTE: This product includes additional counters for the Lion Heart Cartel, which can be used for any Orion Cartel in an Orion-vs-Orion scenario. The Lion Heart counters include a CA and CVL counter.

OPTIONAL WEAPONS CHART

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

DISRUPTORS
Cost in Option Mounts (range 10, PFs only): 0
Cost in Option Mounts (range 15): .... -1
Cost in Option Mounts (range 22): 0
Cost in Option Mounts (range 30): 1
Cost in Option Mounts (range 40): 2
Arming Cycle: .... Single Turn
Arming Cost: 2
Overload Arming Cost: 2
Holding: .... Not Allowed

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

PHOTON TORPEDOES
Cost in Option Mounts: 0
Arming Cycle: .... Two Turns
Arming Cost: .... 2+2
Overload Arming Cost: .... Up to 4
Holding (Standard Load): 2
Holding (Overloads): .... 2.5 - 4

Photons on PFs limited to Range 12.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

PLASMA

	S	G	F	D
Cost in Mounts:	7	2	1	3
Arming Cost:	2-2-4	2-2-3	1-1-3	1/2
EPT:	2-2-8	2-2-6	NA	NA
Hold Norm:	2	1	0	0

Cost assumes swivel mounts.
All except D take three turn arming cycle.
Plasma–S and Plasma–G require two
adjacent centerline option mounts.

DRONE RACKS

DRONE RACKS
Cost in Option Mounts (Type–A, 4 space, 1/turn): 0
Cost in Option Mounts (Type–B, 6 space, 1/turn): 1
Cost in Option Mounts (Type–C, 4 space, 2/turn): 1
Cost in Option Mounts (Type–E, 8x 1/2 space, 4/turn): 1
Cost in Option Mounts (Type–G, 4 space, drone/ADD): 2
Y175 refits add reloads but do not change rack types.

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAMS
Cost in Option Mounts: 0
Arming Cycle: .... 1 Turn
Arming Cost: 2
Overload Arming Cost: 4
Suicide Overload Arming Cost: 7
Holding Energy Cost: 1
Note: Holding is allowed only with the (E7.5) refit.

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*		11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

HELLBORES
Cost in Option Mounts: 2
Arming Cycle .... 2 turns
Arming Cost: .... 3+3
Overload Arming Cost: .... 3+6
Holding (Standard Loads): .... Rolling Delay
Hellbores cannot be placed in Wing Mounts.

(R9.0) HYDRAN KINGDOM

LARGE HYDRAN WARSHIPS

(R9.55) MONARCH BATTLESHIP (MNR): The Hydrans had drawn up plans for an enlarged Paladin, with a wider (rather than longer) hull, but the loss of the home shipyard put an end to any idea of its construction. (There are persistent rumors that the Klingons who occupied the capital found a battleship under construction, but it is generally accepted that this was instead merely another Paladin.) In a campaign game, the loss of any homeworld should delay battleship construction by five years.

The design incorporates the phaser improvements given to the Paladin. The hellbores are very unusual in their number (no other Hydran ship mounted more than four). This may have been based on the expected increase of mass providing a more stable firing platform.

There are three shuttle bays; transfers by (J1.59) are possible.

Year	Escorts	Fighters
Y175+	None	14 x St2, 4 x StH

This ship is conjectural.
Based on a previous design by Mark Schultz.
SSD and counter are in Module R5.
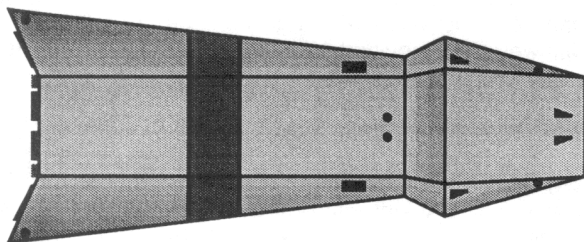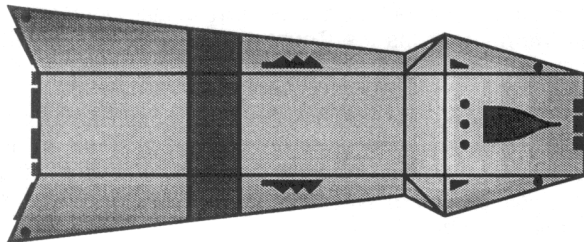
Top and bottom views of Monarch are shown.

HYDRAN OVERLORD VARIANTS

(R9.56) OVERSEER HEAVY CARRIER (OS): The Hydrans converted one of their Overlord BCHs into a carrier and found it to be a superb fighter platform. It is unclear if they built any more. The design followed the general pattern of BCVs, with fighters added at no cost in weapons or energy.

There are two squadrons, each with nine fighters. There are three bays. Transfers between the two front bays are possible, but it is impossible to transfer fighters to or from the rear bay without flying them outside of the ship.

In keeping with other BCVs, this ship is designated as a "true carrier" and is assigned an escort group.

Year	Escorts	Fighters
Y182+	NAC, DWA	14 x St2, 4 x StH

Designed by *Cole & Petrick.*
SSD and counter are in Module R5.
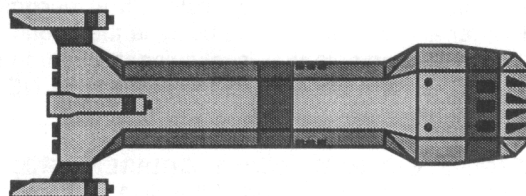
(R9.57) OVERMIND BATTLE CONTROL SHIP (OM): The Hydrans completed an Overlord BCH as an Overmind BCS in Y183 and found the design so successful that all future BCH hulls were completed to this pattern, and at least one existing BCH was converted.

The design featured a full flotilla of PFs along with what any race but the Hydrans would have considered a full-strength fighter squadron.

Hydran Admiral Hultz said, when the first ship of this class joined his fleet, "Give me two triples of these and I'll contact you from Klinshai to arrange the victory celebration."

Year	Escorts	Fighters
Y183+	NAC, DWA	10x St2, 2x StH

Designed by *Cole & Petrick.*
SSD and counter are in Module R5.

HYDRAN HEAVY COMMAND CRUISERS

(R9.58) LORD ADMIRAL HEAVY COMMAND CRUISER (CHA): This ship, and the corresponding Lord Cardinal, were built on slightly stretched command cruiser hulls. The Lord Admiral replaced the Lord Marshal in production in Y175. It retained the fighters of the LM and gained two 360° phasers and the power to operate them.
Designed by *Cole & Petrick.*
SSD and counter are in Module R5.

(R9.59) LORD CARDINAL HEAVY COMMAND CRUISER (CHC): Like the Lord Admiral, the Lord Cardinal was built by stretching the Lord Bishop hull 7.6 meters in order to accommodate two additional phaser–1s and the power to operate them.
Designed by *Cole & Petrick.*
SSD and counter are in Module R5.

HYDRAN NEW HEAVY CRUISERS

(R9.N1) NEW HEAVY CRUISERS: Like all races, the Hydrans found an increasing shortage of heavy cruisers, and like most races, they determined to resolve it with an enhanced war cruiser design.

As they had done with the DDL design program, the Hydrans produced a pair of hellbore/fusion designs as well as a single "combined" design. This was unusual as the NCAs were not, nominally, "command" ships, but perhaps the Hydrans envisioned the NCAs leading squadrons of medium cruisers. For whatever reasons, the Hydrans decided to use the pair of specialized ships rather than the single unified design, reversing the decision made with the Warrior and returning to the two-leader doctrine which they had held previously. This may reflect the brief tenure of Admiral Hisher as head of the Bureau of· Ships, as it was that officer who selected the Warrior. He had retired before the NCA competition was resolved.

It is notable that the Hydran NCAs were in fact CLs which had been "stretched" twice, once in length to become the Mongol/Tartar and then in width to become the Iroquois and Mohawk. It is also notable that, continuing the Hydran tradition, their NCAs were about 10% larger than the NCAs of other races.

(R9.60) IROQUOIS NEW HEAVY CRUISER (IRQ): The Iroquois was the hellbore version of the NCA and appears to have been a fair replacement for the venerable Dragoon. While there were only two fighters, the firing arcs were substantially improved, and the lineage of the preceding Tartar class is most evident in that feature.
Designed by *Cole, Petrick, and Schultz.*
SSD and counters are in Module R5.
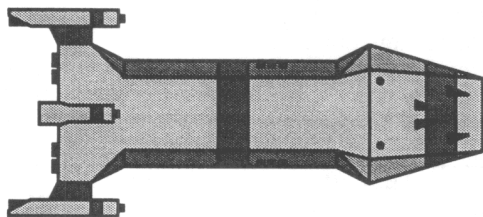
(R9.61) MOHAWK NEW HEAVY CRUISER (MHK): The fusion-fighter version of the NCA series was easily the equivalent of the Ranger class it was intended to supplant, with nearly equivalent systems and superior firing arcs. The Mohawk was notable in that it had 25% more battery power than the Iroquois or Cheyenne.
Designed by *Cole, Petrick, and Schultz.*
SSD and counters are in Module R5.
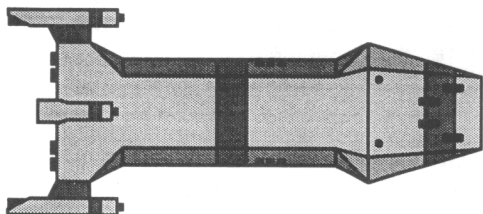
(R9.62) CHEYENNE NEW HEAVY CRUISER (CHY): The Cheyenne was the "unified" design, and while rejected in favor of the traditional pair of designs it was certainly a capable ship. One was built as a prototype, and a second was built in Y180 (replacing a Mohawk). This may indicate that the Hydrans had considered replacing the Mohawk (and possibly the Iroquois) with the combined design, but if this was contemplated, the plan was never carried out as Mohawk production resumed the next year.
Designed by *David L Jensen.*
SSD and counter are in Module R5.
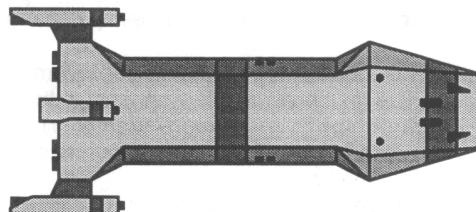
HYDRAN DESTROYER LEADERS

(R9.N2) DESTROYER LEADERS: When the Hydrans determined the need for a destroyer leader, they commissioned two competing design studies. One, which produced the Warrior (R9.48), envisioned a single combined-armament ship. This was eventually selected.

The competing design study called for two ships, one a hellbore-heavy version and the other a fusion-fighter version. These were known as the Count and Earl, as noted below. The Hydrans apparently selected the Warrior because of the increased efficiency of a single design.

The Hydrans produced one Count and one Earl as prototypes in Y172, and later appear to have produced an additional Earl for a special mission. They could have produced these ships instead of Warriors, and player campaigns may wish to experiment with that option.

(R9.63) COUNT DESTROYER LEADER (CNT): The Count DDL was essentially a Lancer with the addition of a hellbore and the power to arm and fire it. Increases in batteries and shuttles were also provided. While no phasers were added, all were upgraded to phaser-1s.
Designed by *Ryland Leyton.*
SSD and counter are in Module R5.

(R9.64) EARL DESTROYER LEADER (ERL): The Earl DDL was essentially a Knight with two fusion beams and the power to arm and fire them. As with the Count, the battery and shuttle facilities were also expanded. While no phasers were added, all were upgraded to phaser-1s.
Designed by *Douglas Scharbrough.*
SSD and counter are in Module R5.

NOTE ON WAR DESTROYERS: Hydran War Destroyers (the Buffalo Hunter, etc.) are scheduled for Module R6, but have been published in Captain's Log #10 in order to allow them to be integrated into campaigns as quickly as possible. It is presumable that Module R6 will appear about the time that CL#10 goes out of print.

NOTE ON COUNTERS: This product includes a counter for the Hydran SRV Survey Ship Carrier.

(R10.0) ANDROMEDAN INVADERS

(R10.26) DEVASTATOR BATTLESHIP (DEV): After the Galactic Forces destroyed the Andromedan starbase (Desecrator), they explored both of the Magellanic Clouds searching for other Andromedan forces and bases.

In a system known as LMC 1104, they discovered the incomplete hull of what would have been the largest Andromedan ship ever seen. The facility had been abandoned (except for robot marines), and the ship was 55% complete. Galactic engineers estimated that it would have taken 2–5 years to complete the ship, although little was known of actual Andromedan construction techniques and the time could have been shorter or longer. In a nearby facility, materials had been gathered to begin construction of a second ship of the class.

As the ship never entered service, it is unknown what its satellite ships would have been. A group consisting of two Mambas, three Cobras, one Terminator, one Eel, and one EM is suggested, but players can experiment with other groups.

Federation codename assigned: *Caligula*.

This ship was never completed and is treated as a conjectural unit.

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.
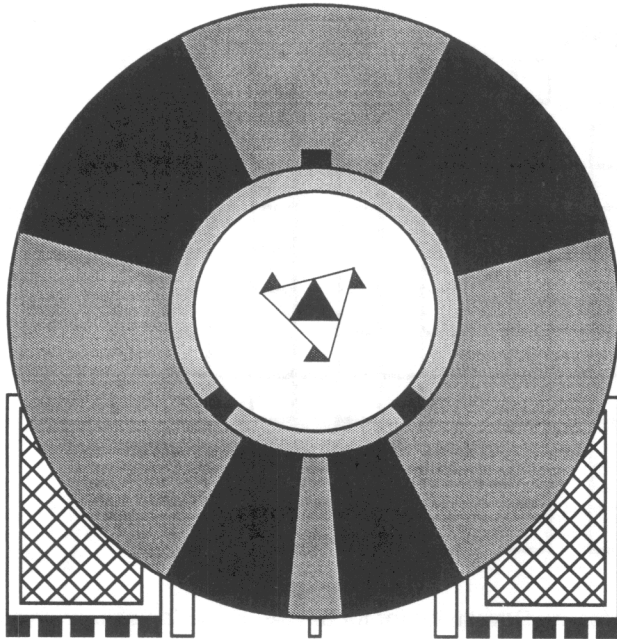
(R10.27) IMPOSER BATTLECRUISER (IMP): Seeking increased firepower to combat Galactic ships which were becoming more and more powerful, the Andromedans modified one of their Intruders into this class while reconfiguring it from inter-galactic travel mode to galactic combat mode. One or more additional ships of this design were also constructed.

The Imposer sacrifices satellite ship capacity as well as cargo volume and repair systems for increased weaponry. The Imposer has one hangar bay, which can carry one satellite ship of any size; this is an exception to (G19.2113). Normally it carried a Mamba, but other satellite ship types could be carried. It could be reconfigured (in a shipyard) to carry two small satellite ships, but it cannot be confirmed that this was ever done.

Federation codenames assigned: *Mussolini, Galtieri*.

Design: *Tony Medici* first proposed the class name for this ship, which he applied to a somewhat different design. That design became obsolete with the new Andromedan rules and was replaced by the design shown.

SSD and counters are in Module R5.
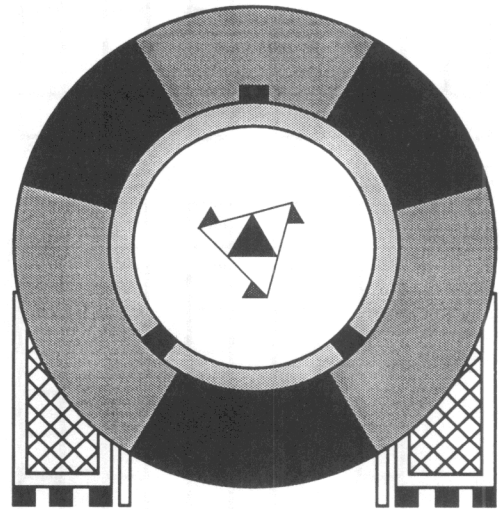
POWER ABSORBER PANEL CHART FOR DEVASTATOR

SHIP#_____ SHIP#_____

Panel #   **Front Panels**

Rear Panels

Panel#

This form can be used to keep track of the status of PA panels for the Devastator (or for any Andromedan ship or ships). The panel numbers are marked in the boxes at the top of each column.

Mark panel capacity degradation from the top of each column. Mark filled panels from the bottom of each column, starting with the horizontal line if the panels are at standard capacity and with the bottom of the column if at reinforced capacity. The position of a box holding energy has no meaning for purposes of (D10.25).

If levels are changed from standard to reinforced, additional boxes will become available. If levels are changed from reinforced to standard, energy below the horizontal line must be moved to available boxes above the line.

If a panel is destroyed, any energy in that panel is handled as per (D10.421).

(R11.0) LYRAN STAR EMPIRE

LYRAN BATTLESHIP

(R11.47) CAVE LION BATTLESHIP (BB): The design staff felt that the Lyrans would use a conversion similar to that of the Lion-class DN, with an enlarged center section, similar to the conversion used for the NCA. The two engines are above the hull, blocking a larger section of the rear firing arc for the 360° phasers, but allowing that mount to fire directly to the rear. Note the enlarged shuttle facilities.

No refits are provided; the Lyrans would have given it all available refits from the start, including the ESG capacitors and (effectively) the power packs.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

This ship is a true PF tender. PFs can be repaired on the center mech links only. The BPV includes the mech links. To use the ship without mech links, reduce the BPV by six and change repair to cargo.

The claws, tail, and eyes have no game function.

This ship is conjectural.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

LARGE LYRAN CARRIERS

(R11.48) LYRAN SIBERIAN LION HEAVY CARRIER (CVA): The Lyrans were not a major fighter race and never built a CVA (other than some auxiliaries). This design, based on the Lion DN and the Siberian Tiger CV, is purely conjectural, i.e., the best guess of the SFB staff as to what such a ship would have looked like had one ever been built. The name *Red Claw Fury* was used in an article in *Proceedings* regarding the potential development of such a unit.

It is reasonable to assume that the basic pattern of the Siberian Tiger CV would have been used. Perhaps a Tiger CA scheduled for conversion became unavailable, while a badly damaged CV was in the shipyard for repairs.

Three bays, which are not connected by (J1.59).

Year	Escorts	Fighters
Y173-74	CWE, DWE, FFE	24xZ–V
Y175+	CWA, 2xDWA	24xZ–V
Y178+	CWA, 2xDWA	24xZ–Y

It is unlikely that a CVA would have been built before Y175, but the data for the period is provided.

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Refits: The phaser and shield refits are incorporated into the design. The power pack would have been standard.

This ship is conjectural.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

(R11.49) SIBERIAN HELLCAT (BCV): The Lyrans had never been a major fighter-using race and, by the time the Hellcat BCH was in service, had focused on PFs. This conjectural design reflects how the Lyrans could have produced a carrier on the BCH hull.

As with all BCV designs, the Lyran ship gains fighters at no cost in weapons or energy. The PF facilities were removed because this ship would only have been built if the Lyrans had intended to operate a carrier-heavy fleet. The ship would logically have had the double seeking weapon control abilities of the CV.

The ship is deemed a true carrier and assigned escorts.

Year	Escorts	Fighters
Y181+	CWA, DWA	12 x Z–Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

This ship is conjectural.

Designed by *Stephen V Cole & Steven P Petrick*.

SSD and counter are in Module R5.

(R11.50) FIRECAT BATTLE CONTROL SHIP (BCS): The Lyrans actually did complete at least one BCH as a BCS, adding a few fighters to the already proven BCH design (which was already a true PFT). Like the BC and BCH, it suffered from a shortage of control systems.

The ship is a true PFT and a true carrier and was assigned escorts.

Year	Escorts	Fighters
Y182+	CWA, DWA	6 x Z–Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Frank Crull*.

SSD and counter are in Module R5.
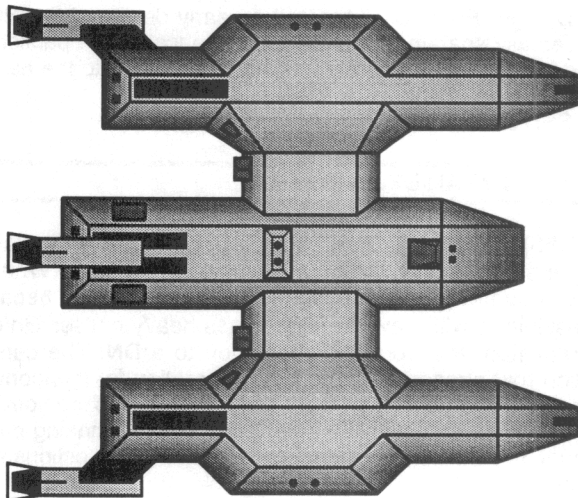
NEW LYRAN HEAVY CRUISERS

(R11.51) JAVA TIGER HEAVY COMMAND CRUISER (CCH): Replacing Tigers and Bengal Tigers in production from Y175, the Java Tiger had an enlarged center section with additional power systems and a pair of phasers.

Refits: The design incorporated all applicable refits.

UIM: There is one UIM module as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Stephen V Cole & Steven P Petrick*.

SSD and counters are in Module R5.
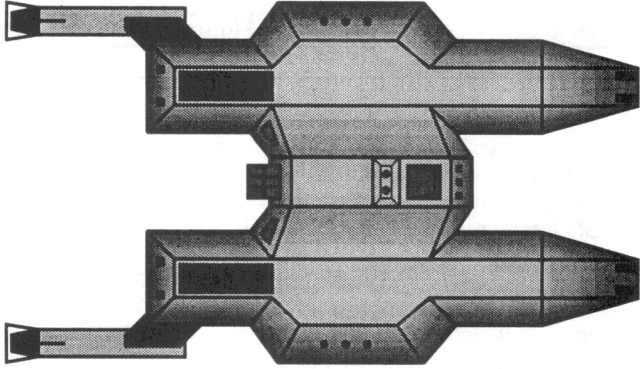
(R11.52) KING JAGUAR NEW HEAVY CRUISER (NCA): This ship was intended to alleviate the shortage of heavy cruiser hulls in the late war years. To simplify production, the sides were left intact (except for a phaser upgrade) while all of the changes were in the center section. The last Lyran DDs were converted directly to NCAs without passing through the CW step in the process.

Refits: None. All applicable refits, including the effect of a power pack, were included in the original design.

UIM: There is one UIM module added as a refit. Backups are available for purchase under (S3.2).

Design: *Frank Crull* created an early design of the NCA, accidentally sparking the entire NCA concept. The published design is, however, entirely new and not related to the earlier design.

SSD and counters are in Module R5.

UNIQUE LYRAN DESTROYER

(R11.53) LYRAN MOUNTAIN LION (DND): This was a unique ship resulting from an emergency situation. When a Kzinti counterattack caused serious concern, it became impossible to withdraw the Tiger-class heavy cruiser *Golden Warrior* from the front for conversion to a DN. The central section had already been built in preparation for this conversion. As no other Tiger was available, it was decided to deploy the core-section as a separate ship by making minor internal modifications and adding two small wing sections with weapons.

The resulting *Golden Cub* was used for local defense around the homeworld for several months, then was sent to the Kzinti front in January Y178, where it operated in various roles. The superb firing arcs made it an excellent escort for carriers and other ships. The Federation gave it the code name "Mountain Lion" to reflect its origins and stature.

The *Golden Cub* was recalled to be used in a DN conversion in Y183 but was destroyed in action while completing its final assignment.

The Mountain Lion is easily the most powerful destroyer in the entire game system. However, it remained unique

because center DN sections were too expensive and difficult to build in greater quantities, and every Mountain Lion deployed would cost the Lyrans a dreadnought.

Refits: The power pack cannot be fitted to the DND. The ship always had mech links; players who want to delete them can reduce the BPV by two points. The ship never received a phaser refit (or indeed any refit) as it was intended as only a temporary use of the hull section until final assembly became possible. Since the side caps would have been discarded at that point, there was no reason to upgrade the systems installed in them.

The disruptors were limited to range 30 because the DND was less stable as a firing platform than the larger DN.

The DND retained the UIMs of the DN.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

LYRAN SPACE CONTROL PALLET

(R11.54) SPACE CONTROL PALLET (PAL-SC): The Lyrans built one pallet of this type in Y183 and deployed it on the tug *Gallant Endeavour,* a unit belonging to the Foremost Duchy. The ship took part in a local counterattack against the Hydrans in Y183 and was damaged. After repairs, it was used in Y184 in one of the final battles against the Kzintis. Later it was used in operations against the Andromedans.

In Y197, it was sent to destroy a recently located Andromedan RTN base and did not return. A second force sent to the area found only wreckage of the base, the *Gallant Endeavour,* and her escorts.

The pod adds shield boxes to the tug; these are shown on the SSD of the tug-pod combination. All tugs had the plus refit by this time, but not all had the phaser refit.

This is a double-weight pod and increases the movement cost of the tug to 1.5 energy points per hex.

Transfers between the two fighter bays are not possible.

Year	Escorts	Fighters
Y183-7	CWA, DWA	12 x Z–YB
Y187+	CWA, DWA	12 x Z–YC

Designed by *Steven P Petrick*.

SSD and counter for the tug-pod combination are in Module R5.
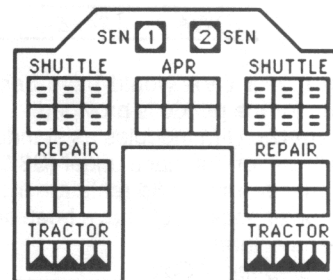
NOTE ON COUNTERS: This product includes a counter for the Light Battle Transport and the SRV Survey Carrier.

(R12.0) WYN STAR CLUSTER

(R12.16) AUXILIARY DREADNOUGHT (AxDN): The WYN Cluster acquired a large ore carrier in Y174 and began perhaps their most ambitious conversion of a freighter to a warship. The design used the components necessary for the construction of two new auxiliary battlecruisers (delaying further production of that class).

The resulting ship was slow, so slow (and prone to breakdown and mechanical failure) in fact that it rarely reached the site of many incursions by the surrounding races. Named "*Nancy,*" the ship was used to guard one of the WYN Homeworlds and was privately regarded as a near failure.

One example of the problems of the ship occurred in Y181. A Kzinti SCS had been permitted access to the Cluster as part of negotiations with the WYN government. The *Nancy* was in the vicinity to help represent the Cluster's interests, in case the Kzintis tried anything. The Kzintis didn't, but a massive incursion by a Lyran fleet came boiling into Cluster space. The *Nancy* headed for the battle. The ship might have made a significant contribution to the repulse of the Lyrans, but she never made it to the scene. Her warp field collapsed under the strain of attempting to reach her maximum rated speed, leaving the ship floating helplessly dead in space. If the Kzinti SCS had not intervened in the battle on behalf of the Cluster, the Lyrans would probably have destroyed the ship before the WYNs could have recovered it.

Another incident, in Y182, left the ship crippled. Rather than scrapping the ship, the WYNs converted it to the even more questionable "battle control ship" design.

Players wishing to use this ship in scenarios such as (SG17.0) should assume that it will arrive as a reinforcement. The WYN player rolls one die every turn (before energy allocation) and keeps a running total. When this total equals or exceeds 40, the *Nancy* arrives. Roll one die for each weapon and power-producing box on the SSD; those with a die roll of "1" or "2" are treated as "inactive" (G30.0).

Designed by *Steven P Petrick.*
SSD and counter are in Module R5.

(R12.17) AUXILIARY BATTLE CONTROL SHIP (AxBCS): The WYNs converted their Auxiliary DN into this battle control ship design in Y183 (after it was badly damaged in a battle with the Kzintis the previous year). Unfortunately, the conversion did not improve the reliability of the ship. If anything, it made it worse, and records indicate three separate incidents in which the ship was left dead in space by massive power system failures. The ship did not participate in the War of Return.

It was no more successful, having given up power and weapons to accommodate the attrition units. It is unclear if the rear section was converted from the original or a replacement required by some catastrophe or other.

All hull boxes count as "center" hull.

Year	Escorts	Fighters
Y183+	Most of WYN fleet	12 x best available

Designed by *Steven P Petrick.*
SSD and counter are in Module R5.
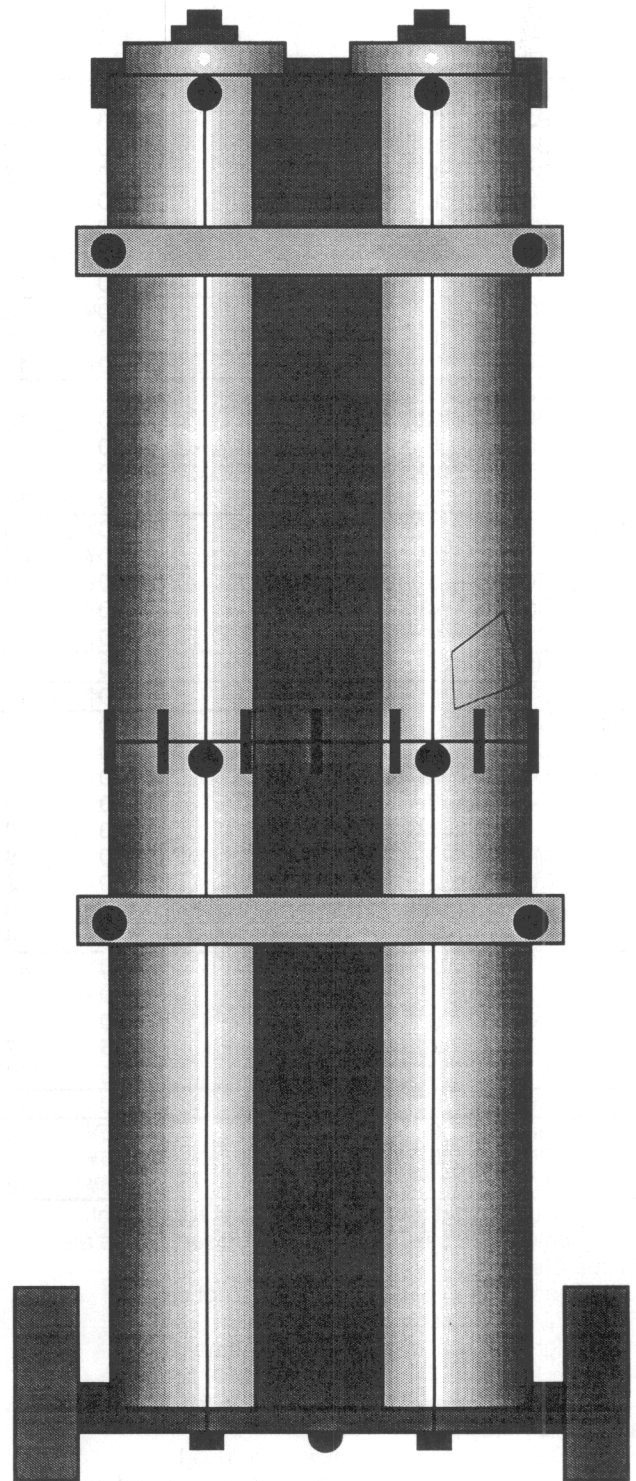
CLUSTER DEFENSE SHIP *NANCY*

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	BB	6	6	1	250	6
	BCV	12	3	1	300	12
	BCS	6+6H	3	1(+1M)	300	18
	BCP	6	3	1	300	6
	BTV‡	12	6	4	200	12
Klingon	B10	8	6	2	200	8
	B10V	24	6	4	1000	24
	B10S	12	6	3	1000	12
	B11	8	6	2	200	8
	TSC‡	12	2	3	250	12
	C7V	12	4	1	300	12
	C7S	6	4	1	300	6
	P–S10	12	0	2	250	12
Romulan	KCN	8	4	2	200¥	8
	KB10R	8	6	2	200¥	8
	SUN	12	4	4	100¥	12
Kzinti	BB	8	4	1	500	8
	BCV	12	3	1	300	12
	BCS	6	3	1	300	6
	TSC‡	12	2	3	250	12
	P–S9	12	0	2	250	12
Gorn	BB	6	14	2	100¥	6
	CVA	24	8	2	400¥	24
	BCS	6	2	1	100¥	6
	BCV	12	2	1	200¥	12
	CVS	12	2	1	200¥	12
Neo-T	NBB	4	5	2	0	4
Orion	CV	12	2	1	200†	12
Hydran	Monarch	18	6	3	0	18
	OS	18	2	3	0	18
	OM	12	2	3	0	12
	L-Admiral	6	3	3	0	6
	L–Card	3	3	1	0	3
	Mohawk	8	4	2	0	8
	Iroquois	2	4	2	0	2
	Cheyenne	6	4	2	0	6
	Count	4	2	2	0	4
Lyran	CVA	24	4	3	300	24
	BCV	12	6	4	200	12
	BCS	6	6	3	100	6
	TSC‡	12	4	4	125	12
	P–SC	12	0	2	125	12
WYN	AxBCS	12	6	3	200	12
ISC	BB	6	6	1	75¥	6
	BCS	6	2	1	75¥	6
	BCV	12	4	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.

+1M = Fighter mech links treated as a bay.

6+6H: Six standard fighters plus six heavy fighters.

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).

(Z18.2) DESIGNER'S NOTES

The day the Klingon B10 was born, we knew that we would someday have to give everyone else a battleship.

THE BATTLESHIP project began in 1985, and early forms of the SSDs have circulated in playtest groups since then. The reports on the ships were placed on file for the day when "the battleship SSD book" would be published. When it came time to do Module R5, these reports were found to be of great value in finalizing the designs of the ships.

Special mention goes to *David Zimdars* who completed detailed box-by-box evaluations of all of the battleships. As we did each battleship for this product, his was the first report we sought. Three years after he retired from the staff, his contributions continue to benefit the game system.

BATTLE CONTROL SHIPS came about as a concept a few years later, when Frank Crull stripped down a Hellcat in order to add a squadron of fighters and a flotilla of PFs. The idea was spread to other races, but along the way we decided to give up half of the fighters in exchange for keeping all of the weapons on the original BCH.

BATTLE CARRIERS were an outgrowth of the BCS project. If there were BCSs, then probably they came from BCVs. One design feature was to remove the mech links (even though the ships were all built after mech links had been installed on the original BCHs) because carriers don't always need PFs tagging along, and if players want mech links, they are free to buy them under the general refit (R1.R1).

HEAVY COMMAND CRUISERS came about in the search for a more powerful cruiser to serve from the start of the war to the advent of the larger BCHs. The first ships, the Fed CB and Klingon D7W, were designed as the best we could do on the original hulls without any thought that a cohesive class would be created for the entire universe. When we decided to do that, the original CB and D7W were adjusted to fit.

NEW HEAVY CRUISERS came about when Owen Riley, head of our F&E department, reported that his statistical analysis showed that CAs were virtually extinct in F&E games (due to losses and conversions) by about Y175. There had been several previous "NCA" designs, intended to build a heavy cruiser on a war cruiser hull, but Owen finally gave us a solid reason (rather than just an excuse) to print them.

When the Doomsday project began, the Battleships project was put on hold until we could finish Doomsday, with the firm idea that once Doomsday was over, Battleships would be the first "new" product of the new edition.

As we worked on R5, we added a few additional ships to the five classes above. Because every race should get something in this special product, we created new powerful units for the WYNs and Andromedans and added a few other ships to fill in the gaps in various fleets. The Gorns and Orions got new carriers, four races got space control tugs, the Gorns and Lyrans got CVAs (previewed in Captain's Log #9), and the Orions got a dreadnought. (Considering that the *Nightmare of Orion* can eat other DNs for breakfast, no one wanted to think of an Orion battleship.) Other ships, such as the Lyran Mountain Lion and the Hydran DDLs, were added to explain the history of ship construction for their respective races.

This has been the first "new" Star Fleet Battles product in five years or so, and I hope you have as much fun flying the new ships as the staff and I had designing them.

—*Stephen V Cole, PE, Designer*

(Z18.6) SUBMISSIONS OF NEW MATERIAL

ADB welcomes the submission of new SFB material for possible publication. See details in Advanced Missions.

(R13.0) INTERSTELLAR CONCORDIUM

(R13.44) BATTLESHIP (BB): There is no indication that the ISC contemplated the construction of battleships, but there is no doubt that they would have done so if the Gorns and Romulans (or possibly others) had deployed such vessels.

The design shown is, clearly, an enlarged DN design built as an entirely new hull.

While other battleship designs have rear-firing heavy weapons, the design team felt that the 12 plasma–Fs would be more than adequate in that regard.

Year	Escorts	Fighters
Y175-80	None	4 x SF, 2 x TF
Y180+	None	4 x FSF, 2 x FTF

Balcony Positions: 4.
This ship is conjectural.
Designed by *Frank Crull*.
SSD and counter are in Module R5.
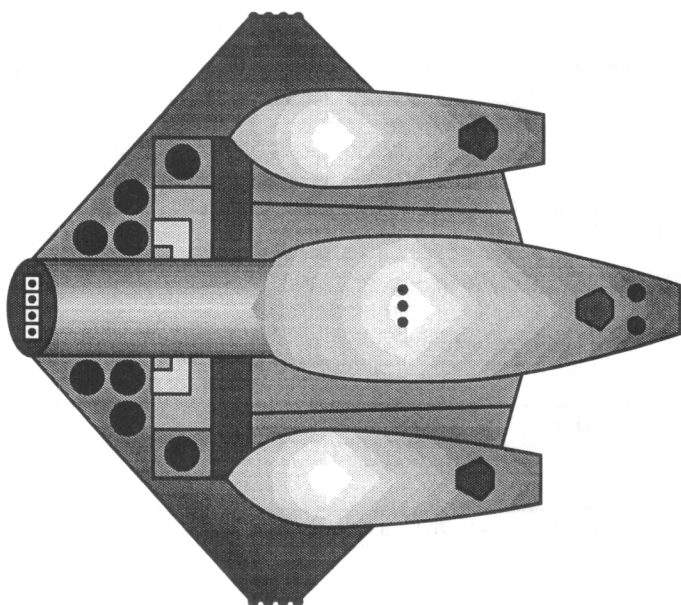
(R13.45) BATTLE CARRIER (BCV): The ISC began building this class (which replaced the CVs, CVSs, and some CCs in the production schedule) in Y180 in order to provide their forces with additional combat power for the planned pacification program.

Year	Escorts	Fighters
Y180	CEA, DEA	8x FSF, 4x FTF

Balcony Positions: 4.
Designed by *Stephen V Cole & Steven P Petrick*.
SSD and counter are in Module R5.
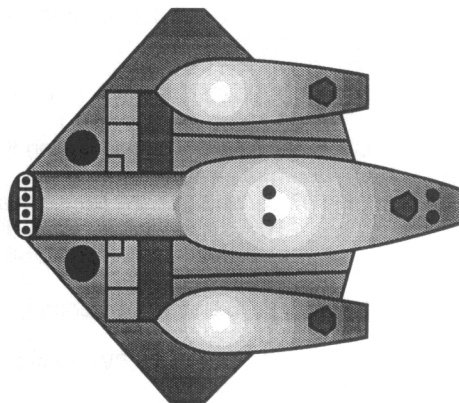
(R13.46) BATTLE CONTROL SHIP (BCS): The ISC produced very limited numbers of battle control ships as DN substitutes when it became obvious that the requirements for fleets (and hence for flagships) would outstrip even the copious production capabilities of the ISC.

The ships, all of which were new builds, replaced CCs and CVs in production and combined some features of both. Conversion from CCs or CVs would have been possible but too expensive.

Year	Escorts	Fighters
Y183	CEA, DEA	4x FSF, 2x FTF

Balcony Positions: 4.
Designed by *Stephen V Cole & Steven P Petrick*.
SSD and counter are in Module R5.
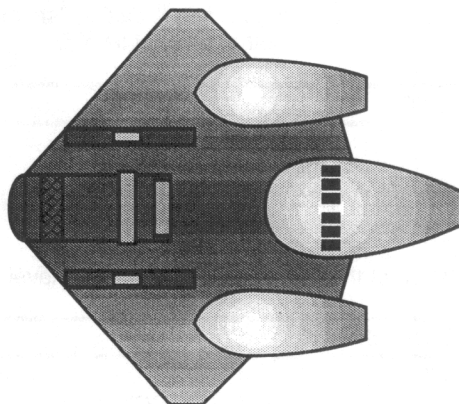
Bottom view shown of BCS; top view identical to BCV.

ANNEX #10 EXTRACT
TACTICAL INTELLIGENCE
HULL TYPE CLASSIFICATIONS

FEDERATION SHIPS

BB .... Unique
BC‡ .... BCG, BCF, BCJ, BCS§, BCV§, BCP§.
CA .... CC, CA, CX, CB§, CV‡, BC‡, GS‡.
NCA .... Unique

KLINGON SHIPS

B10 .... B10, B10H‡, B11§; Romulan K10R.
B10H‡ .... B10V, B10S.
B10 Boom .... B10 Boom, B11 Boom.
General .... BCH‡, D‡, DV‡, DM‡, T‡. (Two engines, boom, move cost 1.)
BCH‡ .... C7, C7A, C7V§, C7S§; Romulan KCR.
BCH Boom .... C7 Boom (all types).
D‡ .... D7, (D7 variants), D7W, D6, (D6 variants), DX; Romulan KR, K7R, (KR and K7R variants); Orion OK6§; Hydran D7H§.
D Boom .... D7 Boom, D6 Boom, D6J Boom§, Tug Boom.
DV‡ .... D7V, D6V; Romulan KRV, Romulan K7V.
D5W .... Unique
P–SC .... Space control pod is distinguishable from other pods at level D.

ROMULAN SHIPS

KCN .... Unique
FH .... SUP, KH§, FH, FHF§, TH§, SUB§, NH, RH§, SUN.
See Also .... Klingon B10, C‡, BCH‡, D‡, DV‡, DM‡, D5, F5, F6, E4, T‡. These ships may be distinguished indirectly by identifying their weapons.

KZINTI SHIPS

BB .... Unique.
C .... CVH‡, CVL, SR, CC, CS, BC, CA, CD, CCH.
CVH‡ .... CV, CVS, BCH, BCV, BCS.
NCA .... Unique
P–SC .... Space control pod is distinguishable from other pods at level D.

GORN SHIPS

BB .... Unique.
DN .... DN, SCS, CVA.
CA .... CA, BC, CC, CM‡, CVS, Tug with pods§, BH‡.
BH‡ .... BCH, CCH, BCV, BCS.
Note: Presence of the F refit will be detected at level F.

THOLIAN SHIPS

ARCHAEO-THOLIANS
C .... C, CC, CA, CVA§, CCH, CCW, CAW, CAP, CCP.
CW .... CW, (variants), CWH, CHP, PFW§.
NEO-THOLIANS
NBB .... Unique
BB Collar .... Unique.

ORION SHIPS

DN .... DN
CH‡ .... CA, BC, BCH, CV.
BRH .... BRH

HYDRAN SHIPS

Monarch .... Monarch.
General .... Ranger, Dragoon, Cavalier§, Caravan, CC‡, BCH‡, NCA‡.
CC‡ .... Lord Marshal, Lord Bishop, Lord Commander, Lord Admiral, Lord Cardinal.
BCH‡ .... Overlord, Overseer, Overmind.
NCA‡ .... Mohawk, Cheyenne, Iroquois.
DD‡ .... Lancer, Knight, Warrior, Outrider, DE, DA, Minesweeper, Uhlan§, Count, Earl.

ANDROMEDAN SHIPS

Dev .... Devastator.
Int .... Intruder, Infestor, Imposer.

LYRAN SHIPS

BB .... Cave Lion.
DN .... Lion, Siberian Lion§ (CVA and SCS).
BCH‡ .... Wildcat, Hellcat, Firecat§, Siberian Hellcat§.
CA .... Tiger, Cougar, Puma, Bengal Tiger, Siberian Tiger§, Saber-Tooth Tiger§, Prairie Cat, Java Tiger§.
NCA .... King Jaguar.
DND .... Mountain Lion.
Pal–SC .... Space control pallet is distinguishable from other pods at level D.

WYN AUXILIARY SHIPS

Ax–H .... AxDN, AxBCS.

INTERSTELLAR CONCORDIUM SHIPS

BB .... Unique.
CA .... CC, CA, CV, CVS, BCS, BCV.

TACTICAL INTELLIGENCE NOTES

1. Each classification includes all refits and any unlisted variants.
2. PFs within each race/type are the same hull type. (Note that some races have two types, e.g., Romulan Starhawk and Centurion. Also, WYN-foreign PFs are reported as a PF of the original race-type.) Interceptors of that race are distinguishable from PFs as §. (Romulan Decurion looks like Centurion§.)
3. Pods (each race) are a single hull type; "heavy" pods are distinguishable as §. This includes base augmentation modules.
4. Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡group.
† Ships of this ‡ group can only be distinguished from each other by their actions (e.g., how many fighters they launch), or by boarding them.
‡ Not a class, but a grouping of similar hull types distinguishable from the larger category at Level D.
§ Major outward differences distinguishable at Level D.

(SG38.0) LEADER OF THE PACK
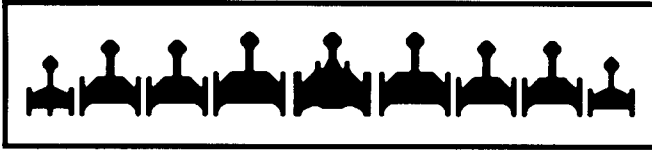
by Ardak Kumerian, Klinshai

The B10 was intended as the ultimate fleet flagship. This scenario depicts a typical fleet action led by the B10.

(SG38.1) NUMBER OF PLAYERS: 2; the Klingon player and the enemy player. Teams are appropriate for this huge scenario.

(SG38.2) INITIAL SET UP
KLINGON: B10K (8x Z–Y, 2x G1; no SFGs) in 1220, heading B, speed max, WS–III.
  D7W, D7K, D5W, D5D, F6, AF5, D5S, D5V (12x Z–Y), D5E, D5P (6x G1) within 3 hexes of the 1220, all heading B, speed max, WS–III.
ENEMY: One of the following enemy fleets sets up within 3 hexes of 3711, heading E, speed max, WS–III.
  FEDERATION #1: DNG, CB, CA, NCA, NCD, FFB, FFG, NSC, NVS (12x F–18), NAC, DWA, CVL (6x F–18).
  FEDERATION #2: DNG, CC, NCA, NCL, NCD, DW, FFG, NSC, CVA (12x F–14, 12x A–10), NAC, 2x DWA. This fleet is an exception to (S8.33), which is allowed in a published scenario.
  KZINTI: DN, CCH, NCA, CM, MDC, DWL, DW, BCV (12x TADS), MAC, DWA, MPF (6x Needle), SDF.
  HYDRAN: Paladin (10x Stinger–2, 2x Stinger–H), Lord Admiral (4x Stinger–2, 2x Stinger–H), Mohawk (6x Stinger–2, 2x Stinger–H), Mongol (6x Stinger–2), Tartar, Crusader, Chasseur (6x Stinger–2), Uhlan (12x Stinger–2, 4x Stinger–H), Aegis-Lancer (6x Stinger–2), 2x Aegis Hunter, New PF tender (6x PF, 1x Stinger–F).
  ISC: DN, CA, BCV (9x FSF, 3x FTF), CEA, PFT (6x PF), DDL, DD, DEA, 3xFF, LSC.
YEAR: This scenario assumes Y185; this year affects the choices players might make if they choose to create their own battle fleets rather than using those listed above.

(SG38.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG38.4) SPECIAL RULES
(SG38.41) MAP: Use a floating map. The Klingon units can only disengage in direction E or F. The Enemy units can only disengage in direction B or C.
(SG38.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
  (SG38.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG38.431). The B10 may purchase two MRS shuttles.
  (SG38.422) If using EW fighters, one fighter in each squadron of eight or more fighters can be an EW version. If not using EW fighters, it will be a standard fighter.
  (SG38.423) The six PFs on each PFT listed in (SG38.2) are a standard flotilla including one leader and one scout. The two PFs on the B10 are casual PFs and must be standard combat types.

(SG38.43) COMMANDER'S OPTION ITEMS
  (SG38.431) 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.
  (SG38.432) 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.
(SG38.44) REFITS: All units in this scenario will have all refits available to their race by Y185. This includes: B, K, UIM, Y175, PF shield, and fighter C refits for the Klingons; AWR, rear phaser, plus, Y175, and C refits for F–18 or A–10 (but not F–14s) for the Federation; Comprehensive (R5.R0), Y175, PF shield, and fighter C refits for the Kzinti; plus, casual fighter (R9.R6), and PF shield refits for the Hydrans; phaser-3, rear plasma, plasma-S, and PF shield refits for the ISC. The B10 has the mech-link refit.

(SG38.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SG38.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG38.61) Replace the DN in any of the non-Klingon forces with a battleship, and replace the B10 with a B11.
(SG38.62) CVAs could replace the DNs in each enemy force, and a B10V could replace the B10K. In this case replace the originally assigned carriers and their escorts with escort ships for the CVAs/B10V.
(SG38.63) For a smaller and faster battle, use only the B10K and its assigned units (fighters and G1s) against the DN and one heavy cruiser of an enemy fleet.
(SG38.64) The Federation could use their conjectural PFs and PFT instead of the GSC. Alternatively, an NVH with 6x F–111s could be used. Or replace the PFTs and PFs (including the casual ones carried by the B10) in all fleets with standard war cruisers (ISC use CL) for a pre-178 scenario.
(SG38.65) The SFB game system includes hundreds of ships allowing extensive substitution for the OBs given. Use equal BPVs, the command ratings on the MSC, and (S8.2).
(SG38.66) Replace the enemy DN and CV (with its escorts) with a space control ship and its escorts. In this variation, replace the B10 and the D5V (with its escorts) with a B10S and its escorts.
(SG38.67) Replacing the Kzinti DN with an SSCS (12x TADS, 6xN, 6xMRN) would produce a fairly even battle and a meeting of the two largest warships actually built in the galaxy.
(SG38.68) Instead of using the Klingon B10 force versus one of the enemy forces, use the ISC force versus one of the other enemy forces. This simulates a battle during the ISC Pacification.

(SG38.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG38.71) Change a ship to a larger or smaller class.
(SG38.72) Delete some of the fighters or PFs, or replace some of them with fighters of lower classes.
(SG38.73) Delete one ship from either side.

(SG38.8) PLAYTESTER COMMENTS: This was the first "modern" fleet scenario published after the SFB Tactics Manual caused a revolution in how to deploy fleets.

(SG39.0) DREADNOUGHTS OVER ORION
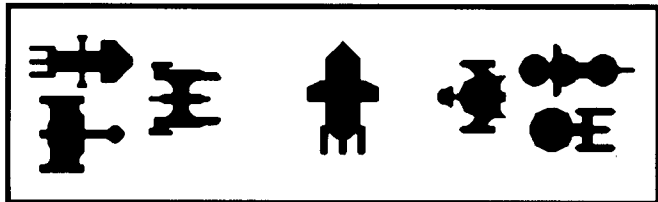
(Y186)

by Stephen V Cole, Texas

This scenario was the final exam at Star Fleet Academy in Y186. The cadets were told that the Orions had completed construction of a dreadnought, and that the various powers of the Galaxy had decided that they could not allow it to begin operations. The scenario was never intended to be balanced, but was instead intended to encourage the cadets to think in terms of allied operations.

(SG39.1) NUMBER OF PLAYERS: 7; the Orion player and the six Galactic Powers players.

(SG39.2) INITIAL SET UP
TERRAIN: Class M planet in hex 2215.
ORION: Dreadnought *Nightmare of Orion* is on the planetary surface (on hexside A) facing at Orion option. Speed 0, WS–III.
GALACTIC POWERS: Six dreadnoughts, from six different races, one each in hexes 2201, 3622, 3608, 2229, 0808, 0822; speed 0, WS–III, facing the planet.

(SG39.3) LENGTH OF SCENARIO: The scenario continues until the Orion dreadnought has been destroyed or captured or has disengaged.

(SG39.4) SPECIAL RULES
(SG39.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Any units can disengage in any direction.
(SG39.42) SHUTTLES AND PFs: All shuttles (and PFs, if any) have warp booster packs.
    (SG39.421) If using the optional MRS shuttles, each DN has one MRS at no cost.
    (SG39.422) There are no fighters in this scenario (unless a Paladin is used). In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.
    (SG39.423) There are no PFs in this scenario. In a variant in which PFs are present, use the standard deployment patterns.
(SG39.43) COMMANDER'S OPTION ITEMS
    (SG39.431) Each Galactic ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, etc.) up to 20% of its combat BPV. The Orion ship can purchase items up to 33% of its BPV; this is a one-time-only special rule limited to this one scenario. See (S3.2) for details and exceptions. Note that, as the Standard Victory Conditions are not used, you may as well take everything you can get.
    (SG39.432) 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.

(SG39.44) REFITS: The Galactic Powers' dreadnoughts cannot exceed 275 BPV, exclusive of drone speed adjustments but including any fighters. Players may experiment with other ships within this BPV limit.
(SG39.45) The Orion DN can only disengage by moving off of the map. It cannot disengage by acceleration, sublight evasion, or any other means except leaving the map.
(SG39.46) While the Galactic ships are nominal allies, they are under no restrictions against firing on each other.
(SG39.47) The Orion DN can have any legal weapons in its option mounts without cartel restrictions. It has OAKDISC.
(SG39.48) The Orion DN cannot land on planets, but can take off (once) from a planet. Note that the *Nightmare of Orion* will have to climb through the atmosphere.
(SG39.49) The Orion planetary government wants to pretend that it was unaware that "the big freighter" being built in its shipyard was a warship. The Orion planetary defenses will not try to attack the Galactic ships (or the DN), and the Galactic ships are prohibited from scoring damage on the planet. Any ship which scores damage on the planet will be required to pay reparations and their scenario victory level will be reduced by one level (Decisive to Tactical to Draw to Loss) for every 20 points of damage scored.

(SG39.5) VICTORY CONDITIONS: If the Orion dreadnought successfully disengages, the Orion player wins. If the Orion dreadnought is destroyed, the player who scored the final damage point (or players if several were part of the last volley) is the Decisive winner but all score a Tactical victory. If any Galactic ship is crippled, the captain of that ship scores a "draw." If any Galactic ship is destroyed, the captain of that ship scores a defeat.

(SG39.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG39.61) Delete the planet, and replace the Orion dreadnought with the Andromedan Devastator. The Devastator is just leaving the shipyard in which it was built and cannot move on turn 1. It has no satellite ships, or these could be added for balance. The ship cannot displace itself.
SG39.62) Replace the Galactic dreadnoughts with Orion BCs or CAs, each from a different cartel and using the option mounts appropriate to that cartel.
(SG39.63) Replace all seven dreadnoughts with another class, perhaps CCHs, BCHs, or CVSs. Each player has a single ship; there are no escort groups.

(SG39.7) BALANCE: There has been no attempt to balance this scenario. Players who wish to do so, may do so, by whatever means they find appropriate. You might replace the Galactic ships with BCHs or CCHs or BBs. You could give the Orion a flotilla of PFs.

(SG39.8) TACTICS
    GALACTIC: You must cooperate! Have some ships move in to pound the DN on turn 1, while others remain ready to hit him when he clears the atmosphere.
    We need one volunteer to try and anchor him.
    ORION: Try prayer or bribery. Or just double the engines and go like heck. Select "defensive" weapons in your mounts. Use EM, ECM, and negative tractor.

(SG39.X) DESIGNER'S NOTES: Someone, sometime, years ago, suggested this scenario. Perhaps more than one someone. The names of these people are lost to history, but their devious and diabolical spirits live on in this scenario. The general idea was that if, and only if, the Orion DN escaped from the scenario could it be used in the local campaign.

(SH82.0) PICKETT'S CHARGE
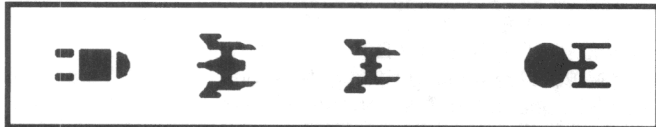
(Y177) *by Douglas Brachman, California*

During Y177, Lyran ships took over wider sectors of the Federation-Coalition front line as Klingon ships were redeployed for an offensive elsewhere. During one local counterattack, the Federation broke through Coalition lines, exposing the Lyran logistical network to attack.

Admiral Meade sent Captain George E Pickett in the heavy command cruiser *Gettysburg* to destroy a Lyran repair ship. The *Gettysburg* detected approaching Lyran forces as it roared into the attack, and Captain Pickett knew he would have only one pass at the freighter before he had to withdraw.

(SH82.1) NUMBER OF PLAYERS: 2; the Federation player and the Lyran player.

(SH82.2) INITIAL SET UP
TERRAIN: Small moon in hex 1010.
FEDERATION: CB *Gettysburg* in 4025, WS–III, heading F, speed max.
LYRAN: Small Repair Freighter in 1010, WS–I, heading B, speed 2. (Ship in Module R1; substitute freighter.)
　　DW *Slammer* in 2020, WS–I, heading B, speed 12.
　　FF *Strongjaw* in 1515, WS–I, heading B, speed 4.

(SH82.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The *Gettysburg* is considered destroyed if it has not disengaged by the end of turn 3.

(SH82.4) SPECIAL RULES
(SH82.41) MAP: Use a floating map.
(SH82.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
　(SH82.421) If using the optional MRS shuttles, the *Gettysburg* has one MRS.
　(SH82.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.
　(SH82.423) There are no PFs in this scenario.
(SH82.43) COMMANDER'S OPTION ITEMS
　(SH82.431) 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.
　(SH82.432) 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.
(SH82.44) REFITS: Both Lyran ships have plus and ESG refits. The DW has a power pack.
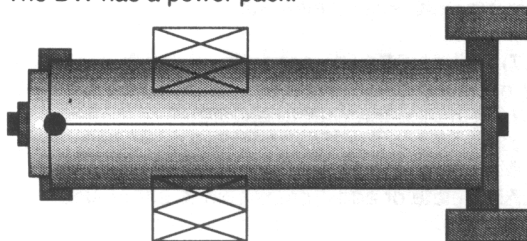
(SH82.5) VICTORY CONDITIONS: Points are scored as follows:

Repair Freighter destroyed	5
Repair Freighter crippled, not destroyed	2
Repair Freighter has no internal damage	–1
Lyran warship destroyed	4
Lyran warship crippled	2
Gettysburg has internal damage	–3
Gettysburg is crippled	–6
Gettysburg is destroyed	–10
Gettysburg is captured	–15

Any positive score is a Federation victory. Points can be scored for a given ship in the scenario only once.

(SH82.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH82.61) Replace the Lyrans with a Romulan SkyHawk and SeaHawk.
(SH82.62) Replace the Lyrans with a Klingon F5L and a Klingon F5 or F5D.
(SH82.63) For a simpler scenario, delete the FF and replace the CB with an NCL.
(SH82.64) Bid for the Lyran force, with the low bidder playing the Lyran side and buying his forces with the number of points he bid. This could be done with Lyran or Klingon ships.
(SH82.65) Bid for the Federation mission, with the low bidder buying a single ship with the number of points he bid. This might be a Federation or Kzinti ship.

(SH82.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH82.71) Change the CB to a BC or CC.
(SH82.72) Replace the DW with an MP or CW.
(SH82.73) Add one interceptor to the Lyran force.
(SH82.74) Add a P-refit to one or both Lyran ships.
(SH82.75) Adjust the weapons status of the Lyrans; higher weapons status will place more power in phaser and ESG capacitors, giving them more power for movement and EW at start.
(SH82.76) Use a large repair freighter.

(SH82.8) TACTICS
　FEDERATION: You are starting at a distance of 30 hexes from your primary target, and you can expect him to gain 4 more hexes on you by running away. You can also expect him to use ECM and erratic maneuvers, but fortunately he does not have a lot of power for this.

The Lyran warships are, individually, not much of a problem. However, if they can mass their fires for one solid shot on one of your shields, or even worse manage an ESG ram, you can lose the whole battle by being unable to disengage. IT IS IMPERATIVE THAT YOU REALIZE THAT YOU HAVE TO DISENGAGE BY ACCELERATION. You do not have much chance of doing it by sublight with both Lyran warships still around, and if you have not wrecked them, they can move fast enough to keep you from separating by distance.

The upshot is that you must decide if you are going to use your photons for one shot on the primary target or just blow one of the warships apart and run.

　LYRAN: Try to pull your ships together to hit one shield on the Fed with all you have. If successful, moving at a high speed will prevent his escape and you will gain a complete victory.

(SH82.X) DESIGNER'S NOTES: As with so many scenarios, we started with a title. What possible mission could require a cruiser to "charge" toward the enemy and "break through"

their lines? Obviously, to destroy a small, valuable, and not easily maneuvered unit.

HISTORICAL OUTCOME: Pickett succeeded in destroying the repair freighter and crippling one of the Lyran warships. The *Gettysburg* sustained moderate damage as a result of ESG rams, but succeeded in regaining Fed-controlled space.

(SH83.0) *SWORD OF THE HOLDFAST*
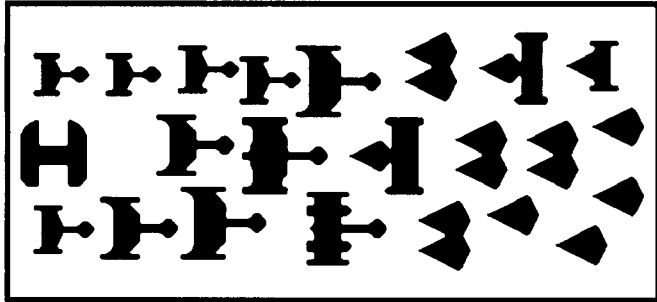
(Y178)   *by Tom Carroll, New Jersey*

In Y178, when the Holdfast had finally calmed down from the initial news of the approach of the 312th Battle Fleet, many in the Academy turned to the possible uses of the fleet and began running combat simulations involving Neo-Tholian forces. As the strength of the 312th wasn't known as of yet, most such simulations tended to be rather exaggerated. The following scenario, involving a Neo-Tholian battleship, is such an exaggeration, though still a favorite of the cadets.

With the increased pressure from Klingon and Romulan forces, the Tholians were losing ships and territory at a disastrous rate. It was reasoned that a surprise attack against the Klingon fleet's repair facilities (specifically, the FRD supporting Operation Nutcracker) would seriously undermine the Coalition's ability to fight in the sector plus require them to rethink their war versus the Holdfast.

Only a force led by a Neo-Tholian battleship was thought strong enough to carry out the mission.

(SH83.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

(SH83.2) INITIAL SET UP
THOLIAN: Set up on map B: NBB *Sword of the Holdfast*, CC, NCA, CA, C, TK5, DD, SC, CVA (12x S–II,12x S–III), PCA, PCA, anywhere on or past 30xx, heading E or F, speed max, WS–III.
KLINGON: Set up on map A: FRD, with two HBM (12x Z–V), in 2215 with a D5K and an F5B internally docked [see (SH83.45)], any facing, speed 0, WS–I.
    Tug–AK with two cargo pods within 3 hexes of FRD, any heading, speed 4, WS–I.
    C9K, D6DB, D5L, D5K, F5L, F5K, F5SB, D6V (10xZ–V), 2xE4AB anywhere on map A, any heading, WS–II.

(SH83.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH83.4) SPECIAL RULES
(SH83.41) MAP: Use two maps; the 42xx hex column of map A connects to the 01xx column of map B. These maps are fixed; they do not float. Any unit leaving the maps has disengaged and cannot return.

(SH83.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
    (SH83.421) If using the optional MRS shuttles, the Tholian NBB has two; the CC and CVA each have one; and the C9, D5L and D6V have one each.
    (SH83.422) If using EW fighters, one of the Z–Vs on the FRD, one of the Z–Vs on the D6V, and a Spider–II and a Spider–III on the Tholian CVA are EW types. If not using EW fighters, they are all standard fighters of their types.
    (SH83.423) There are no PFs in this scenario.
(SH83.43) COMMANDER'S OPTION ITEMS
    (SH83.431) 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. The cost of the MRS shuttles provided in (SH83.421) above is deducted from the total BPV allowed to the assigned ship for purchasing other Commander's Options.
    (SH83.432) 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. Note that "fast" (speed-32) drones are available for purchase as Commander's Option Items.
(SH83.44) REFITS: The Tholian and Klingon ships have the refits listed in the initial set up. Note that all drone-armed ships will have received the Y175 drone rack refit, and all aegis escorts will have full aegis. Delete the fighter boxes and mech links (but not the tractors) on the NBB.
(SH83.45) The D5K and F5B docked inside the FRD have been damaged. Consider all hull, weapons, and warp to be destroyed. All other systems (bridge, security, transporters, tractors, labs, etc.) and shields are active and at full strength. The D5K and F5B have used their CDR and EDR.

(SH83.5) VICTORY CONDITIONS
    Use the Modified Victory Conditions (S2.2).
    Tholians gain a 100-BPV bonus for destroying the FRD.
    Klingons gain a 100-BPV bonus for destroying the NBB.

(SH83.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH83.61) Replace the Klingons with a Romulan force consisting of: Condor, SparrowHawk-A, SparrowHawk-B (8x G–SF and 8x G–II), SkyHawk-E, SkyHawk-E, SkyHawk-L, SkyHawk-F, SkyHawk-A, KRT, FRD with SparrowHawk-A and SkyHawk-A internally docked. The hangar modules on the FRD have 12 G-SF fighters.
(SH83.62) Allow the Klingon to substitute any two ships of equivalent hull types for any two ships in his fleet, but no additional leader versions may be taken. The Klingon might want to give some consideration to an SFG ship in this case, although he must remember that webs will break stasis fields.
(SH83.63) For a smaller scenario, use only the NBB, SC, DD, and TK5 on the Tholian side. The Klingons use only the C9K, F5S, F5L, F5K, and the FRD. The FRD has no fighters and has only the D5K docked internally.

(SH83.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH83.71) Change the C9K to a C8K.
(SH83.72) Replace the D6V (10x Z–V) and E4As with a D7V (12x Z–Ys), AD5, and F5A.
(SH83.73) Delete or add a small ship to either side.

(SH83.8) TACTICS

THOLIAN: Draw the blocking Klingons off to one side, and wall them off. Then head for the FRD with the carrier, cruiser, NCA, and TK5.

KLINGON: Dock the carrier and the drone ship to the FRD, and start retrograding! Alternatively, have the tug drop its cargo pods and tow the FRD. The FRD should work on the engines of either the F5 (faster to fix) or the D5 for extra power. The carrier escorts, tug (if it is not towing the FRD), and scout play backstop. The fleet can be used offensively by charging to engage or defensively by retrograding. You might also try laying all of your T-bombs as a hasty minefield. This will require laying most of them out the shuttle bays to keep the Tholians from figuring out where they are, but do not forget to lay the dummies to help channel them. Remember, you do not need T-bombs to defend against drones here.

(SH84.0) PASSING THE FOOTBALL
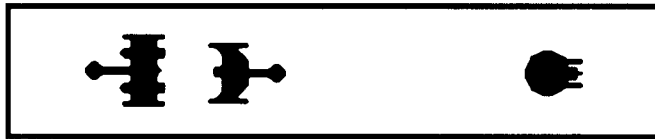
(Y179)   *by Targis Ketrick, Klinshai*

In Y179 the Federation began a series of raids to disrupt the Klingon logistic structure in preparation for their own offensive. In one of these raids, the Federation NCA *Dayton* caught the *Commissioner Tomak Vilkov* and the *Respite* just as they were transferring cargo pods. (This was a standard procedure used by all races, allowing the more easily replaced but shorter-ranged LTT to supply units in the combat zone while protecting the longer-ranged and harder to replace tug.) The critical supplies these pods contained made the resulting battle one of extreme desperation.

(SH84.1) NUMBER OF PLAYERS: 2; Federation & Klingon.

(SH84.2) INITIAL SET UP
FEDERATION: NCA+ *Dayton*, Captain Ralph McBryde, in
    0101, heading C, speed max, WS–III.
KLINGON: Tug–B *Commissioner Tomak Vilkov* [one cargo
    pod attached, not on the centerline (G14.43)], in
    2015, heading E, speed 5, WS–I.
    D5H *Respite* (one cargo pod attached) in 0730, heading
    B, speed 10, WS–I.
    One cargo pod in 2215, facing F, speed 0.

(SH84.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH84.4) SPECIAL RULES
(SH84.41) MAP: Use a floating map.
(SH84.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
    (SH84.421) MRS: The NCA may have an MRS shuttle if using that rule.
    (SH84.422) There are no fighters in the basic version of this scenario. In a variation, fighters might be added, and one fighter in any squadron of eight or more can be an EW version. If not using EW fighters, it will be a standard fighter.
    (SH84.423) There are no PFs in this scenario.
(SH84.43) COMMANDER'S OPTION ITEMS: The following are provided in lieu of the 20% in (S3.2).

(SH84.431) Each ship has its normal complement of T-bombs and dummy T-bombs. The NCA has an MRS shuttle if players are using that rule.
    (SH84.432) All drones are "medium," speed-20.
        Each drone-armed ship can have special drones up to the historical racial percentages.
(SH84.44) REFITS: All ships in this scenario have received all applicable refits available at the specified date.
(SH84.45) PODS: The cargo pod on the D5H is empty and has no victory value in this scenario. The other two pods are full.

(SH84.5) VICTORY CONDITIONS: Each player earns one of the seven levels of victory (Strategic, Tactical, Marginal Victory; Draw; Marginal, Tactical, Strategic Defeat) independently of the other. Comparing levels of victory determines the overall winner. If both achieve the same level, the scenario is effectively a draw.
KLINGON
    Disengage with both (full) pods: Strategic Victory.
    Disengage with one (full) pod: Marginal Victory.
    No (full) pods are saved: Draw.
    If the Tug–B is destroyed: Reduce victory two levels.
    If the D5H is destroyed: Reduce victory one level.
    If the empty pod is destroyed: So what?
FEDERATION
    If both (full) pods are destroyed: Tactical Victory.
    If one (full) pod is destroyed: Marginal Victory.
    If no (full) pods are destroyed: Draw.
    Destruction of each Klingon ship: Increase one level.
    Federation ship is crippled: Reduce victory one level.
    Federation ship is destroyed: Reduce two victory levels.

(SH84.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH84.61) Reverse the roles using a Federation Tug and LTT versus a Klingon D7K or D5W.
(SH84.62) Terrain features are frequently used as a location to establish supply drops. Assume that this supply drop is being done in an asteroid field using the map in Module B, the asteroid Belt in Module S1, or the rules in (P3.1).
(SH84.63) Use only the Tug–B and its two pods on the Klingon side. Replace the Fed NCA with a DW or FFB.
(SH84.64) Replace the NCA with an FFV (6xF–18) and an FFA.

(SH84.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH84.71) Change one or more of the cargo pods to self-defense pods.
(SH84.72) Replace the NCA with a BC or an NCL, or replace the Tug–B with a Tug–AK.
(SH84.73) Add one or two E3s, G2s, or G1s to the Klingon force within 3 hexes of the Tug–B.

(SH84.8) TACTICS
    FEDERATION: While it looks like it might be simple to kill the loose pod, you have to disable the Tug–B first. Have some power available to tractor the loose pod and keep it away from the Klingons, or stop them from towing it off. Send the Marines to destroy his tractor beams to prevent him from docking pods.
    KLINGON: Where the heck did that Fed come from? The whole situation is a mess. The D5H's pod has no value, but if you drop it at any speed faster than one, you will damage the D5H (G14.32). However, you have to get rid of it in order to grab the other pod. The empty pod also is padding for the D5H in battle with the NCA. Hard choice here. The Tug–B

cannot disengage by acceleration unless it drops the pod it currently has (G14.431). In order to undock to it and redock to it, the Tug-B has to go speed 0 (G14.41), and in order to attach the other pod, you have to do a 360° turn and slow to speed 0 because you cannot dock it if it is not facing the same direction as your tug (G14.42). All you wanted to do was let the D5H take the pod you dropped and grab the empty from him. Now, your best bet may be to tractor the pod and try to get away far enough to attach it. The pod will slow your movement while towed by tractor and not docked, and the Fed may tractor it to break your tractor. Looks like the best bet will be to send the D5H to delay the NCA while you dock the Tug-B to the pod and run.

HISTORICAL OUTCOME: The *Respite* was crippled, but it and the *Commissar Tomak Vilkov* made good their escape. Unfortunately, the *Vilkov* was forced to drop the pod it had in order to get away.

(SH85.0) WORLD KILLER
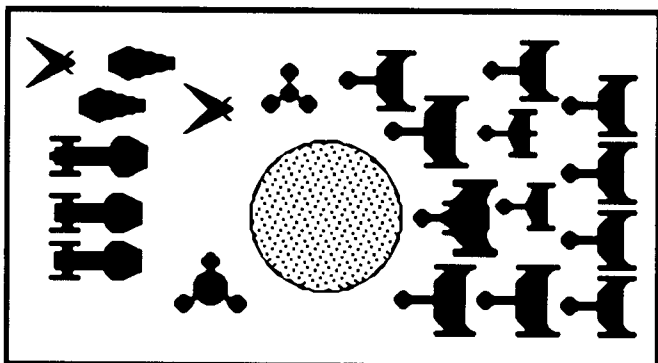
(Y179)   *by Ardak Kumerian, Klinshai*

When the Hydrans recaptured their capital, the Klingons considered sending one of the B10 battleships with a fleet to devastate it again. While no battleships were available, this scenario reflects what could have happened if one had been.

(SH85.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH85.2) INITIAL SET UP
TERRAIN: Small 5-hex diameter Gas Giant (P2.22) centered in hex 2215.
HYDRAN: BATS with two fighter module (10x Stinger-2, 2x Stinger-H), a Barracks Module (17 crew units, including 30 boarding parties), and three cargo modules in 1212, initial facing and rotation rate at the player's option, WS-III. This base is NOT in orbit.
Base Station with two fighter modules (10x Stinger-2, 2x Stinger-H), a power module, and three cargo modules in 2719, initial facing and rotation rate at the player's option, WS-III. This base is NOT in orbit.
DefSats (H), one each in 2212, 2514, 2517, 2218, 1917, 1914, all in standard orbit, WS-III.
Ground Defenses: Three Hydran ground based phaser-4s set up on the planet, no more than one per hexside. Set up at player's option, WS-III.
Lord Marshal (4x Stinger-2, 2x Stinger-H), Mongol (6x Stinger-2), Uhlan (12x Stinger-2, 4x Stinger-H), Aegis Lancer (6x Stinger-2), 2x Aegis Hunter, Chasseur (6x Stinger-2), anywhere within 10 hexes of planet, heading at players option, speed max, WS-III.

KLINGON: B10K (8x Z-Y), D7W, D7K, D7B, D5W, 2xD5K, F6, D5S, D5V (12x Z-Y), AD5, AF5; enter from any map edge heading at player's option, speed max, WS-III.
YEAR: This scenario assumes Y179; this year affects the availability of drone speeds, fighters, refits, PFs, and other ship types for variations.

(SH85.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged; OR until the Klingons have scored 2,000 points of damage on the planet; OR until the end of turn #25.

(SH85.4) SPECIAL RULES
(SH85.41) MAP: Use a floating map; however, the location of the various fixed elements (the planet, DefSats, bases, etc.) will have to be tracked. This will require the use of three map-sheets or careful plotting on the opening moves.
For the initial Klingon setup, no Klingon ships should be closer than 66 hexes from the center of the planet (hex 2215) of the Hydran starting map sheet. All Hydran units must begin on the mapsheet with the planet.
The Klingon units can only disengage in directions A, B, or C. The Hydran units can only disengage in directions D, E, and F.
(SH85.42) SHUTTLES AND PFs: No shuttles have warp booster packs. All PFs have warp packs.
(SH85.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH85.431).
(SH85.422) If using EW fighters, one fighter in each squadron or eight or more is an EW fighter. If not using EW fighters, it will be a standard fighter of its squadron.
(SH85.423) There are no PFs in this scenario.
(SH85.43) COMMANDER'S OPTION ITEMS
(SH85.431) 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.
(SH85.432) 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.
(SH85.44) REFITS: Refits are as provided in (SH85.2) above, except that the Klingon D7B and D7K have both received the UIM refit, and all Hydran ships have their plus refit if one is available for that ship.
(SH85.45) SETUP: The Hydrans must set up all of their units prior to the Klingons selecting the board edge from which they will enter.

(SH85.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). The Klingons receive a 1-point bonus for every damage point that they score on the planet's surface. The Hydrans do not receive disengagement points for Klingon ships.

(SH85.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH85.61) Assume that the Lyrans are attacking. Replace the Klingons with: DN, BC, CC, CA, Tug-C with Battle Pallet, CWL, 2xCW, CWS, DWL, 2xDW (assume all have their shield, phaser, UIM, and power pack refits as appropriate).
(SH85.62) For a combined Klingon-Lyran attack, replace some of the Klingon ships (no more than three) with equiva-

lent Lyran ships, e.g., a CW replacing a D5K. If there is an increase in BPV as a result, the Klingon player must score 5 additional damage points to the planet for each point the BPV increased after accounting for drone speeds. This increased damage must be scored before any damage can be accumulated for points under (SH85.5). If the BPV decreased as a result of such a substitution, there is no reduction in the damage which must be scored on the planet. For example, a Lyran CW with its refits has a BPV of 133 (not counting mech links); if it replaced a D5K (including its medium speed drones but not other option items), the difference in BPV would be 13 points, requiring the Klingons to score an additional 65 points of damage to the planet's surface.

(SH85.63) For a smaller and faster battle, use only the B10, D5L, two D5Ks, and D5S versus only the Hydran ships (and their fighters). In this variation, the Klingons need to only score 800 points of damage on the planet.

(SH85.64) The Klingons considered replacing the eight fighters on the B10 with bay-mounted drone racks, but decided that these were inefficient for planetary bombardment. You may wish to experiment and see if they were right. Replace the fighters with eight type-B drone racks. These racks are not shielded, and a hit on an armed SP or MRS WILL trigger a chain reaction (D12.0).

(SH85.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH85.71) Change one ship to the next larger or smaller.

(SH85.72) Replace some or all of the fighters on one side with lower-quality ones, e.g. Stinger–Fs replace Stinger–2s.

(SH85.73) Delete one ship from either side.
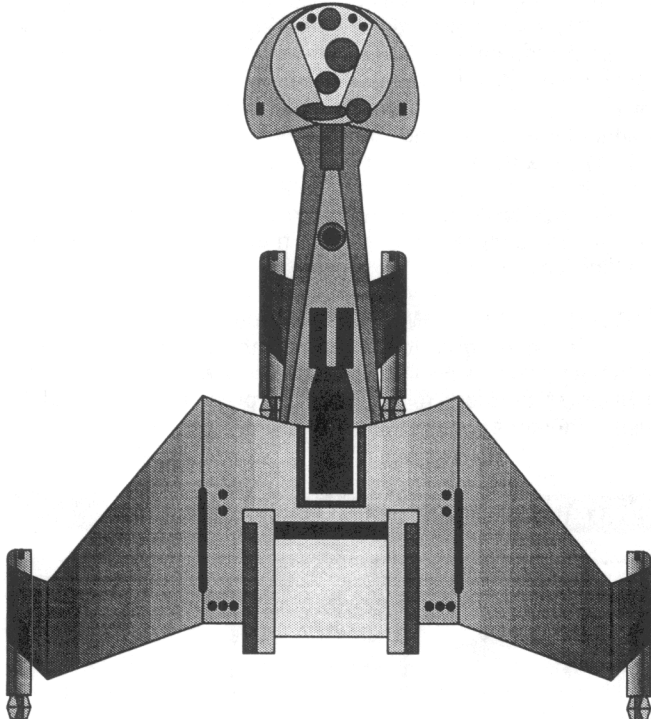
(SH85.8) TACTICS

KLINGONS: Start the battle at long range, and kill as many fighters (and anything else) as possible before moving within range of the planetary defenses. Destroy the bases and the Uhlan to eliminate repair and reload capabilities.

HYDRANS: Remember that a flight of four Stinger–2s can cripple the B10 if they can get to range 0. Order an all out charge! Your fighters are your primary defense; use them to the fullest possible extent. Delay is your friend; the longer they stay away from the planet, the more rushed they will be.

(SH86.0) HERE THERE BE *DEMONS*

(Y179)   *by Steven Paul Petrick, Texas*

Y179 was a good year for the Federation as they were able to drive the weakened Klingon formations back to the original borders. Here, however, a new problem was encountered. While it was obvious that offensive action was necessary to force the Klingons to the peace table, there were no reliable sources of information on just what the best routes into the Empire were. It was obvious that the few known routes (mostly those used by the "Federation Express" company before the war) would be heavily defended. The Federation resorted to sending a series of probing forces to locate weaknesses in the Klingon lines that could be exploited to outflank the major defenses and to find areas within their defensive sphere where logistics points could be established to support future operations. Because the areas behind the Klingon borders were "unknown" territory, a Federation intelligence officer had labeled them in accordance with the standards applied by ancient map makers on virtually all worlds. Many of the Federation probing forces would find that demons did indeed dwell there.

(SH86.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH86.2) INITIAL SET UP

TERRAIN: Asteroid field (P3.1), the center hex of each cluster of asteroids contains one large asteroid (P3.4).

FEDERATION: CLC *Clancy* and NCL+ *Minas Gerais* enter the map on turn #1 from the 42xx map edge, heading E or F, speed 6, WS–III as modified by (SH86.45).

KLINGON: D7W *Demonstalker*, F5K *Fire Demon*, 2x G1 set up in accordance with (SH86.46), heading at player's option, speed 0, WS–III.

(SH86.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of turn #20.

(SH86.4) SPECIAL RULES

(SH86.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage from the 42xx map edge. The Klingon units can disengage from any map edge, including the 42xx map edge.

(SH86.42) SHUTTLES AND PFs: No shuttles have warp booster packs; the Klingon PFs have warp booster packs.

> **(SH86.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH86.431).
>
> **(SH86.422)** If using EW fighters in a variation of this scenario where fighters are used, one fighter in each squadron of eight or more fighters can be an EW fighter. If not using EW fighters, it is a standard fighter.
>
> **(SH86.423)** The two G1s are standard G1s and were brought to the area by the D7W.

(SH86.43) COMMANDER'S OPTION ITEMS

> **(SH86.431)** 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.

(SH86.432) All drones are "medium," speed–20. "Fast," speed-32, drones are available for purchase as special drones. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH86.44) REFITS: The F5 has the K refit; the D7W has the mech-link refit. The Federation NCL has the plus and AWR refits. All units have received their applicable Y175 drone rack refits. Note that the G1s have NOT been refitted in any way.

(SH86.45) PROBING: The Federation is conducting this mission to find a suitable area to establish a logistics point for some future operation. As they are not expecting immediate contact, they operate under the following restrictions:

(SH86.451) The Federation ships believe that they have not been detected by the Klingons. For this reason, the Federation ships cannot initially have overloads or begin loading overloads or have any shuttles prepared for "special missions" (suicide, scatter-pack, wild weasel) until they contact a Klingon unit under the provisions of (D20.2). They have detected a Klingon force moving in their direction, but intend to be gone before it arrives.

(SH86.452) To determine a suitable logistics site, they must gain 10 points of lab information on each large asteroid in the field. Probes and probe drones cannot be used for this function. Admin shuttles (but not fighters) can be used, but can only gain the necessary information by physically moving into the large asteroid's hex, at which point they automatically collect 10 points.

(SH86.46) AMBUSH: The Klingons are aware of what the Federation is attempting to accomplish from prior operations of this sort. They arrived in this area of the field before the Federation ships and established themselves in ambush using hidden deployment (D20.0). The Klingon player determines within which cluster he will set up by the following procedure:

(SH86.461) The Federation player will prepare two cups, one holding six counters numbered 1–6 and the second holding 3 counters numbered 1–3. The Klingon player will draw one counter from each cup, keeping the drawn counters until the end of the scenario. If a 1 is drawn from the first (1–6) cup, he will set up in map section A, 2 is map section B, 3 is C, and so on. The counter from the second (1–3) cup will determine which of the three asteroid clusters in that section he sets up in. (Arbitrarily, number them left to right.)

(SH86.462) The Klingon player can set up in any hex covered by the asteroid cluster selected with any initial facing.

(SH86.463) At his option, the Klingon player can place up to three "stationary-ballistic" scatter-packs, two from the D7W and one from the F5K. These shuttles must be within 10 hexes of at least one Klingon ship and are also hidden under the conditions of (D20.0). Note specifically that the 10-hex limit does NOT require these to be in the same asteroid cluster as the Klingon ships. Study rule (F4.4) carefully as the SPs will release at the pre-set range, and if no Klingon ship has fully-activated fire control at that point, the drones (except type-VI) will immediately go inert.

(SH86.464) At his option, the Klingon player may place up to six transporter bombs on the map within 10 hexes of his ships. These T-bombs must be purchased under the Commander's Options and are the T-bombs normally available to the ships, i.e., they may not purchase six more in addition to these. Note that these bombs are NOT required to be in an asteroid hex as they are hidden by their very nature, and that more than one can be in any single hex. Dummy T-bombs cannot be deployed at

start, but can still be beamed out during combat to confuse the Federation.

(SH86.5) VICTORY CONDITIONS

The Federation player wins if he can successfully collect the necessary information on all 18 large asteroids and disengage with both ships. Any Federation unit still on the map at the end of turn #20 is destroyed by Klingon reinforcements. The Klingon player wins if he prevents a Federation victory.

(SH86.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH86.61) Replace the Klingons with a Romulan FireHawk-K, SkyHawk-A, and two Centurion PFs. Note that this Romulan force can also employ two hidden NSMs initially as well as 6 T-bombs, but cannot employ scatter-packs.

(SH86.62) Allow the Federation player to select any two NCL variants (he cannot use two NCCs; he cannot use an NSC). The Klingon player will not learn the nature of these opposing ships until he activates his fire control and engages.

(SH86.63) For a smaller and faster battle, use only the D7W, allowed to have two SPs and a maximum of four T-bombs deployed, and the CLC.

(SH86.7) BALANCE: The scenario can be balanced between players of different skill levels by changing the CLC to an NCL+ or CC+. You could add or delete a Klingon PF (add a mech link to the F5).

(SH86.8) FEDERATION TACTICS: Remember that you do not have to fight to win this one. Evading contact is a viable option. This is an intelligence gathering mission, and so long as you get the data, you win. Try to approach each asteroid cluster from a direction other than the one your opponent may have set up to receive you, but watch the time. Twenty turns seems like a lot of time, but a quick check of the chart in (G4.11) shows that with four labs and average rolls you need to be within 5 hexes of the hex you want to study to succeed.

KLINGON: You have to try to get in a good first salvo, and then try to force them away from areas that they have not examined yet.

HISTORICAL OUTCOME: The *Clancy* was severely damaged, but managed to escape. The *Minas Gerais* was destroyed, along with the Klingon *Fire Demon*. The Federation would be forced to send another probe to discover what, besides demons, was in this sector.

(SH87.0) ROAR OF THE *GOLDEN CUB*
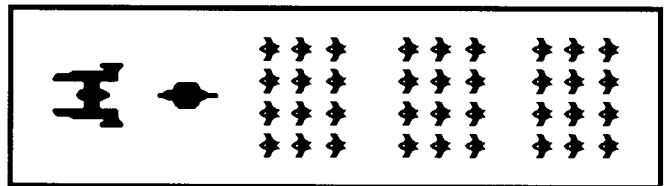
(Y180)   *by Ted Costas, Georgetown*

After the battle of Zamyan (against the Kzintis), the main Lyran fleet maneuvered to attack the planet itself. The light cruiser *Ripping Fang* had been badly damaged and was sent to the rear, escorted by the undamaged *Golden Cub*.

The Kzintis, desperate to destroy the *Ripping Fang* before it escaped to a shipyard (no doubt to return as a BC), had few forces in position to pursue. The only option was to

round up the fighters that fought in the Battle of Zamyan, rearm them as quickly as possible, and dispatch them in a last-ditch effort.

(SH87.1) NUMBER OF PLAYERS: 2; the Lyran player and the Kzinti player.

(SH87.2) INITIAL SET UP
LYRAN: DND *Golden Cub* within 5 hexes of CL, WS–III, heading at option of Lyran player, speed max.
CL *Ripping Fang* in 1215, WS–I, heading E, speed 10.
KZINTI: See (SH87.46) below.

(SH87.3) LENGTH OF SCENARIO: 10 turns.

(SH87.4) SPECIAL RULES
(SH87.41) MAP: Use a floating map.
The Lyrans can only disengage in direction E.
Kzinti fighters may disengage in any direction except E.
(SH87.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH87.421) MRS: There are no MRS shuttles in this scenario.
(SH87.422) If using EWFs, the 5th, 17th, and 29th Kzinti fighters to arrive are EWFs (fighters arrive in squadrons of 12). If not using EW fighters, these will be standard TAAS fighters.
(SH87.423) There are no PFs in this scenario. In a variant in which PFs are present, use the standard deployment patterns.
(SH87.43) COMMANDER'S OPTION ITEMS
(SH87.431) The *Golden Cub* has two T-bombs and associated dummies; there are no other Commander's Option items except for Kzinti drones.
(SH87.432) All drones are "fast," speed–32.
The Kzinti can equip the drones of his fighters with any available drone module up to historical percentages.
(SH87.44) REFITS: The Lyran CL has the plus refit, but not the p-refit.
(SH87.45) *RIPPING FANG*: The CL has been badly damaged. Each warp engine has only four working boxes; the impulse engine has only one. The shields are 10 boxes each. One APR and one battery have been lost, as have all hull boxes, one tractor, one ESG, one bridge, and one transporter. The left disruptor and ph-1s were destroyed, as were the two left ph-3s. Repairs under (D9.7) have not begun. The CL must move in direction E for at least 20 impulses of each turn. Due to damage to the warp navigation system, the ship cannot disengage by acceleration even if enough warp is repaired to nominally allow it to do so.
(SH87.46) Kzinti fighter arrival. The Kzinti player has 36 TAAS shuttles. Each turn, the Kzinti player rolls a die (before energy allocation) and receives a number of fighters equal to the die roll up to the maximum number of 36. These are placed anywhere 30 hexes in direction B from the CL, but no closer than 15 hexes to the DND. Each fighter has two type–I and two type–VI fast drones. EW pods can replace type–I drones.
(SH87.47) Due to extreme range, each Kzinti fighter (except the EWF) can remain in the battle only seven turns. After these turns are exhausted, the fighter immediately adopts evasion plot and continues until it is 35 hexes from the nearest Lyran unit, at which point it disengages automatically.

(SH87.5) VICTORY CONDITIONS: If either Lyran ship is destroyed, the Kzintis win. If the *Golden Cub* is crippled, the Kzintis win a tactical victory. If any internal damage is scored on the *Ripping Fang*, the Kzintis win a slight victory. Any other result is a Lyran victory.

(SH87.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH87.61) Use Hydran fighters, but give the Hydran fighters two more turns of endurance.
(SH87.62) For a tenser scenario, replace the 36 TAAS fighters with a single squadron of F–15s.

(SH87.7) BALANCE: The scenario can be balanced by adding or deleting Kzinti fighters.

(SH87.8) TACTICS: Lyran: Repair warp boxes; RUN.
Kzintis: Gather fighters into waves for concentrated attacks.

HISTORICAL OUTCOME: Although damaged, the *Golden Cub* and its charge managed to evade the Kzintis.

(SH88.0) FOR WANT OF A *SWORD*
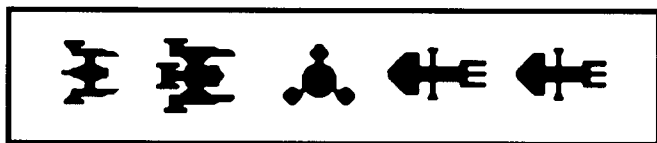
(Y180)

by Stephen V Cole, Texas

In Y180, the Coalition was trying to stabilize its front after losing ground over the previous three years. A portion of Kzinti space was still in Lyran hands, and the Kzintis desperately wanted to get it back.

The key to holding the sector was the Lyran BATS which supplied and supported the Lyran forces. If this BATS were to be destroyed, the Lyrans would have to fall back.

The Kzintis launched a broad offensive, but the intended attack fleet was unable to break through to destroy the BATS. Just as Admiral Cat-of-Five-Stars was preparing to abandon the operation, a scout-DW observed a shift in Lyran deployments that opened a brief gap in their coverage. The Admiral ordered Captain 1st Rank Cat-of-the-Trees and his heavy battlecruiser to break through with whatever forces were available and attack the BATS.

Historically, the BATS was destroyed, and the Lyrans did retreat. But perhaps things might have turned out differently if a new and powerful unit had been on its way to the front.

(SH88.1) NUMBER OF PLAYERS: 2; the Lyran player and the Kzinti player.

(SH88.2) INITIAL SET UP
KZINTI: BCH *Pentarchy* (two interceptors on mech links) and CM *Berzerker Frenzy* enter the map on turn 1 from the 4200 map edge, speed max, WS–III, heading toward the BATS.
LYRAN: BATS in 2215, WS–III, rotation at option of owning player. The BATS has two hangar bay modules (12 Z–Y fighters) and one PF module (the PFs had been sent to react to another threat and were not available during the battle).
DW *Kzinslayer* within five hexes of 2215, speed 5, WS–III, heading B.
Lyran sets up first.
REINFORCEMENTS: Battleship *Red Claw Sword* enters map from hex 0030, speed max, WS–III, heading B, on impulse #16 of turn #2. Whatever speed the ship enters at, it must pay for moving that speed for an entire turn and cannot change speeds during its first turn on the board. No PFs on mech links.

(SH88.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH88.4) SPECIAL RULES
(SH88.41) MAP: Use a floating map.
(SH88.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
  (SH88.421) If using the optional MRS shuttles, the Kzinti BCH and Lyran BB each have one MRS.
  (SH88.422) If using EW fighters, one of the Z-Ys on the BATS is a Z-YE. If not using EW fighters, it is a standard Z-Y.
  (SH88.423) There are no PFs in this scenario. The two Kzinti interceptors are not part of a squadron.
(SH88.43) COMMANDER'S OPTION ITEMS
  (SH88.431) 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 and Modified Victory Conditions (S2.2) as victory points for the enemy.
  (SH88.432) 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.
(SH88.44) REFITS: The BATS has all of the late-war refits. The Kzinti CM has the Y175 refit. The Lyran DW has the phaser and power-pack refits. There are no other refits.
(SH88.45) The BATS's minefield has been badly disrupted in previous attacks and is not a factor in the battle.

(SH88.5) VICTORY CONDITIONS: Victory is evaluated on two levels. The Kzinti objective is to destroy the BATS. If this is achieved, they have won a strategic victory; if this is not achieved, they have suffered a strategic defeat.
      Use the Modified Victory Conditions (S2.201) to determine which side won a Tactical Victory and which suffered a Tactical Defeat.

(SH88.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH88.61) Replace the Lyran forces with a Klingon F5W and B10 battleship. Use or delete the B10's fighters and PFs to balance the scenario.
(SH88.62) Allow the Kzinti player to replace the CM (and the Lyran player to replace the DW) with any non-carrier variants and use Tactical Intelligence.
(SH88.63) To simplify things, leave out the CM and the DW.
(SH88.64) Add PFs to the BCH and BB.

(SH88.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH88.71) Change the Kzinti CM to a Kzinti DW.
(SH88.72) Replace the Lyran DW with a Lyran CW.
(SH88.73) Add one or more PFs to the Lyran base.

(SH88.8) TACTICS
      KZINTI: You can target the DW with drones if it is away from the base, or you can attack the base using four scatter-packs (an MRS or ATG drones will be needed to control the fourth SP). The SPs will have to release at 16 hexes range to avoid having the base use its sensors to shut them off. Close to range 8 and fire overloaded disruptors, then launch your second wave of drones. After this, run!!!!

      LYRAN: With the fighters, you should be able to weather his first drone swarm, then the BB should arrive and you can decide what to do with the uninvited guests.

(SH89.0) A SECOND HELPING OF HASH

(Y181)   *by Ardak Kumerian, Klinshai*

      The Kzintis had conducted years of "drone raids," sending drone frigates to launch swarms of long-range drones into our operating areas, often targeting them on key logistics units. The attacks by drone frigate groups had tapered off as we had managed to hunt down the small ships, but the two drone cruisers still operational by Y181 remained a major nuisance. One ship in particular, the *Onager*, was infamous for its daring raids. The *Onager's* captain, however, made the mistake of becoming predictable. He always launched three successive attacks before retiring for resupply.
      I studied his methods from my position as commander of the Red Fleet and discovered this pattern, despite the *Onager's* attempt to hide it by shifting firing positions and having other ships launch diversionary drone attacks. Determined to show the Emperor that I was worthy of a command more important than the fleet training school, I conceived a bold plan. I rearranged the schedule so that four new cruisers of various classes were ready for deployment to the Northern Fleet at the same time and scheduled a "graduation exercise" for them, under my nominal command, directly behind the front line. When I detected the first of a new series of attacks by the *Onager*, I sent the four cruisers into the most likely areas for its second and third attacks, with confidence that one would make contact. My confidence in this plan, and in the captains I had trained, was not misplaced.

(SH89.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SH89.2) INITIAL SET UP
KZINTI: CD *Onager* in 0505, WS-III, heading E, speed 15.
      See (SH89.45) for drone loading.
KLINGON: D5W in 3525, WS-III, heading F, speed max.

(SH89.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. If the Kzinti ship disengages by acceleration, it cannot launch more type-IIIXX drones for its assigned fire mission (SH89.46).

(SH89.4) SPECIAL RULES
(SH89.41) MAP: Use a floating map.
      The Kzinti ship may only disengage in direction A.
      The Klingon ship may disengage in directions C, D, or F.
(SH89.42) SHUTTLES AND PFs: No shuttles have warp booster packs. There are no PFs in this scenario, although if used in a non-historical alternative, a PF would have packs. Either ship may purchase one MRS shuttle under (SH89.431), and such an MRS may have warp packs.
(SH89.43) COMMANDER'S OPTION ITEMS
  (SH89.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 25 points. See (S3.2) for details and exceptions.

(SH89.432) All drones are "fast," speed–32. Each ship can purchase special drones up to the racial percentages as part of the Commander's Option Items (SH89.431).

(SH89.44) REFITS: The CD has the plus refit; there are no refits for the D5W cruiser class.

(SH89.45) BOMBARDMENT: To conduct its bombardment fire mission, all four of the B-racks are loaded with three type–IIIXX drones (explosive warheads only) each; these do not count against the cost of Commander's Options or allowable drone percentages. There are another 12 type–IIIXX drones in reload storage (for the third attack; the *Onager* was intercepted during the second fire mission); there are also 24 empty spaces in the drone storage representing drones launched during the first fire mission. Two type–B drone racks can be loaded with whatever types of drones the Kzinti player is able to buy under the Commander's Options and racial limits; reload storage is proportional to those two racks. Any drones not launched from within 35 hexes of the Kzinti ship's starting hex are considered to be mis-programmed due to the shift and miss their target. This allows the Kzinti a circle of 70 hexes across in which to launch his drones, and requires that the movement of the Kzinti ship relative to his starting hex must be tracked. There are no drones in the cargo holds.

(SH89.46) OBJECTIVE: The Kzinti ship's objective in the scenario is to successfully launch its fire mission against a Klingon convoy located about 1,000 hexes off of the map. This is accomplished by launching type–IIIXX drones on a ballistic "wild boar" course in direction E. The drones must successfully "disengage" from the Klingon ship (by separation or by the Klingon ship being destroyed, captured, or forced to disengage) to count toward completion of that mission.

(SH89.47) D5W: The Klingon ship's mission is to destroy the *Onager* and prevent its drone swarm from reaching the convoy.

(SH89.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2), with these changes:

   The Klingon ship receives a 150-point bonus.
   The Kzinti ship receives 20 points for every type–IIIXX
      drone which "disengages" from the Klingons
      (SH89.46).

(SH89.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH89.61) Replace the Kzinti CD with a Federation NCD.

(SH89.62) Replace the Klingon D5W with one of the other ships Kumerian had deployed. These were a D7K, a D5F, and a D7D.

(SH89.63) For a smaller battle, replace the CD with a DF (or Federation FFD) and the Klingon D5W with an F5.

(SH89.64) Set the scenario in Y176; use speed-20 drones.

(SH89.65) Replace the Klingon ship with two smaller ships, perhaps two F5Bs or an E4V (Z–V fighters) and an E4A.

(SH89.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:

(SH89.71) Change the D5W to a C7 (favors Klingons) or D5 (favors Kzintis).

(SH89.72) Allow the Klingon ship to carry one PF with booster packs to help chase down the drones.

(SH89.8) TACTICS

   KLINGON: Go for an immediate alpha-strike to damage drone racks, and then concentrate on killing drones.

   KZINTI: You are flying a strange ship, with lots of unusual equipment. Don't be afraid to use your type–IIIXX drones against the Klingon ship; you can reload to complete the mission. With wild/tame boar launchings, a scatter-pack,

and your direct-fire weapons, it's not impossible that you could actually destroy the D5W, then complete your mission.

HISTORICAL OUTCOME: The *Onager* was destroyed, although some drones reached the convoy and damaged three freighters and an escort. Kumerian's battle management skills came to the attention of the Emperor, who promised to find an opportunity for Kumerian to plan and command further combat operations.

This scenario was taken from a biographical article (*Kumerian: Tactician, Strategist, ...or Incompetent?*) published in *Proceedings of the Star Fleet Institute, January Y188*, in which this incident was suggested as the reason that the Red Fleet was deployed as a tactical formation during Operation Cavalry a year later. The article theorized that Kumerian was at his best when he could plan an action carefully in advance and deploy ships to fight their own battles (and was lucky enough to have nothing go wrong), but was unable to deal with commanding an entire fleet in direct combat.

(SH90.0) *NANCY* AT WAR

(Y182)   *by Stephen V. Cole & Steven P. Petrick, Texas*

During a Kzinti incursion in Y182, the WYN Auxiliary Dreadnought *Nancy* was struggling to reach the battle when a Kzinti CM broke through the main WYN fleet. The Kzinti ship headed directly for the WYN shipyard and encountered the *Nancy*. Realizing its chance to hit the shipyard was gone, the Kzinti captain, known thereafter as Cat Who Hunts Mastodon, resolved to destroy the WYN ship instead.

(SH90.1) NUMBER OF PLAYERS: 2; the WYN player and the Kzinti player.

(SH90.2) INITIAL SET UP

WYN: AxDN *Nancy* in 0525, heading B, speed 10, WS–II.
KZINTI: CM *Carnivore* in 3505, heading F, speed 12, WS–III.

(SH90.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Kzinti CM must disengage before the end of turn 5, or it is considered destroyed by WYN reinforcements.

(SH90.4) SPECIAL RULES

(SH90.41) MAP: Use a floating map.

(SH90.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

   (SH90.421) If using the optional MRS shuttles, the *Nancy* has one MRS at no cost.

   (SH90.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

   (SH90.423) There are no PFs in this scenario. In a variant, use standard deployments.

(SH90.43) COMMANDER'S OPTION ITEMS

   (SH90.431) 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.

(SH90.432) 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.

(SH90.44) REFITS: The CM has the Y175 refit.

(SH90.45) For the CM, turn 1 of this scenario is turn 7 of Zone Effects (P7.0). (This can be adjusted for balance.)

(SH90.46) The *Nancy* was an unreliable ship. Before the scenario begins, roll one die for each system on the ship. A die roll of 1 or 2 indicates that the system is inactive (G30.0). Inactive systems can be activated by the normal rules.

(SH90.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH90.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH90.61) Replace the Kzinti CM with a Klingon D5 or a Lyran Jaguar.

(SH90.62) Replace the AxDN with the AxBCS, and replace the CM with a BCS; Y183.

(SH90.7) BALANCE: The scenario can be balanced between players of different skill levels by replacing the Kzinti ship with a larger or smaller ship or by giving it more or fewer points for commander's options.

(SH90.8) TACTICS: The CM must deliver as much firepower as possible in the shortest amount of time. The WYN ship will win or lose the scenario based on its use of the activation rules.

HISTORICAL OUTCOME: The *Nancy* was badly damaged, and it was decided to convert it to an AxBCS during repairs. The Kzinti ship was forced away by an arriving OCR.

(SH91.0) *INVIOLABLE* IN ACTION
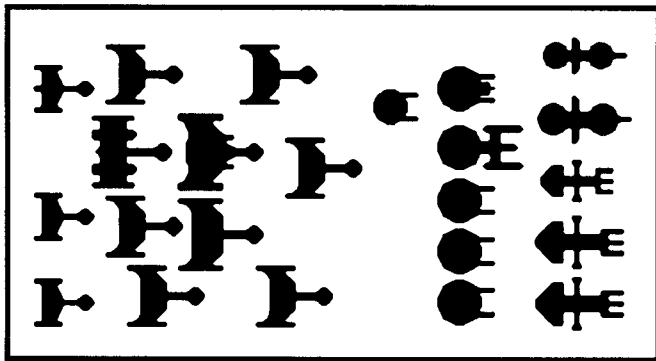
(Y184)   *by Stuart Markowitz, California*

As yet another Alliance offensive drove toward the Klingon capital, the Deep Space Fleet frantically sought ships which could be sent into action to halt the onslaught. In a moment of particular desperation, the admirals cast their eye on the unfinished battleship *Inviolable*. The hull was essentially complete, but the shipyard was not finished installing the operating systems. Nevertheless, *Inviolable* cleared the slipways and headed for the first and only combat action by a battleship during the General War.

(SH91.1) NUMBER OF PLAYERS: 2; the Alliance player player and the Klingon player.

(SH91.2) INITIAL SET UP
ALLIANCE: All within 5 hexes of 3706, heading E, speed max, WS–III.

FEDERATION: DNG, NCA, NSC, NVS (12x F–18C), NAC, FFA.

KZINTI: MCC, MPF (6x Needle), DW.

GORN: CM, BDD+.

KLINGON: B10K *Inviolable* (8x Z–YC), D7K, D5W, D5L, D5P (6x G1), D5S, D5V (12x Z–YC), AD5, Tug–B with battle pods, F6, E5K, AF5, all within 5 hexes of 0625, heading B, speed max, WS–III.

(SH91.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH91.4) SPECIAL RULES
(SH91.41) MAP: Use a floating map. The Klingon units can only disengage in directions E and F. The Alliance units can only disengage in directions B and C.

(SH91.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH91.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH91.431).

(SH91.422) If using EW fighters, one fighter in each squadron or eight or more is an EW version. If not using EW fighters, it is a standard fighter of its squadron.

(SH91.423) The six PFs on the D5P and on the MPF are standard flotillas including one leader and one scout.

(SH91.43) COMMANDER'S OPTION ITEMS
(SH91.431) 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.

(SH91.432) 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.

(SH91.44) REFITS: Refits are as indicated in (SH91.2), except that all Federation ships have the plus and AWR refits if they are available for that ship, all PFs have the shield refit, and the battle pods on the Klingon tug have the K refit.

(SH91.45) *INVIOLABLE:* The *Inviolable* is incomplete. This is reflected by certain systems which are considered to be inactive (G30.0). Inactive systems can be activated (G30.3) and/or destroyed, but (until activated) do not produce or require power and cannot be used. For purposes of the B10 in this scenario, this is defined as follows:

• Each warp engine includes 12 active and 3 inactive boxes.

• All fighter boxes and two shuttle boxes are active; one shuttle box has an MRS. Two admin shuttle boxes are inactive.

• All sensor, scanner, damage control, and excess damage boxes are active.

• All shields are active.

• The SFGs had not been installed.

• All security stations are active.

• All bridge boxes are active; roll for other control systems.

• For all other boxes, the Klingon player rolls one die for each box in any order he selects. A die roll of 1–3 means the system is active, but the Klingon player must immediately mark one other box (of his choice) inactive. A die roll of 4–6 means that the system remains inactive, but the Klingon player must still immediately mark one other box (of his choice) inactive. This is done before the scenario begins. All

die rolls are public knowledge, and the Alliance player is permitted to watch each one and see what systems are actually active after this procedure is completed. Activated (during scenario) inactive drone racks do not have drones; activated inactive shuttle boxes do not have shuttles.

(SH91.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Give the Alliance a 200-point bonus if it has three uncrippled ships (at least one of them size class 3) remaining in play (non-disengaged) at the end of the scenario.

(SH91.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH91.61) Vary the date of the battle. It could be fought before Y178 by replacing the PFTs with war cruisers and deleting the PFs. It could be fought in Y173 by also replacing the fighters with earlier types.
(SH91.62) This scenario can be particularly interesting with the use of (D17.0) Tactical Intelligence. This will require a measure of trust (or a non-playing moderator). The Alliance player will have to guess, by observation of its actions, which systems on the B10 are operable and which are not. Players might replace some of the ships in their fleets with similar ships to confuse the enemy as to the exact composition of their forces.
(SH91.63) For a smaller and faster battle, assume that the *Inviolable* was sent out with a smaller squadron to intercept the survivors of an earlier battle. Reduce the Klingon forces to the B10, D6B, D5S, F6, and E5. Reduce the Alliance forces to the Federation DNG and NSC, Kzinti MCC and DW, and Gorn BDD. Allow each side only one MRS shuttle. This smaller battle will take considerably less time to play than the full fleet battle.
(SH91.64) Make the B10 completely active except for the fighter boxes, but give it a poor crew and no fighters (fighter boxes will not have fighters even if activated).

(SH91.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH91.71) Change one ship to the next larger or smaller size.
(SH91.72) Replace one side's fighters with an earlier type.
(SH91.73) Delete one ship on one side, or delete some of the fighters or PFs on one side.
(SH91.74) Allow the Klingon player to select 10 boxes which are automatically active and an equal number which are automatically inactive (without rolling for them). A larger or smaller number of boxes could be used.

(SH91.8) TACTICS
   ALLIANCE: Press the battle quickly as the B10 will be activating systems as fast as it can. Use massive drone attacks to overwhelm the Klingon PFs and fighters.
   KLINGON: Use a retrograde tactic to keep the B10 from being decisively engaged, or use it to lead an attack. Consider your battle plan before rolling for active systems. If you plan to retrograde, give priority to the drone racks; if you plan to attack, make sure the disruptors are activated.

(SH91.9) PLAYTESTER COMMENTS: This is a standard fleet battle with the added challenge that the B10 is a "paper tiger" which is worth too many points to risk but has so much firepower that you can't afford to leave it out of the battle.

HISTORICAL OUTCOME: The *Inviolable* was so heavily damaged that construction work never resumed.

(SH92.0) AMBUSH AT WAYPOINT
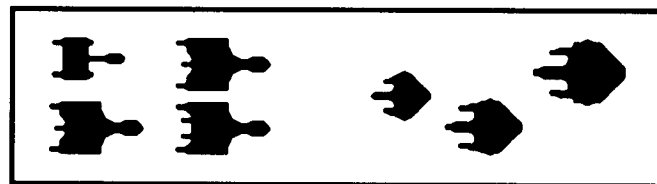
(Y187)   *by Stephen V Cole & Steven P Petrick, Texas*

As the ISC began their drive down the Neutral Zones separating the warring powers, the various empires objected to the violation of their sovereignty and attempted to cut off the ISC forces. One such battle, in Y187, was fairly typical. The Romulans had noted that ISC forces traveled along standard routes, from one navigational waypoint to another, and positioned a group to intercept ISC forces.
   While neither side had anything specific to fight for, neither could afford to leave an intact enemy force patrolling the sector.

(SH92.1) NUMBER OF PLAYERS: 2; the Romulan player and the ISC player.

(SH92.2) INITIAL SET UP
ROMULANS: SUN *Stellar Strike* (6xG-SF, 6xG–III), SPM *Guardian Eagle*, SKEA *Tenacious*, SPA *Defiance*, all within 3 hexes of 0525, heading B, speed 15, WS–III.
ISC: BCS *Straightforward* (4xFSF, 2xFTF + 6xPF), CEA *Commandment*, DEA *Conviction*, all within 3 hexes of 3505, heading E, speed 15, WS–III.

(SH92.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH92.4) SPECIAL RULES
(SH92.41) MAP: Use a floating map.
(SH92.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   (SH92.421) If using the optional MRS shuttles, the SUN and BCS each have one MRS at no cost.
   (SH92.422) If using EW fighters, one of the Romulan fighters is an EW variant. If not using EW fighters, it is a standard fighter.
   (SH92.423) The six ISC PFs are a standard flotilla including one leader and one scout.
(SH92.43) COMMANDER'S OPTION ITEMS
   (SH92.431) 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.
   (SH92.432) There are no drone-armed ships in this scenario. In a variant, drone speeds are "fast" and the standard racial percentages of special drones can be purchased.
(SH92.44) REFITS: The SPA has the plus refit. The PFs will have the shield refit. Both sides will have the most advanced fighters.
(SH92.45) The SunHawk has a cloaked decoy at no cost.

(SH92.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SH92.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH92.61) Replace the SUN with a ThunderHawk, and delete the SPA.

(SH92.62) Replace the ISC BCS with a BCV, and delete the Romulan SPA.

(SH92.63) Add an ISC SC and a Romulan SKF.

(SH92.7) BALANCE: The scenario can be balanced between players of different skill levels by adding a frigate to the weaker player's forces.

(SH92.8) TACTICS: This is a standard space superiority battle, a simple stand up fight. So go to it!

HISTORICAL OUTCOME: The PFs were the deciding factor, and the Romulan force was compelled to withdraw after taking heavy damage. The ISC, still idealistic at this point, did not pursue or attempt to destroy the retreating Romulan ships.

(SH93.0) *INVULNERABLE* FOR THE DEFENSE
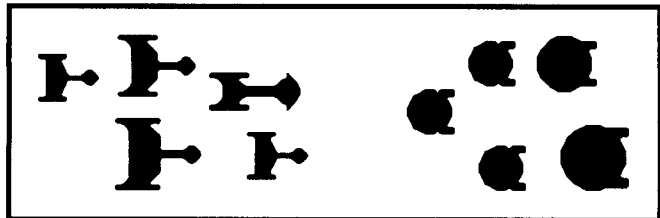
(Y188)   *by Anthony Medici, New Jersey*

The boom section of *Invulnerable* had been made ready for action as a separate unit in Y185 to provide increased capital defenses. It was ordered to join the forces reacting to an Andromedan raid.

(SH93.1) NUMBER OF PLAYERS: 2; the Klingon player and the Andromedan player.

(SH93.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
KLINGON: B10K boom *Invulnerable*, C7, D5K, F5L, F5B, enter map on turn #1 from any direction, all ships within three hexes of the *Invulnerable*, heading towards the planet, speed max, WS–III.
ANDROMEDAN: Intruder with 2x Mamba, Conquistador with Eel, set up within 5 hexes of the planet, heading at player's option, speed max, WS–III. Satellite ships may begin the scenario on the board or in the hangars of their motherships.

(SH93.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH93.4) SPECIAL RULES
(SH93.41) MAP: Use a floating map.
All units may disengage in any direction
(SH93.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
    (SH93.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH93.431).

(SH93.422) There are no fighters in the basic version of this scenario. If they are added in a variation, one fighter in any squadron or eight or more may be an EW version. If not using EW fighters, such a fighter will be a standard fighter of its squadron.

(SH93.423) There are no PFs in the basic version of this scenario. If they are added as a balance factor, they will be standard PFs with no leader or scout variants. If they are added in a variation as a complete flotilla, one leader and one scout version may be added.

(SH93.43) COMMANDER'S OPTION ITEMS
    (SH93.431) 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.
    (SH93.432) 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.

(SH93.44) REFITS: Refits are as stated in (SH93.2).

(SH93.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

The Klingons receive a bonus of 300 points due to the tactical situation. The Klingons receive no disengagement points for Andromedan ships.

The Andromedans receive one point for each point of damage scored on the planet up to a maximum of 100 points for each hex side of the planet. The Andromedans get a 100-point bonus for destroying the *Invulnerable*.

(SH93.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH93.61) Use a complete B10K and two F5Ks instead of the forces listed.

(SH93.62) Use three Cobras instead of two Mambas on the Intruder.

(SH93.63) For a smaller and faster battle, use only the Intruder and its satellite ships. The Klingons use only the *Invulnerable's* boom, D5K, and F5B.

(SH93.64) Replace the Intruder and its Mambas with a Dominator carrying two Mambas and three Cobras, and have an inexperienced player command the Andromedan force. Give the Klingons another 100-point bonus with this option under the victory conditions.

(SH93.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH93.71) Change one of the Klingon ships to the next larger or smaller class.
(SH93.72) Replace the Eel with a Terminator.
(SH93.73) Delete or add a small ship (F5) to the Klingons.

(SH93.8) TACTICS
    ANDROMEDAN: You must set the speed of the Mambas and the Eel according to your battle plan, either maximum (to avoid drones) or slow enough to be picked up. Use phasers on the planet; use the planet and T-bombs to keep the drones away. Remember that your TR beams can score a lot of damage points on the planet at will.
    KLINGONS: Avoid using self-guided drones as they will lock-on to the planet. The massed disruptor fire of your fleet can punch through the Intruder's panels at overload ranges.

(SH93.9) PLAYTESTER COMMENTS: An interesting scenario with dynamic alternative victory conditions.

HISTORICAL OUTCOME: The Andromedan raid on the Klinshai system never directly threatened the capital planet itself, but did considerable damage to one of the outlying planets. The *Invulnerable* was destroyed.

(SH94.0) SIBLING RIVALRY
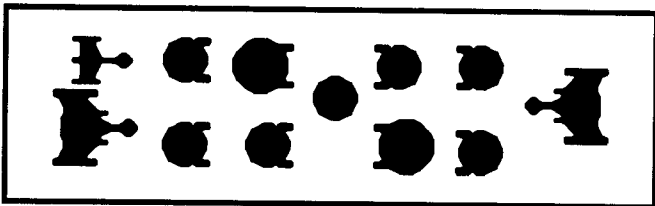
(Y197)   *by Steven Paul Petrick, Texas*

During the campaign to destroy the Andromedan Rapid Transport Network, it was crucial that any Andromedan base be attacked as soon as possible. In one instance, a Klingon scout ship located a base near Klegarine and sent out a call for ships in the area. As it happened, the B10K *Invincible* was nearby, while the B10S *Insatiable* was almost the same distance away but in the opposite direction.

Both responded to the call, and both discovered that the other had also responded. Commodore Karsh of the *Invincible* and Commodore Khambers of the *Insatiable* each wanted to reach the Andromedan base first to gain the glory of the kill. Both battleships worked up to their full speed, which was slightly faster than any other ship (except for the rare X-ships, none of which were in the area) could go. This meant leaving behind their escorts and consorts (each battleship was the flagship for a fleet of 10 ships).

The *Invincible* rendezvoused with the F6 battle frigate *Walkurian*, which had been assigned to escort the scout that originally located the base. Both battleships charged the Andromedan base at the same moment, each bent on destroying it before the other could do so. The result was the only battle in history which included two B10 battleships.

(SH94.1) NUMBER OF PLAYERS: 2; player A and player B. Each player controls one of the B10s and half the Andromedan defense. In a three player variation, one player controls all the Andromedan forces.

(SH94.2) INITIAL SET UP
PLAYER-A: Commodore Karsh: B10K (8x Z–YC, 2x G1) in 4029, F6 in 4229, heading F, speed max, WS–III.
PLAYER-B: Commodore Khambers: B10S (12x Z–YC, 6x G1) in 0201, heading C, speed max, WS–III.
ANDROMEDAN: One Satellite Base in 2215, WS–III, rotation speed 4. All of the hexes that are 2, 3 or 4 hexes from the Satellite Base have one large mine (set for size 4 up) and two transporter bombs (set for all sizes).
   Each player also controls an Andromedan force of one Conquistador, one Mamba, and two Cobras. These are set up anywhere within 10 hexes of the SatB by the player controlling them, any heading, speed max, WS–III.

(SH94.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH94.4) SPECIAL RULES
(SH94.41) MAP: Use a floating map.
(SH94.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   (SH94.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH94.431).
   (SH94.422) If using EW fighters, one fighter in each squadron of eight or more is an EW version. If not using EW fighters, it is a standard fighter of the squadron.
   (SH94.423) The six PFs on the B10S are a standard flotilla including one leader and one scout. The two PFs on the B10K are standard G1s.
(SH94.43) COMMANDER'S OPTION ITEMS
   (SH94.431) 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.
   (SH94.432) 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.
(SH94.44) REFITS: The two Klingon ships have all available refits, including B, K, Y175, UIM, and PF shields.
(SH94.45) KLINGONS: The two Klingon forces are allied. They cannot take "aggressive actions" toward each other. Neither Klingon player may fire at, tractor, or place T-Bombs within 3 hexes of a Klingon unit belonging to the other force without the permission of the other Klingon player. Fighters and PFs can land on or dock with ships of the other force (with permission of that force), but the player controlling the other force is not required to repair or rearm them. The two Klingon players can give some of their fighters and/or PFs to each other (with permission of the receiving player).
(SH94.46) FRATRICIDE: Due to the unique play situation, neither player can order one of his units to fire on another of his units, even if those two units are of different races.
(SH94.47) SATELLITE BASE: Each player controls one of the two special sensors on the base, which is always assumed to be fully powered. The base will fire its weapons at any unit in an adjacent hex and in the arc of the weapons. If the unit is a drone or fighter, the base will only fire enough weapons to destroy the unit. If it is a PF or larger unit, the base will fire every weapon it can at it. Note that weapons fire will blind special sensors, and for this purpose the sensor that is blinded is that of the player whose unit caused the base to fire. (Fire by a player can only blind channels he controls. If there is an Andro player, this condition is redundant.)

(SH94.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each player counts damage scored by his ships (either Klingon or Andromedan) and damage scored on his ships (either Klingon or Andromedan). Damage scored on the SatB is divided between the two players in proportion to the number of total damage points they scored on it.

(SH94.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH94.61) Replace both Klingon forces with equal forces from another race, or from two allied races. Alternatively, replace one Klingon force with a force from a nominally enemy race, or replace both Klingon forces with forces from two nominally enemy races. In this case, the two forces are allowed to fire at each other, but receive no points for doing so.
(SH94.62) Replace one of the Klingon forces with a X-technology force, including a DX and an FX.

(SH94.63) For a faster game, delete one of the Klingon forces and one of the Andromedan forces.

(SH94.64) Use three players and have one command all of the Andromedan forces. At the start of each turn beginning with turn 3 (before Energy Allocation), the Andromedan player rolls one die. If the result is "1," Andromedan reinforcements have arrived. A Dominator (containing only one Eel; the two Mambas and two of the Cobras in the initial deployment are its new group which it is expecting to pick up) is placed 30 hexes from the base in any direction selected by the Andromedan player (speed max, heading towards the base, WS–II). If the base is destroyed, no Andromedan reinforcements arrive. Note that in order for this unit to arrive, one of the Conquistadors cannot use its displacement device in the battle at any time under (G18.8).

Each turn, starting with turn 6, each Klingon player rolls for reinforcements. If the result is a "6," they arrive. Reinforcements for either player include a D7, two D5s, a D5S, an F5L, and two F5s. These ships have all refits. They are placed within 3 hexes of a hex selected by the owning player no closer or farther than 30 hexes from the base.

(SH94.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH94.71) Change one Mamba to a Cobra or Conquistador.
(SH94.72) Replace one of the B10s with a C8 variant (C8K for the B10K, C8S for the B10S).
(SH94.73) Delete one or two PFs or eight fighters from one B10 or the other.

(SH94.8) TACTICS: The base is the key, but not for the reason you think. While you might think that you have to destroy one set of Andromedan ships and the base to win, this isn't true. If one player destroys two Andromedan ships while the second accepts serious damage to destroy the base, the first player will simply order his two Andromedan ships to disengage and win the scenario on points alone. The base will be difficult to kill due to the massive minefield. Penetrating this minefield with drone swarms will be difficult; even the B10 cannot survive such abuse. Fire plenty of drones, but at a rate of one per impulse down a single hex row.

(SH94.9) PLAYTESTER COMMENTS: More than just an excuse to put two B10s in a single scenario. A unique and interesting two-player challenge.

HISTORICAL OUTCOME: The combined power of two B10s was too much for the Andromedans, who abandoned the base and fled. The base was destroyed after the simultaneous impact of drones from both B10s.

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes

THE FEDERATION STAR FLEET (R2.0)

BATTLESHIP

BB	82	26	326	2–6	2	3+1	2	F	73	175‡	40	42	10	V,D%,CJ

HEAVY BATTLECRUISER VARIANTS

BCV	50	16	200	5–6	1.00	2+4	3	D	74	183	9	23	10	V,D%
BCS	50	16	203	5–6	1.00	3+2+1	3	D	75	184	9	23	10	V,D%,N1
BCP	50	16	203	5–6	1.00	3+2	3	D	75A	184	9	23	10	V,D%,P,CJ

HEAVY VARIANTS

CB	48	12	162	5–6	1.00	3	3	D	76	175	8	20	9	

NEW HEAVY CRUISER

NCA	40	10	147	5–6	1.00	2	3	D	77	175	8	19	8	

TUGS, TUG+POD COMBINATIONS, AND PODS

BTV	66	14	204	2–6	2.00	1+2	2	F	78	170	11	28	10	V, D%

SEPARATED SAUCER SECTIONS

BB Scr	30	8	130	2–6	1.00	–	3°	C	73	175‡	7	19	10	N4, CJ
BB Scr-SL	30	8	100/50	–	Δ	–	3°	–	73	175‡	5	9	5	CJ
CB Scr	25	8	70/35	2–6	0.50	–	4°	C	76	175	5	7	5	
CB Scr-SL	25	8	35	–	Δ	–	4°	–	76	175	5	6	5	
NCA Scr	26	6	100/25		Δ	2	4°	–	77	175	4	7	3	

N1: Federation escort with extra drone/fighter storage; see (R2.R5).
N4: Lower ratings for docking points, explosion strength, and command rating are used if the warp engine is dropped.

THE KLINGON DEEP SPACE FLEET (R3.0)

BATTLESHIP AND VARIANTS

B10S	87	30	360	2–6	2.00	2+4	2	E	84	189	38	40	10	D%,LA,V,P,Y2
B10V	86	30	360	2–6	2.00	2+4+2	2	E	83	184	38	40	10	D%,LA,V,CJ,Y2
B11	85	32	387	2–6	2.00	2+2	2	E	82	178‡	40	47	10	D%,LA,V,CJ

In a campaign where battleships are built, the Klingons built the first B10 in Y173, the B10V in Y175, the B11 in Y178, and the B10S in Y180.

HEAVY BATTLECRUISER AND VARIANTS

C7V	55	20	202	5–6	1.00	2+2	3	C	86	182	9	27	10	V,D%
C7S	55	20	202	5–6	1.00	2+1	3	C	87	184	9	27	10	V,P,D%

D7 BATTLECRUISER AND VARIANTS

D7W	50	16	155	5–6	1.00	2	3	B	88	175	8	21	9	

D5 WAR CRUISER AND VARIANTS

D5W	45	12	150	5–6	1.00	1	3	B	89	175	7	20	8	

Note that all D5s and D5 variants have a special form of limited aegis. See ship descriptions and (D13.4).

TUGS, TUG+POD COMBINATIONS, AND PODS

TSC	40	13	214/179	3–6	1.50	1+4	3	E	85	184	8	22	9	V,P,D%, ◆
P-S10	20	6	80/60	–	■	0+4	4°	–	85	184	5	+2	+1	V, P, D%, ◆

THE IMPERIAL ROMULAN FLEET (R4.0)

BATTLESHIPS

KCN	80	24	415	3–6	2.00	2+2	2	E	81	175‡	36	33	10	V, CJ
K10R	84	30	418	2–6	2.00	2+2	2	E	83	175‡	36	40	10	V, CJ, N2, CP

HEAVY CRUISERS

SUN	45	15	203	5–6	1.00	1+2	3	C	82	182	8	22	9	V
KCR	55	20	215	5–6	1.00	2	3	C	84	181	8	23	10	CJ, N2, CP

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).
N2: Could have been built, if Klingons provided the hull required.

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes

THE KZINTI BATTLE FLEET (R5.0)

BATTLESHIP

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BB	87	36	344	2–6	2.00	3+3	2	F	57	175‡	36	41	10	V, CJ

HEAVY BATTLECRUISER VARIANTS

Ship Type														
BCV	54	20	202	5–6	1.00	3+3	3	E	59	181	8	24	10	V
BCS	54	20	205	5–6	1.00	2+2	3	E	60	182	8	24	10	V, P

HEAVY CRUISER VARIANT

Ship Type														
CCH	50	24	147	5–6	1.00	2	3	C	61	175	7	22	9	

NEW HEAVY CRUISER

Ship Type														
NCA	40	18	130	5–6	1.00	2	3	C	62	175	7	21	8	

TUGS, TUG+POD COMBINATIONS, AND PODS

Ship Type														
TSC	54	18	209/177	4–6	1.50	2+4	3	E	58	183	8	22	9	V, P, ◆
P-SC9	22	8	77/57	–	■	0+4	4	–	58	183	4	+2	+1	V, P, N1, ◆

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.
All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).

THE GORN CONFEDERATION FLEET (R6.0)

BATTLESHIP

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BB	84	32	376	2–6	2.00	4+2	2	F	47	175‡	36	41	10	V, CJ

DREADNOUGHT VARIANT

Ship Type														
CVA	70	24	240	4–6	1.50	2+4	2	E	48	175	12	27	10	V, CJ, Y2

HEAVY CRUISER VARIANT

Ship Type														
CCH	50	20	171	5–6	1.00	3	3	D	51	175	8	20	9	
CVS	52	16	180	5–6	1.00	1+4	3	D	52	175	8	19	8	V, CJ

HEAVY BATTLECRUISER VARIANTS

Ship Type														
BCV	50	20	212	5–6	1.00	3+4	3	D	49	181	8	22	10	V, CJ
BCS	50	20	216	5–6	1.00	3+2	3	D	50	182	8	22	10	V, P

THE THOLIAN DEFENSE FLEET (R7.0)

HEAVY CRUISER VARIANT

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
CCH	36	10	153	4–6	0.67	1	3	B	41	175	7	18	9	

WAR CRUISER AND VARIANTS

Ship Type														
CWH	32	10	135	5–6	0.67	1	3	B	39	180	7	16	8	
CHP	32	10	135	5–6	0.67	1	3	B	40	180	7	16	8	

Note: Construction of CWs and variants is contingent on availability of Neo-Tholian technology. See ship description.

NEO-THOLIAN SHIPS (R7.60)

Ship Type														
NBB	80	26	376	3–6	2.00	2+2	2	D	60	178	32+2+2	33+3+4	10	HG, P, V
Collar	8	2	30	–	■	0	4	–	60	178	2	3	+0	HG

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.

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. HG = Ship was in home galaxy only.
See (S8.223) for command ratings of Tholian ships in Tholian space.

THE ORION PIRATES (R8.0)

HEAVY CRUISER VARIANTS

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DN	50	26	280	4–6	1.50	3	2	D	26	175‡	12	38	10	CJ
BC	35	18	150	5–6	1.00	2	3	B	27	175	8	28	9	
CV	36	10	160	5–6	1.00	2+2	3	B	28	175	7	27	8	V

BATTLE RAIDER AND VARIANTS

Ship Type														
BRH	30	16	145	5–6	1.00	2	3	B	29	175	7	28	8	

Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes

THE ROYAL HYDRAN FLEET (R9.0)

BATTLESHIP

MNR	80	24	390	4–6	2.00	5+6	2	E	55	175‡	36	39	10	V, CJ

HEAVY BATTLECRUISER

OS	50	20	202	5–6	1.00	2+6	3	C	56	182	10	21	10	V, N1
OM	50	20	206	5–6	1.00	2+3	3	C	57	183	10	21	10	V, P

HEAVY COMMAND CRUISERS

CHA	45	18	150	5–6	1.00	2+3	3	C	58	175	10	21	9	V
CHC	45	18	162	5–6	1.00	2+1	3	C	59	175	10	22	9	V

NEW HEAVY CRUISERS

CHY	36	14	131	5–6	1.00	2+2	3	C	62	176	9	19	8	V
MHK	35	12	111	5–6	1.00	2+2	3	C	61	176	9	18	8	V
IRQ	36	14	136	5–6	1.00	2+1	3	C	60	176	9	20	8	V

DESTROYER VARIANTS

CNT	30	10	94	6	0.50	1+2	4	B	63	173	5	13	5	V
ERL	30	10	96	6	0.50	1	4	B	64	173	5	14	5	

NOTES: N1. This ship is a true carrier. See (R9.R4).

THE ANDROMEDANS (R10.0)

BATTLESHIP

DEV	50	30	610	4-6	2.00	–	2	E	26	205?	72	44	10	L

CRUISER

IMP	28	10	285	6	1.00	–	3	C	27	175	36	27	8	L

NOTES: All service dates are when the ships were first observed in action in this galaxy.
See (S8.221) for command ratings. The Andromedans do not use command ratings as such, but use the "two DisDev" rule noted in (S8.221). The command ratings given above are nominal for the class types and may be used in a future campaign situation.

THE LYRAN STAR EMPIRE (R11.0)

BATTLESHIP

BB	80	30	336	3–6	2.00	2	2	E	47	175‡	36	42	10	P, CJ

DREADNOUGHT VARIANTS

CVA	64	20	220	3–6	1.50	2+6	2	D	48	175	14	30	10	V,D%,CJ
DND	22	6	90	5–6	0.50	1	4	B	53	177	5	12	5	Y2

BATTLECRUISER VARIANTS

BCV	56	20	194	4–6	1.00	2+4	3	C	49	181	11	25	10	V, CJ, D%
BCS	56	20	194	4–6	1.00	2+2	3	C	50	182	11	25	10	P, V, D%

HEAVY CRUISER VARIANTS

CCH	50	20	170	5–6	1.00	1	3	C	51	175	7	22	9	

NEW HEAVY CRUISER

NCA	40	12	146	5–6	1.00	1	3	C	52	175	8	20	9	

TUGS AND PALLETS

TSC	70	16	196/180	3–6	1.50	1+2	3	E	54	183	7	21	9	D%, V, P, ◆
PAL-SC	30	6	60/58	–	■	0+2	4°	–	54	183	6	+2	+1	V, P, ◆

NOTE: The listed BPVs of Lyran ships, excepting PFTs, the BB, BCS, BCH, SCS, and others listed in the rules, do not include mech links.

THE WYN CLUSTER DEFENSE FORCE (R12.0)

AUXILIARY DREADNOUGHT AND VARIANTS

AxDN	44	14	272	2–6	1.00	2	3	E	16	175	9	35	7	N2, ML
AxBCS	64	12	256/216	2–6	1.00	3+4	3	E	17	183	9	27	7	V,P,N2,ML,D%

NOTES
N2: Limited deployment. See (R12.1F).   ML for WYN ships is modified by (R12.1E).
All WYN ships (excepting PFs) have an assumed command rating of 10 while inside the Cluster.

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes

THE INTERSTELLAR CONCORDIUM FLEET (R13.0)

BATTLESHIP

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BB	85	30	360	3–6	2.00	4+4	2	E	44	175‡	36	42	10	V, CJ

HEAVY CRUISER AND VARIANTS

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BCV	50	12	238	5–6	1.00	2+3	3	D	45	180	10	23	9	V
BCS	50	12	241	5–6	1.00	1+2	3	D	46	183	10	23	9	V, P

EXPLANATION OF TERMS (Extract)

SYMBOLS used at various places in the chart:
Δ   This is a sublight ship (max speed of 1 in SFB).
°   When detached.
†   See tug chart, Annex #3A.
‡   Arbitrary date of Y175 assigned to introduction of conjectural battleships. Exceptions: B10 Y173, B10V Y175, B11 Y178, B10S Y180.
■   Does not move under own power.
◆ = Scout.

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

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

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

MOVEMENT COST: This is expressed in decimals.
The movement cost designation of 0.67 is considered to be 2/3.

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

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

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

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

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

NOTES:
CJ = Conjectural ship, never built, possibly even never intended for production.
CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.
D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).
L = Ship was designed as a standard class but produced only in limited numbers.
LA = Limited Aegis.
ML = Maneuver limitations on acceleration and/or disengagement. See ship description.
N# = Note applicable only to that race. See note at end of race section.
P = True PF Tender.
TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).
UNV: Unbuilt Variant. Ships existed to convert but no conversions were actually performed.
V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).
Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such. Also, no ship can have full aegis before Y175.
Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e., prototypes are available several years early; consult ship description). Full aegis is not available before Y175.

NOTE: The above is an extract from the standard Explanation of Terms document; any items not used by ships in this product were deleted. Do not retain this as your only copy of the Explanation of Terms document.

STAR FLEET BATTLES

MODULE R5 — SSD BOOK

TABLE OF CONTENTS

ISC BATTLESHIP

SHIELD #1 · SHIELD #2 · SHIELD #3 · SHIELD #4 · SHIELD #5 · SHIELD #6

CNTR

RP · LP

FA PPD · PL-S-RP · PH-1-FA · AUX · TRAN · APR · LAB · BATTERY · R WARP

FA PPD · PH-1-FH · BRIDGE · FLAG BRIDGE · TRANSPORTER · FORWARD HULL · TRACTOR · PROBE · AFT HULL · SHUTTLE · IMPULSE

FA PPD · PL-S-LP · PH-1-FA · EMER · TRAN · APR · LAB · BATTERY · L WARP

PH-1-360° · 11 12 13

PH-3 18 19 20 21 · PL-F N P Q R S T · R RR

PH-3 14 15 16 17 · PL-F G H J K L M · L LR

ISC REAR-FIRING PLAS-F ARCS — SEE (R13.1C).

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

FH

SENSOR 6 6 6 6 6 5 4 3 2 1
SCANNER 0 0 0 0 0 1 2 3 4 5 9
DAM CON 8 8 6 6 4 4 2 2 2 0
EX DAM

SHIP DATA TABLE

TYPE	= BB
POINT VALUE	= 360
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R13.44
MECH LINKS	= +4

TURN MODE

	SPEED
E 1	2 - 3
2	4 - 6
3	7 - 10
HET 4	11 - 14
5	15 - 20
BD 6	21 - 29
7	30+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	8	9- 15
1	4	4	4	1	1	0
2	4	4	4	1	0	0
3	4	4	3	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

E s F s

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D D

PROBES 1 5 / 2 5

DECK CREWS 6

BOARDING PARTIES 10 20 30

CREW UNITS 10 20 30 40 50 60 70 80

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4
DAMAGE	0	6	4	3	2	1	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	0
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	4	2	1	0	0	0
5	5	5	4	4	4	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	5	0	0	0
TYPE F	20	15	10	5	2	1	0	0	0	0	0
TYPE O	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3				1-2					1

FSF FIGHTERS
2×PH-3-FA
DFR=4
CRIPPLED=8
SPEED = 15

FTF FIGHTERS
1×PH-3-FA
DFR=2
CRIPPLED=8
SPEED = 15

5 = HET COST · 6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

F-15 FIGHTERS
1×Ph-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

FEDERATION BATTLESHIP

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

C WARP
R WARP
L WARP

LAB
TRAN
F HULL
TRAC
C HULL
TRAN
AWR
R HULL
PHOTON-FA A B C D E F
PH-1-FH 1 2
BRIDGE
FLAG
EMER
IMPULSE
PH-1 6 7 8 RS
PHOT G H
SHUTTLE
DRONE 1 2 3 / 4 5 6
PH-1-360° 9 10 11
DRONE 7 8 9
PH-G-360° 12 13 14
TRAC
PH-1-RH
PHOT 15 16 / 17 18 J K
RA
AWR
BTTY
F HULL
FA
AUX
C HULL
BTTY
PROBE 1 2
R HULL
PH-1 3 4 LS 5
SENSOR CNTR
SCANNER
DAM CON
EX DAM

SENSOR: 6 6 6 6 5 4 3 2 1 0
SCANNER: 0 0 0 1 2 3 4 5 6
DAM CON: 8 8 8 6 4 4 2 2 0

SHIP DATA TABLE

TYPE	BB
POINT VALUE	326
BREAKDOWN	2-6
SHIELD COST	1+3
LIFE SUPPORT	1+1/2
SIZE CLASS	2
REFERENCE	R2.73

TURN MODE

TURN MODE	SPEED
F	2-3
1	2-3
2	4-5
3	6-9
4	10-13
5	14-17
6	18-23
7	24-29
8	30+

HET
BD

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

RH
FH

DRONE RACKS

B RACKS ALWAYS HAD TWO RELOADS.
G RACKS ALWAYS HAD THREE RELOADS,
ONE OF WHICH IS ALWAYS ADDS.
THIS SHIP CAN CONTROL A NUMBER OF
SEEKING WEAPONS EQUAL TO DOUBLE ITS
SENSOR RATING.

WARP ENERGY MOVEMENT COST = 2

5 = HET COST   6 = EM WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D
D D D D

PROBES

1
2

DECK CREWS

6

CREW UNITS

10 20 30 40 50 60 70 80
*

BOARDING PARTIES

10 20

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	0
2	8	7	6	5	5	4	4	2	1	0	0
3	7	6	6	5	4	4	3	1	0	0	0
4	6	5	5	4	4	3	2	0	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	3	2	1	0
3	4	4	3	1	0	0
4	4	3	2	1	0	0
5	4	3	2	1	0	0
6	4	3	2	0	0	0

LF RF
L R
LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1-3
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	----VARIES----				NA	NA

F-18 FIGHTERS
2×Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

FEDERATION BATTLE CARRIER TUG

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

CNTR

NOTE THAT PHASER FIRING ARCS ON THE PODS HAVE BEEN ADJUSTED BASED ON (R2.8).
THE COMBINED TUG AND PODS CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING OF THE TUG.

SCANNER 0 0 0 1 3 5 9
SENSOR 6 6 6 6 5 3 1 0
DAM CON 4 4 4 4 4 4 2 2 2 0

SHIP DATA TABLE

TYPE	=	BTV
POINT VALUE	=	204
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.78
TUG REFIT	=	+8
B POD REFIT	=	+20
Y175 REFIT	=	+0

TURN MODE

TURN MODE	SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
	5	14 - 17
	6	18 - 23
HET	7	24 - 29
BD	8	30+

DRONE RACKS: 1, 2, 3, 4

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADD8.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

WHILE A POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE HIT ON "F HULL" HITS WHILE "AFT HULL" HITS ARE SCORED ON THE POD. WHEN SEPARATED, BOTH THE TUG AND POD ARE TREATED AS HAVING CENTER HULL.

APR ON THE POD BECOMES AWR AS PART OF THE PLUS REFIT.

SHADED BOXES ARE THE PLUS REFIT.

SHADED BOXES ARE SYSTEMS PROVIDED BY THE BATTLE POD.

SHADED BOXES ARE SYSTEMS PROVIDED BY THE LIGHT CARRIER POD.

5 = HET COST   6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUG HAS ONE BAY. BATTLE POD HAS ONE BAY. CARRIER POD HAS TWO BAYS. NO TRANSFERS EXCEPT BETWEEN BAYS OF CARRIER POD. CARRIER POD HAS TUNNEL DECKS. BATTLE POD BLOCKS FORWARD HATCHES OF TUNNEL DECKS.

SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

TRANSPORTER BOMBS: D D D D

CREW UNITS: 10 20

BOARDING PARTIES

PROBES: 5

DECK CREWS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	2	1	0	0
2	8	7	6	5	5	4	4	2	1	0	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	5	4	4	3	3	1	0	0	0
5	5	4	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	3	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	3	2	1	0
4	4	4	3	2	0	0
5	4	3	3	2	0	0
6	4	3	3	1	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	NA	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----VARIES-----				NA	NA

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

FEDERATION BATTLE CARRIER

SHIELD #1 · SHIELD #2 · SHIELD #3 · SHIELD #4 · SHIELD #5 · SHIELD #6

SHIP DATA TABLE

TYPE =	BCV
POINT VALUE =	200
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R2.74

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	–	1-2	1-3	1-4	–

TURN MODE / SPEED

TURN MODE	SPEED
D	1
2	2-4
3	5-8
4	9-12
5	13-17
6	18-24
	25+

HET · BD

This ship can control a number of seeking weapons equal to double its sensor rating.

G racks always had three reloads. One reload is entirely ADD3.
B racks always had three reloads.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DRONE RACKS

HET COST = 5
EM COST = 6
MOVEMENT COST = 1

F-14 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

SENSOR: 6 6 5 3 1 0
SCANNER: 0 0 1 3 5 9
DAM CON: 6 4 4 2 2 2 0
EX DAM

CREW UNITS: *
BOARDING PARTIES: 10
PROBES: 5
DECK CREWS: 10
CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

HANGAR IS A TUNNEL DECK (J1.58).

TRANSPORTER BOMBS: D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	5	5	5	4	3	2	1	1	0
3	7	5	5	4	4	3	2	1	1	0	0
4	6	5	4	4	3	3	1	1	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	2	2	1	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	2	1	0
4	4	4	3	1	0	0
5	3	3	2	1	0	0
6	2	2	1	0	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------ VARIES ------				NA	NA

FEDERATION BATTLE CONTROL SHIP

SHIP DATA TABLE

TYPE	= BCS
POINT VALUE	= 203
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.75

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

TURN MODE

TURN MODE		SPEED
D	1	2-4
1	2	5-8
2	3	9-12
HET	4	13-17
3	5	18-24
BD	6	25+

HET COST = 5
EM COST = 6
MOVEMENT COST = 1

F-111 FIGHTER DATA

1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15

F-14 FIGHTERS

1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

DRONE RACKS

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

B RACKS ALWAYS HAD THREE RELOADS.

LS = LF + L + LR
RS = RF + R + RR
FA = LF + RF

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	6	SEE (R2.R5) FOR CARGO STORAGE.

DECK CREWS (F-14)
DECK CREWS (F-111)   12

CREW UNITS: 10 20 30 40 50 *

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

SENSOR: 6 6 5 3 1 0
SCANNER: 0 0 1 3 5 9
DAM CON: 6 4 4 2 2 2 0

CNTR

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	4	3	2	1	0	0
3	5	5	4	4	4	3	2	1	0	0	0
4	4	4	4	3	3	2	1	0	0	0	0
5	4	4	3	3	2	1	0	0	0	0	0
6	3	3	2	2	1	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	1	1	0
3	4	4	3	1	0	0
4	4	4	3	1	0	0
5	4	4	3	1	0	0
6	3	3	2	1	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----VARIES-----					

FEDERATION HEAVY COMMAND CRUISER

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

SHIP DATA TABLE

TYPE	= CB
POINT VALUE	= 162
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.76

TURN MODE

D	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HET
BD

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+	-
HIT*	-	1-2	1-3	1-4		

FH

FA = LF + RF

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

PROBES: 5

DRONE RACK

1	G G
2	

THREE RELOADS (ONE IS ENTIRELY ADDs).

CREW UNITS
*
10 20 30 40

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	1	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	4	4	3	2	1	0	0	0
5	5	4	4	3	3	2	2	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	1	0
4	4	4	3	1	0	0
5	4	3	3	2	0	0
6	3	3	3	1	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

FEDERATION NEW HEAVY CRUISER

SHIELD #2
SHIELD #3
SHIELD #1
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

SCANNER 0 0 1 3 5 9
EX DAM

SENSOR 6 6 5 3 1 0
DAM CON 4 4 2 2 2 0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

PH-3 RS
PH-1 RS
PHOT-FA A B C D
TRAN
AWR 4
PH-1 7 8
F HULL
PH-1-FH 1 2
BRIDGE
BTTY
LAB
PROBE
EMER
SHUTTLE
IMPULSE
PH-3 LS
PH-1 5 6
F HULL
TRAC
AUX
PH-1 BTTY 9
PH-1 BTTY 10
HULL DRN 1 2
HULL R
R WARP
C WARP
L WARP

SHIP DATA TABLE

TYPE	= NCA
POINT VALUE	= 147
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.77

TURN MODE

MODE	SPEED
D	—
1	2 – 4
2	5 – 8
3	9 – 12
4	13 – 17
5	18 – 24
6	25+

HET
BD

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	—	1-2	1-3	1-4	—

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

FH

CREW UNITS

10 20 30 40
*

BOARDING PARTIES

10

PROBES

5

TRANSPORTER BOMBS

D D D D

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

DRONE RACK

1
2
G
G

THREE RELOADS (ONE IS ENTIRELY ADDs).

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	0
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	1	0	0
4	6	4	4	4	4	3	2	1	0	0	0
5	5	4	4	3	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	—
2	4	4	4	2	0	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	4	4	4
DMGE, OVERLOAD	----- VARIES -----			NA	NA	NA

KLINGON B11 SUPER BATTLESHIP

SHIP DATA TABLE

TYPE	= B11
POINT VALUE	= 307
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.82

LIMITED AEGIS CONTROLS ADDs AND PH-3s

MECH LINKS	= +4
SFG REFIT	= +24

THREE UIM STANDARD

WING PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). SEE (G16.52) FOR SFG DAMAGE.

HIT & RUN DERFACS

FX = L + LF + RF + R — FA = LF + RF
LS = LF + L + LR — RS = RF + R + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

CREW UNITS

BOARDING PARTIES

DECK CREWS 8

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3-4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	4	3	1	0
3	7	6	5	4	4	3	3	1	0	0
4	5	5	4	4	3	3	2	1	0	0
5	4	4	4	3	3	2	1	0	0	0
6	4	4	3	2	2	1	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	NA	NA
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-4	1-4	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	3	3	2	1
DAMAGE, OULD	10	10	8	8	6	6	3	2	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	4	3	0
2	3	4	4	3	1	0
3	3	3	4	3	0	0
4	2	3	3	3	0	0
5	2	3	3	2	0	0
6	1	3	3	1	0	0

ANTI-DRONES

1	2	3	4

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	

TURN MODE SPEED

E	
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

| HET | |
| BD | |

5 = HET COST   6 = EM WARP COST

HET COST = 2

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

Z - YB FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

DRONE RACKS

1	2	3	4	5	6	7	8

DAM CON EX DAM

8	8	6	6	4	4	2	2	0	FH

SENSOR SCANNER

0	0	0	1	2	3	4	5	6	9
6	6	6	6	5	4	3	2	1	

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

KLINGON SPACE CONTROL TUG

2-YB FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

CAN USE THE (D2 33) FIRING ARCS IF THE POD IS DROPPED.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

DRONE RACKS ALWAYS HAD DOUBLE RELOADS.

THREE BAYS, NO TRANSFERS. POD BAYS CANNOT DROP MINES.

SPECIAL SENSORS ARE DESTROYED ON 'PHASER' HITS.

☐ = SYSTEMS PROVIDED BY POD.

FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R

SHIP DATA TABLE

TYPE	= TSC
POINT VALUE	= 214/179
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.85
UIM REFIT	= +5

TURN MODE

	SPEED
E 1	2 - 3
2	4 - 6
3	7 - 10
HET 4	11 - 14
5	15 - 20
BD 6	21 - 29
7	30+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE III DEFENSE PHASER

DIE	RANGE				4-	9-
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	2	1	0
4	4	4	3	2	0	0
5	4	4	3	2	0	0
6	4	3	2	1	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

TYPE I OFFENSIVE PHASER TABLE

DIE	RANGE						6-	16-	26-	51-
ROLL	0	1	2	3	4	5	15	25	50	75
1	9	8	7	6	5	5	4	3	1	0
2	9	7	6	5	5	4	3	2	1	0
3	8	7	6	5	4	4	3	2	1	0
4	7	6	5	4	4	3	2	1	0	0
5	6	5	5	4	3	3	2	0	0	0
6	4	4	4	4	3	2	2	0	0	0

DRONE RACKS

	RANGE	
1	B	
2	B	
3	B	
4	B	

ANTI-DRONES
1

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	4	3	2
DAMAGE,OVLD	8	10	8	8	4	3	0

CREW UNITS

		10				
*		20				

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS
☐ D ☐ D ☐ D

PROBES
☐ 5

DECK CREWS

H&R UIM ☐

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX   ⑤ = HET COST

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

⑥ = ERRATIC MANEUVER WARP COST

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

DAM CON: 4 4 2 2 2 0
EX DAM

SENSOR: 6 6 5 3 1 0
SCANNER: 0 1 3 5 9

CNTR

DISR-FA: C D / R WARP
DISR-FA: A B / L WARP

BRIDGE, TRAC, FX, PH-1 (1 2 3), TRAC, EMER, SCTY, TRAN, BTTY, LAB, FHULL, EMER IMP, AHULL, AUX, BATTERY, TRAN, IMP, SHTL, IMP, APR, PRB, APR, ADD, APR, SECURITY, CARGO, PH-3, DRN, SEN, SHUTTLE, AFT HULL, REPAIR, TRAC, SCTY, DRN, RA-R, PH-3, L-RA, SEN, SHUTTLE, AFT HULL, REPAIR, SCTY, TRAC, REPAIR, SHUTTLE, AFT HULL, RA-R, SCTY, TRAC

KLINGON B10V HEAVY CARRIER

2-D FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLE = 7
SPEED = 10

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

DAM CON EX DAM
8 8 6 6 4 4 2 2 0

FA = LF + RF
FX = L + LF + RF + R
SEE (D2.33).

SHIP DATA TABLE

TYPE	= B10V
POINT VALUE	= 360
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.83

3X UIM STANDARD

SFG REFIT = +24

TURN MODE / SPEED

TURN MODE	SPEED
E	1
	2 2-3
	3 4-6
	4 7-10
HET 4	5 11-14
5	6 15-20
BD 6	7 21-29
7	30+

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	

RANGE	0	1	2	3	4+
31-40	1-2	1-2	1-2	NA	1
23-30	1-2	1-2	1-3	NA	2
16-22	1-3	1-4	1-4	NA	2
9-15	1-4	1-4	NA	NA	3
5-8	1-4	1-4	1-5	4	3
3-4	1-4	1-4	1-5	4	4
2	1-5	1-5	1-5	5	
1	1-5	1-5	10	10	

HIT & RUN
UIM
DERFACS

B RACKS ALWAYS HAD DOUBLE RELOADS.

2-Y FIGHTERS
2×PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY

PH-3S AND ADDS CONTROLLED BY LIMITED AEGIS.

ADDS WERE ALWAYS 12 ROUNDS.

MINES CANNOT BE DROPPED FROM FIGHTER BAYS (M2.113).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS FOUR BAYS, ONLY REAR BAYS MAY TRANSFER.

TRANSPORTER BOMBS

DECK CREWS 10 20

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	4	4	4	3	2	1	0
3	7	5	5	4	4	3	3	2	1	0	0
4	6	5	4	4	3	3	2	2	1	0	0
5	5	4	4	3	2	2	2	1	0	0	0
6	4	4	3	2	2	1	1	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3	4	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4
HIT (UIM)	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-4	1-4
HIT(DERFACS)	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-3	NA
HIT(OVERLOAD)	1-6	1-6	1-5						
HIT(OL/UIM)	1-6	1-6	1-5						
DAMAGE, STD	0	10	5	4	4	3	2	2	1
DAMAGE, OVLD	10	10							

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	3	2	1	0
3	4	4	3	1	0	0
4	4	3	2	1	0	0
5	3	3	1	1	0	0
6	3	2	1	0	0	0

CREW UNITS

BOARDING PARTIES 10 20 30

PROBES 5

DRONE RACKS

| 1 | 2 | 3 | 4 |

ANTI-DRONES

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

5 = HET COST   6 = EM WARP COST

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

FORWARD HULL BOOM IMPULSE AFT HULL SHUTTLE AUX SECURITY BATTERY TRAN APR PRB IMP

BRIDGE BATTERY SECURITY TRAN LAB SHTL EMER TRAC

SENSOR SCANNER
0 0 0 1 2 3 4 5 6 9
6 6 6 5 4 3 2 1 0

CNTR

KLINGON B10S SPACE CONTROL SHIP

SHIP DATA TABLE

TYPE	=	B10S
POINT VALUE	=	360
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.84

3X UIM STANDARD

| SFG REFIT | = | +24 |

Z-Y FIGHTERS
2xPH-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

FA = LF + RF
FX = L + LF + RF + R
SEE (D2.33).

5 = HET COST   6 = EM WARP COST

THIS SHIP HAS THREE BAYS, ONLY REAR BAYS MAY TRANSFER.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

B RACKS ALWAYS HAD DOUBLE RELOADS.

ADDS WERE ALWAYS 12 ROUNDS.

PH-3s AND ADDs CONTROLLED BY LIMITED AEGIS.

* CANNOT FIRE DIRECTLY TO THE REAR

TURN MODE

TURN MODE	SPEED
E	2 - 3
1	4 - 6
2	7 - 10
3	11 - 14
4	15 - 20
5	21 - 29
6	30+

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-4	1-3	1-2	-

| HET | 1-2 |
| BD | 1-2 |

HIT & RUN — UIM
DERFACS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	5	3	2	1	0
2	8	7	6	5	5	4	4	3	1	0	0
3	7	6	5	4	4	3	3	1	0	0	0
4	6	5	4	4	3	3	2	1	0	0	0
5	5	4	4	3	2	2	1	0	0	0	0
6	4	4	3	2	2	1	0	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-3	1-3	NA	NA
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	6	2	2	1
DAMAGE, OL/UID	10	10	8	8	8	NA	NA	NA	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	2	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	4	3	1	0	0
6	4	3	3	0	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS — D D D D D

PROBES — 5

CREW UNITS — *

BOARDING PARTIES — 10 20 30 40 50 60 70 80

DECK CREWS — 10 20 30

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

DRONE RACKS — 1 2 3 4

ANTI-DRONES — 5 6

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

SENSOR / SCANNER

DAM CON / EX DAM

CNTR

KLINGON C7V BATTLE CARRIER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

DAM CON EX DAM
6 4 4 4 2 2 2 0

SENSOR SCANNER
0 0 -1 2 3 5 9
6 6 5 3 2 1 0

CNTR

PH-1-FX
1 1 2 3 1 4

BRIDGE
TRAC
EMER
ADD 1
TRAN
SCTY
BTTY
TRAC
LAB
F HULL
C WARP
E IMP
C WARP

A HULL PH-1
RF 7 R
R 8 LR
PRB
FH+R
DISR C D
R WARP
SCTY PH-1 10 R
PH-3 12
IMP
APR DRONE 1 2 3 4
SHUTTLE
TRAN
AUX
BTTY
IMP
BTTY SCTY
PH-1 9
PH-3 11
TRAC

PH-1 5 LF
6 L
RR
L+FH
DISR A B
L WARP

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

Z-Y FIGHTERS
2×Ph-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

SHIP DATA TABLE

TYPE =	C7V
POINT VALUE =	202
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R3.86

2×UIM STANDARD

TURN MODE / SPEED

TURN MODE	SPEED
C 1	2 - 4
2	5 - 9
3	10 - 14
HET 4	15 - 20
BD 5	21 - 27
6	28+

HIT & RUN
UIM
DERFACS

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

FH
FA = LF + RF
FX = L + LF + RF + R
LF RF
L R
LR RR

CREW UNITS *
10 20 30 40 50

BOARDING PARTIES
10 20

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
D D D D

ANTI-DRONES
1

DECK CREWS

12

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	0
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	6	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	1	0	0
3	4	4	3	1	0	0
4	4	3	2	1	0	0
5	3	2	1	0	0	0
6	2	1	0	0	0	0

DRONE RACKS
1
2
3
4
RACKS HAD TRIPLE RELOADS.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	NA	1-5	1-5	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	NA	1-5	1-5	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	NA	1-5	1-5	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-4	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	3	2	2	2	2	1
DAMAGE, OVLD	10	10	8	6	4				0

1 2 3 4 5 6 7 8 9 10 11 12
EW

KLINGON C7S BATTLE CONTROL SHIP

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

DAMCON EX DAM
6 4 4 4 2 2 0

SENSOR SCANNER
0 0 1 2 3 5 9
6 6 5 3 2 1 0

PH-1-FX 1 2 3 4
BRIDGE EMER
TRAC
SCTY ADD 1
TRAC
BTTY TRAN
LAB
F HULL
C WARP
WARP E IMP
C WARP

A HULL PH-1
FH+R
RF 7
R 8
LR
DISR C D
R WARP
SCTY PRB
PH-1
IMP TRAN 10 RR PH-3 12
AUX
BTTY APR DRONE 1 2 3 4
SHUTTLE
REPAIR
IMP
PH-1 A HULL
BTTY SCTY PH-1 9 PH-3 11
L+FH DISR A B L WARP
PH-1 LF 5 L 6 RR L LR PH-3

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

FH
FA = LF + RF
FX = L + LF + RF + R
RF / R / LF / L / LR / RR

Z-Y FIGHTERS
2×Ph-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

SHIP DATA TABLE

TYPE =	C7S
POINT VALUE =	202
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R3.87

2×UIM STANDARD

TURN MODE / SPEED

TURN MODE	SPEED
C	2-4
1	5-9
2	10-14
3	15-20
4	21-27
HET 5	28+
BD 6	

HIT & RUN
UIM
DERFACS

CREW UNITS
*

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
D D D D

ANTI-DRONES
1

DECK CREWS

BOARDING PARTIES
10 20 30 40 50
10 20

PROBES
5

DRONE RACKS
| 1 |
| 2 |
| 3 |
| 4 |

RACKS HAD TRIPLE RELOADS.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	3	3	2	1	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	3	2	1	0
3	4	3	3	2	0	0
4	3	3	2	1	0	0
5	3	2	1	0	0	0
6	2	1	0	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	6	5	4	4	4	3	2	2	1
DAMAGE, OVLD	10	10	8	6	6	NA	NA	NA	0

KLINGON D7W COMMAND CRUISER

DAM CON [4][4][2][2][2][0]

EX DAM

SHIELD #3

SHIELD #1

SHIELD #2

RF [6]
R [7]
LR

DISR FA [C][D]
R WARP

PH-1-FX [1][2][3]
TRAC BRIDGE TRAC
EMER SCTY
TRAN
BTTY
LAB
F HULL
EMER IMP

ADD PH-1 [2]
DRONE [2]
PH-2 [10]R [11]RR
TRAC

AUX
SCTY PRB
TRAN
AFT HULL
APR
IMP
BTTY SHTTL

IMP
BTTY
SHTTL SHTTL

AUX

BTTY TRAN

PH-1 ADD [1]
DRONE [1]
PH-2 [8] [9]
TRAC

PH-1 [4][5]

L LR
LR

LF L RR

DISR FA [A][B]
L WARP

SHIELD #4

SHIELD #5

SHIELD #6

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

SENSOR [6][6][5][3][1][0]

SCANNER [0][0][1][3][5][9]

CNTR

SHIP DATA TABLE

TYPE =	D7W
POINT VALUE =	155
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R3.88
1 UIM STANDARD	
MECH LINKS =	+2

DRONE RACKS [B][B]

| 1 | |
| 2 | |

RACKS ALWAYS HAD DOUBLE RELOADS.

TURN MODE	SPEED
B	2-5
1	6-10
2	11-15
3	16-21
4	22-28
5	29+
6	
HET	
BD	

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	0	0	0
6	4	3	2	0	0	0

LF RF
L R
LR RR

FA = LF + RF
FX = L + LF + RF + R

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS

[*] [10][20][30][40][50]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		ONE BAY

BOARDING PARTIES

[10]

ANTI-DRONES

| 1 | |
| 2 | |

PROBES

[5]

TRANSPORTER BOMBS

[D][D][D][D]

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	5	4	3	2	1	0
3	7	6	5	5	4	4	4	3	1	0	0
4	6	6	5	4	4	4	3	2	1	0	0
5	6	5	4	4	4	3	3	1	0	0	0
6	5	5	4	3	3	2	2	0	0	0	0

HIT & RUN

UIM [ ]

DERFACS [ ]

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15	16- 30	31- 50
1	6	5	5	4	4	2	1	1
2	6	5	4	4	3	2	1	0
3	6	4	4	3	3	1	1	0
4	5	4	4	3	2	1	0	0
5	5	4	3	2	2	1	0	0
6	5	3	3	2	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	NA	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	NA	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	NA	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	3	2	2		
DAMAGE, OVLD	10	10	8	8	6	0	0	

KLINGON D5W NEW HEAVY CRUISER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

PH-1-FX 1 2
BRDG
PRB
EMER SCTY
TRAN
TRAC
LAB
BTTY
WRP C
F HULL
IMP
WRP C
TRAN BTTY
PH-1 TRAN
PH-2 3 4
LR RR
DISR-FH A B
L WARP LR
LF L RR

RF LR
TRAN PH-1 5 6
AUX
PH-2 8 R RR
PH-3 10 R RR
DISR-FH C D
R WARP
SCTY
AFT HULL
IMP
APR
ADD 1 2
TRAC
IMP SHTL
DRONE 1 2
PH-2 7
PH-3 9
L LR
L WARP LR

MOVEMENT COST = 5 EM COST = 1
HET COST = 5 EM COST = 6

CNTR

SENSOR | 6 | 6 | 5 | 3 | – | 0
SCANNER | 0 | 0 | – | 3 | 5 | 9
DAM CON | 4 | 4 | 2 | 2 | 2 | 0
EX DAM

SHIP DATA TABLE

TYPE =	D5W
POINT VALUE =	150
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R3.89

1 UIM STANDARD

TURN MODE	**SPEED**
B	1	2-5
2	6-10
3	11-15
HET	4	16-21
BD	5	22-28
6	29+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

PROBES 5

HIT & RUN
UIM
DERFACS

CREW UNITS *

| 10 | 20 | 30 | 40 |

BOARDING PARTIES 10

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	9	8	7	6	5	5	4	3	2	1	0
3	7	7	6	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	2	2	2	1	0	0	0

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	5	4	2	1	1	0
3	5	5	4	4	2	1	0	0
4	5	4	4	3	1	1	0	0
5	4	4	3	2	1	0	0	0
6	3	3	2	2	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	2	0	0
4	4	4	3	2	0	0
5	4	4	3	1	0	0
6	4	4	3	1	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+	–
HIT#	–	1-2	1-3	1-4		

ANTI-DRONES
1
2

DRONE RACKS
1
2

THIS SHIP HAS DOUBLE RELOADS.

FX = L + LF + RF + R

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

LIMITED AEGIS CONTROLS PH-3S, PH-2S, AND ADDS. THE FORWARD PHASER-1S CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS, SEE (D2.32).

ROMULAN KING CONDOR BATTLESHIP

GLADIATOR-III
1×Ph-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15

GLADIATOR-FSF
2×Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

EX DAM

DAM CON: 8 8 6 6 4 4 2 2 2 0

SCANNER: 0 0 0 1 2 3 6 9

SENSOR: 6 6 6 5 4 3 1 0

SHIP DATA TABLE

TYPE	= KCN
POINT VALUE	= 415
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 44/8
REFERENCE	= R4.81

BPV INCLUDES CLOAK

MECH LINKS = + 4

TURN MODE SPEED

E	
1	2 - 3
2	4 - 6
3	7 - 10
4	11 - 14
5	15 - 20
6	21 - 29
7	30+

HET
BD

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS: D D D D D
PROBES: 5
DECK CREWS: 8

PLASMA-D RACKS

1	
2	
3	
4	

PLASMA RACKS ALWAYS HAD TWO RELOADS.

HIT & RUN
CLOAK

CREW UNITS: *

BOARDING PARTIES

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + R + RR

PSEUDO-PLASMA TORPEDOES
A r B r C s D S E f F f G s

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4 - 8	9 - 15
1	4	4	4	3	1	1
2	4	4	4	1	0	0
3	4	4	3	1	0	0
4	4	3	2	1	0	0
5	4	3	2	0	0	0
6	4	3	1	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6 - 8	9 - 15	16 - 25	26 - 50	51 - 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	1	0	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	5	4	4	3	3	2	1	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	10	5	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	10	5	1	0	0	0	0	0
TYPE D	10	8	5	5	5	2	1	0	0	0	0	0	0	0
BOLT	1-4	1-3		1-2				1						

WARP ENERGY MOVEMENT COST = 2

5 = HET COST   6 = EM WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

ROMULAN SUPERHAWK-N BATTLE CARRIER

MOVEMENT COST = 5 EM COST = 6
HET COST = 5

SHIP DATA TABLE

TYPE	= SUN
POINT VALUE	= 203
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.82

BPV INCLUDES CLOAK

TURN MODE

MODE	SPEED
C	2-4
1	5-9
2	10-14
3	15-20
4	21-27
5	28+
6	

HET
BD

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

FOUR BAYS; TRANSFERS (J1.59) ONLY POSSIBLE BETWEEN THE TWO CENTER BAYS.

BOARDING PARTIES

DECK CREWS

TRANSPORTER BOMBS
D D D D

HIT & RUN
CLOAK

PROBES
5

PSEUDO-PLASMA TORPEDOES
A s   B s   C f   D f

SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	4	3	1	0	0
4	6	5	4	4	4	3	3	2	1	0	0
5	5	4	4	3	3	3	2	1	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	22	10	5	5	0	0	0
TYPE F	20	20	10	10	5	0	0	0	0	0	0
TYPE D	10	8	5	5	2	0	0	0	0	0	0
BOLT	1-4	1-3		1-2		1					

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	3	1	0
4	4	4	3	2	0	0
5	4	4	3	1	0	0
6	3	3	2	1	0	0

GLADIATOR-FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

GLADIATOR-III
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

EX DAM
DAM CON 4 4 2 2 2 0
SCANNER 0 0 1 3 5 9
SENSOR 6 6 5 3 1 0

ROMULAN K10R BATTLESHIP

SHIP DATA TABLE

TYPE	= K10R
POINT VALUE	= 418
BREAKDOWN	= 2–6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 45/8
REFERENCE	= R4.83

BPV INCLUDES CLOAK

MECH LINKS = +4

TURN MODE

SPEED	
E	1
	2– 3
	4– 6
	7–10
	11–14
HET 5	15–20
BD 6	21–29
7	30+

PLASMA-D RACKS

PLASMA RACKS ALWAYS HAD TWO RELOADS.

GLADIATOR-FSF
2×Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

WING PHASERS MAY FIRE INTO THE HEX ROW EXTENDING BEHIND THE SHIP. SEE (D2.33).

PSEUDO-PLASMA TORPEDOES

A	R	B	R	C	S	D	S	E	F	F	F

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

HIT & RUN CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS. NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

D	D	D	D

PROBES | 5 |

CREW UNITS *

BOARDING PARTIES

10	20	30

DECK CREWS | 8 |

10	20	30	40	50	60	70	80

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4– 8	9– 15
1	4	4	4	3	1	—
2	4	4	4	2	1	—
3	4	4	3	1	0	—
4	4	3	2	1	0	—
5	4	3	1	0	0	—
6	4	3	1	0	0	—

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6– 8	9– 15	16– 25	26– 50	51– 75
1	9	8	7	6	5	5	4	3	2	1	—
2	8	7	6	5	5	4	3	1	1	0	—
3	7	6	5	4	4	4	2	1	0	0	—
4	6	5	4	4	4	3	2	1	0	0	—
5	5	4	4	4	3	2	1	0	0	0	—
6	4	4	4	3	2	1	1	0	0	0	—

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0–5	6–10	11–12	13–14	15	16–18	19	20	21–23	24	25	26–28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	10	5	1	—
TYPE S	30	30	22	22	22	15	15	15	10	5	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	5	1	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1–4	1–3	1–2											

WARP ENERGY MOVEMENT COST

5 = HET COST   6 = EM WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

5 = HET COST   6 = EM WARP COST = 2

ROMULAN KCR
HEAVY BATTLECRUISER

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

DAM CON EX DAM: 6 4 4 4 2 2 2 0

SENSOR: 6 6 5 3 2 1 0
SCANNER: 0 1 1 2 3 5 9

CNTR

SHIP DATA TABLE

TYPE	= KCR
POINT VALUE	= 215
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 24/4
REFERENCE	= R4.84

BPV INCLUDES CLOAK

TURN MODE

TURN MODE	SPEED
C	2-4
1	5-9
2	10-14
3	15-20
4	21-27
5	28+
6	

HET　BD

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	1	0	0
4	4	4	3	2	0	0
5	4	4	3	1	0	0
6	4	3	1	0	0	0

FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

*

10 20 30 40 50

BOARDING PARTIES

10 20

PROBES

5

TRANSPORTER BOMBS

D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

PSEUDO-PLASMA TORPEDOES

A s B s C f D f

PLASMA-D RACK

1
2
3

RACKS ALWAYS HAD TWO RELOADS.

HIT & RUN CLOAK

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3		1-2					1		

KZINTI BATTLESHIP

TAAS FIGHTERS
2 x Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 1 2 3 4 5 6 9

DAM CON: 8 8 6 6 4 4 2 2 0

EX DAM

CNTR

HIT & RUN DERFACS

SHIP DATA TABLE

TYPE =	BB
POINT VALUE =	344
BREAKDOWN =	2-6
SHIELD COST =	1+3
LIFE SUPPORT =	1+1/2
SIZE CLASS =	2
REFERENCE =	R5.57
MECH LINKS =	+4

TURN MODE

TURN MODE	SPEED
F	2- 3
1	4- 5
2	6- 9
3	10- 13
4	14- 17
5	18- 23
6	24- 29
7	30+

HET, BD, 8

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	3	1	1	0
2	4	4	3	2	1	0
3	4	4	2	1	0	0
4	4	4	2	1	0	0
5	4	3	1	0	0	0
6	4	3	1	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+	-
HIT*	-	1-2	1-3	1-4		

ANTI-DRONES

| 1 | |
| 2 | |

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D | D D

DECK CREWS: 8

PROBES: 5

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

CREW UNITS: * 10 20 30 40 50 60 70 80

BOARDING PARTIES: 10 20 30

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	7	6	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

DRONE RACKS

1	
2	
3	
4	
5	
6	

RACKS ALWAYS HAD TWO RELOADS.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-3	1-2	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-3	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	3	3	2	1
DAMAGE, OVLD	10	10	8	8	6	4	3	2	0

[5] = HET COST   (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

KZINTI SPACE CONTROL TUG

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

DISR-FA C D   R WARP
DISR-FA A B   L WARP

DRN 4 5 6
DRN 1 2 3

BTTY
PH-3
PH-3
PH-1 PH-1 3   LAB
PH-1 2   BRDG
PH-1 1   AUX
A HULL
F HULL
IMP
RA 8 9 10 11
RA 4 5 6 7
CARGO
CARGO
PRB
EMER
APR
ADD 1
APR
SEN 2
SEN 1
SEN 1

SHUTTLE
AFT HULL
REPAIR
IMP
TRAC
SHTL TRAC
TRAN
AFT HULL
REPAIR
TRAC
TRAC

EX DAM

DECK CREWS 6 12

BOARDING PARTIES 4 8

SPACE CONTROL POD
CREW UNITS *
10 20

DAM CON 4 4 2 2 2 0
SCANNER 0 1 3 5 9
SENSOR 6 5 3 1 0

CNTR

LF RF
L R
LR RR
FA = LF + RF
RA = LR + RR

SHIP DATA TABLE

TYPE	= TSC
POINT VALUE	= 209/177
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.58

TURN MODE

TURN MODE	SPEED
E	1 2 - 3
1	2 4 - 6
2	3 7 - 10
3	4 11 - 14
HET 4	5 15 - 20
BD 5	6 21 - 29
6	7 30+

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	

ANTI-DRONES 1

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

SHADED SHIELD BOXES ARE PROVIDED BY POD.

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN.

THE TUG-POD COMBINATION CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING OF THE TUG.

THE POD'S SHUTTLE BAYS CANNOT DROP T-BOMBS.

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

NO (J1.59) TRANSFERS

CREW UNITS *

BOARDING PARTIES

10 20 30

TRANSPORTER BOMBS D D D D

PROBES 5

HIT & RUN DERFACS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	5	3	2	1	0
2	9	7	6	5	5	5	4	3	2	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	4	3	3	1	0	0	0
5	5	5	4	4	3	3	3	0	0	0	0
6	4	4	4	3	3	2	2	0	0	0	0

DRONE RACKS
1	D	
2		
3		D
4		
5		
6		

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	3	1	1	1
2	4	4	3	1	1	0
3	4	4	2	1	0	0
4	4	4	1	0	0	0
5	4	3	1	0	0	0
6	4	2	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-5	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-5	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-5	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	3	2	2
DAMAGE, O/LD	10	10	8	8	6	3	2	0

TADS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract. 1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

KZINTI BATTLE CARRIER

SHIELD #2
SHIELD #3
SHIELD #1
SHIELD #6
SHIELD #5
SHIELD #4

CNTR

EW
EW
12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	= BCV
POINT VALUE	= 202
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.59

TURN MODE   SPEED

TURN MODE	SPEED
E	2-3
1	4-6
2	7-10
3	11-14
4	15-20
5	21-29
6	30+
7	

HET
BD

SENSOR: 6 6 6 5 3 2 1 0
SCANNER: 0 0 1 2 3 5 9
DAM CON: 6 4 4 2 2 0
EX DAM

DRONE RACKS

RACKS HAD TRIPLE RELOADS.

RACK HAD THREE RELOADS. ONE
RELOAD IS ENTIRELY ADDs.

THIS SHIP CAN CONTROL A NUMBER OF
SEEKING WEAPONS EQUAL TO DOUBLE THE
SENSOR RATING

DERFACS   H&R

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

CREW UNITS
10 20 30 40 50

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

SHUTTLE BAY HAS TWO DOORS.

PROBES 5

DECK CREWS 6 12

TRANSPORTER BOMBS D D D D D

BOARDING PARTIES
10 20

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	5	4	4	3	3	2	1	0	0	0
5	5	4	4	3	2	2	1	0	0	0	0
6	4	4	3	2	1	1	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	2	1	0
4	4	4	3	1	0	0
5	4	3	2	1	0	0
6	3	3	2	1	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	2	2	1	
DAMAGE, OVLD	10	10	8	8	6	3	0	0	

TADS FIGHTERS
2×Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

Fighter squadron boxes 1–12 (SHIELD #4 side)

KZINTI BATTLE CONTROL SHIP

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

BRIDGE
F HULL
FLAG EMER APR
TRAN
PH-1
TRAC
FA R
DISR B D
FA R

DRN PH-1
2 5 4 6
TRAC RS

PH-3
15 16
R RR

TRAC HULL
R
SHUTTLE
REPAIR
APR
PRB
PH-1-360° 7 8 9
AUX CON
LAB
PH-3-360° 12 13 14
DRN 5
R WARP
C WARP
TRAN
IMP
L WARP
IMP

PRB HULL R
BTTY

PH-3
10 11
L LR

DISR A C
FA L
PH-1 11
TRAC

DRN 1 3
TRAC

PH-1 3 4
LS
TRAC

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

SENSOR | 6 | 6 | 6 | 5 | 3 | 2 | 1 | 0
SCANNER | 0 | 0 | - | 1 | 2 | 3 | 5 | 9
DAM CON | 6 | 4 | 4 | 2 | 2 | 1
EX DAM

SHIP DATA TABLE

TYPE	= BCS
POINT VALUE	= 205
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.60

TURN MODE

TURN MODE	SPEED
E	2-3
1	4-6
2	7-10
3	11-14
4	15-20
5	21-29
6	30+
7	

HET
BD

DRONE RACKS

1
2 C C
3 B B
4
G

RACKS HAD TRIPLE RELOADS.

5 — RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING

DERFACS □ H&R

CREW UNITS

*

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES
10 20 30 40 50	

SHUTTLE BAY HAS ONE DOOR.

DECK CREWS 6
PROBES 5

BOARDING PARTIES

10 20

TRANSPORTER BOMBS

D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	2	0	0	0
6	4	4	4	3	3	2	2	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	2	0	0
4	4	4	3	1	0	0
5	4	3	2	1	0	0
6	3	3	2	1	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	3	3	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

TADS FIGHTERS
2×Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

KZINTI NEW HEAVY CRUISER

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

CNTR

SENSOR | 6 | 6 | 4 | 3 | 2 | 0

SCANNER | 0 | 1 | 2 | 3 | 5 | 9

DAMCON | 4 | 4 | 2 | 2 | 2 | 0

EX DAM

SHIP DATA TABLE

TYPE	= NCA
POINT VALUE	= 130
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.62

TURN MODE

C	SPEED
1	2 - 4
2	5 - 9
3	10 - 14
4	15 - 20
5	21 - 27
6	28+

HET

BD

HIT & RUN DERFACS

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

ANTI-DRONES

1	
2	

CREW UNITS

| 10 |
| 20 |
| 30 |
| 40 |

*

BOARDING PARTIES

| 10 |

PROBES

| 5 |

TRANSPORTER BOMBS

D D D D

DRONE RACKS

1			C
2			C
3			B
4			B

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	4	4	4	3	3	1	0	0	0
5	5	4	4	4	3	3	2	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	2	1	0
4	4	4	3	2	0	0
5	4	4	3	1	0	0
6	4	3	3	1	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	NA	1-5	1-5	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	NA	1-5	1-5	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	6	0	0

DISR-FA | A B C D

BRIDGE

EMER | APR

TRAC

TRAN

BTTY

F HULL

PH-1 | LF | 2 | RS

PH-1 | 4 | RS | DRN | 2 | 4

PRB | HULL | R

SHTL | AUX | PH-3-360° | LAB | 5 6

TRAC | HULL | R | TRAN | IMP

PH-1 | 3 | DRN | 1 | 3 | LS

PH-3 | 9 | R | 10 | RR

BTTY | ADD | 2

ADD | 1

PH-3 | 7 | 8 | L | LR

PH-1 | RF | 1 | LS

R WARP

C WARP

C WARP

L WARP

KZINTI HEAVY COMMAND CRUISER

SHIELD #2
SHIELD #3
SHIELD #1
SHIELD #4
SHIELD #5
SHIELD #6

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

RS
LS

FA R
FA L
FA L

DISR C FA / D
DISR A B

PH-1 2
PH-1 11

BRDG FLAG
F HULL
TRAN EMER BTTY
APR

PH-1 6 / PH-3 8
DRN 2 / 4 / 6
PH-3 11 / 12

SHTL HULL R TRAN
AUX CON PH-1-360° 3 4 PRB BTTY APR LAB IMPULSE
SHTL HULL R BTTY

R WARP
C WARP
L WARP

DRN 1 / 3 / 5
PH-1 5 / PH-3 7
PH-3 9 / 10

L LR
RS
RR

CNTR

SENSOR 6 6 6 4 1 0
SCANNER 0 1 2 3 5 9
DAM CON 4 4 2 2 0
EX DAM

SHIP DATA TABLE	
TYPE =	CCH
POINT VALUE =	147
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R5.61

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE ITS SENSOR RATING.

LF RF
R
L
LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS
D D D D

DERFACS
H&R

CREW UNITS
* 10 20 30 40 50

PROBES 5

BOARDING PARTIES 10 20

DRONE RACKS
1
2
3
4
C C
B B

DOUBLE RELOADS
ANTI-DRONES
5
6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	0	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	4	4	3	3	2	0	0	0	0
5	5	4	4	3	3	2	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	2	0	0	0
6	4	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	6	0	0

GORN BATTLESHIP

G-12 FIGHTERS
2×Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

CNTR

SHIP DATA TABLE

TYPE	= BB
POINT VALUE	= 376
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.47
MECH LINKS	= +4

TURN MODE

TURN MODE	SPEED
F	1	2- 3
	2	4- 5
	3	6- 9
	4	10- 13
	5	14- 17
	6	18- 23
	7	24- 29
	8	30+

HET
BD

PLASMA-D RACKS

1	
2	
3	

PLASMA RACKS ALWAYS HAD TWO RELOADS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS
		GAS
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

CREW UNITS ★ : 10 20 30 40 50 60 70 80

BOARDING PARTIES : 10 20 30

PROBES : 5

DECK CREWS : 6

PSEUDO-PLASMA TORPEDOES

A R | B R | C s | D s | E F | F F | G S

TRANSPORTER BOMBS : D D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	7	6	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	3	2	1	0
4	4	3	3	2	1	0
5	3	3	2	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	22	20	20	20	20	10	5	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	5	1		
TYPE G	20	20	15	15	15	10	5	5	1					
TYPE F	15	20	10	10	5	2	1							
TYPE D	10	10	5	5	2	1								
BOLT	1-4	1-3	1-2											

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

5 = HET COST   6 = EM WARP COST

GORN HEAVY COMMAND CRUISER

SHIELD #2
SHIELD #3
SHIELD #1
SHIELD #4
SHIELD #6
SHIELD #5

DAMAGE CONTROL | 4 | 4 | 2 | 2 | 0 |
EXCESS DAMAGE

SENSOR | 6 | 6 | 5 | 3 | 2 | 0 |
SCANNER | 0 | 0 | 1 | 2 | 4 | 9 |

CNTR

SHIP DATA TABLE

TYPE =	CCH
POINT VALUE =	171
BREAKDOWN =	5–6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R6.51

TURN MODE / SPEED

TURN MODE	SPEED
D	1	2–4
	2	5–8
	3	9–12
HET	4	13–17
BD	5	18–24
	6	25+

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

FA TRAC FA R
PH-1 PH-1 3
BRDG 4 F HULL
L 1 BTTY TRAN
2 FLAG EMER
F HULL APR
PRB SHTL
SHTL LAB C HULL
TRAN

RP RS RS
PL-S PL-F PH-1 7 8
RP D PH-3 10 RS
PL-S B IMP

LP LP
LS PL-F PL-S
PL-F A IMP
LS C PH-3 9
PH-1 5 6 LS

R WARP
BTTY APR R HULL
TRAN AUX PH-1 12 R
R HULL PH-1 TRAC RA
L 11 RA
L WARP

RP
LP

CREW UNITS
10	20	30	40	50
*				

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS
CAN TRANSFER BY (J1.59).

PROBES
| 5 |

BOARDING PARTIES
| 10 | 20 |

TRANSPORTER BOMBS
| D | D | D | D |

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6–8	9–15	16–25	26–50	51–75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	8	6	6	5	5	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES
| A | s | B | s | C | f | D | F |

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0–5	6–10	11–12	13–14	15	16–18	19	20	21–23	24	25
Type S	30	30	22	22	22	15	15	15	10	5	1
Type G	20	20	15	15	10	10	5	5	0	0	0
Type F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1–4	1–3	1–2								

GORN BATTLE CARRIER

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

DAMAGE CONTROL 6 4 4 2 2 0

EXCESS DAMAGE 0

SENSOR 6 6 5 3 2 0

SCANNER 0 0 1 2 4 9

SHIP DATA TABLE

TYPE =	BCV
POINT VALUE =	212
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R6.49

PLASMA-D RACKS

RACKS ALWAYS HAD DOUBLE RELOADS.

TURN MODE / SPEED

TURN MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
BD	5	18-24
	6	25+

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

G-12 FIGHTERS
2×Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES
A s B s C s

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DECK CREWS 10

TRANSPORTER BOMBS D D D D

CREW UNITS 10 20 30 40 50 *

BOARDING PARTIES 10 20

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	6	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	4	3	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	2	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	5	10	5	0	0	0	0
TYPE F	15	15	10	5	2	5	0	0	0	0	0
TYPE D	10	8	5			2					
BOLT	1-4	1-3	1-2			1					

GORN BATTLE CONTROL SHIP

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

DAMAGE CONTROL | 6 | 4 | 4 | 2 | 2 | 0

EXCESS DAMAGE

SENSOR | 6 | 6 | 5 | 3 | 2 | 0

SCANNER | 0 | 0 | 1 | 2 | 4 | 9

CNTR

RP

LP

FP

SHIP DATA TABLE

TYPE	=	BCS
POINT VALUE	=	216
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.50

PLASMA-D RACKS

RACKS ALWAYS HAD DOUBLE RELOADS.

TURN MODE — SPEED

TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 - 12
HET	4	13 - 17
BD	5	18 - 24
	6	25+

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

G-12 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

PSEUDO-PLASMA TORPEDOES

A s B s C s

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DECK CREWS 6

TRANSPORTER BOMBS D D D D

CREW UNITS ✳ | 10 | 20 | 30 | 40 | 50

BOARDING PARTIES 10 | 20

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	1	0	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	0	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	2	1	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	3	2	1	0
4	4	3	3	2	0	0
5	4	3	2	1	0	0
6	3	2	2	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	22	15	15	10	5	1
TYPE G	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	2	1	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2								

GORN HEAVY CARRIER

G-12 FIGHTERS
2×Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

G-10 FIGHTERS
1×Ph-3-FA
1×Ph-3-RA
DFR = 1
CRIPPLED = 11
SPEED = 10

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

DAM CON   EX DAM
R WARP
L WARP
SENSOR SCANNER
TRACTOR
IMPULSE
SHUTTLE
FLAG   LAB
APR   AUX   BTTY
CNTR

T-BOMBS MAY NOT BE DROPPED FROM FIGHTER ONLY BAYS (M2.113).

TWO BAYS — NO TRANSFERS. ALL NON-FIGHTERS IN REAR BAY. BAYS ARE "TUNNEL" DECKS (J1.56).

SHIP DATA TABLE
TYPE	= CVA
POINT VALUE	= 240
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.48
F REFIT	= +14

TURN MODE
	SPEED
E	2 - 3
1	4 - 6
2	7 - 10
3	11 - 14
4	15 - 20
5	21 - 29
6	30+
7	

HET   BD
RP   LP

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES
✱		
		GAS
		GAS

CREW UNITS
10 20 30 40 50 60 70

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + R + RR

BOARDING PARTIES 10 20

DECK CREWS 10 20

TRANSPORTER BOMBS D D D D

PSEUDO-PLASMA TORPEDOES
CYAF ONLY
A R | B s | C s | D F | E f | F f

PROBES 5

Shaded boxes on the SSD are the F-REFIT.

TYPE I OFFENSIVE PHASER TABLE
DIE ROLL	0	1	2	3	4	5	6-10	11-12
1	9	8	7	6	5	5	50	35
2	8	7	6	5	5	4	30	22
3	7	6	5	4	4	3	20	15
4	6	5	4	4	3	3	20	10
5	5	4	4	3	2	2		
6	4	4	3	2	1	1		

TYPE III DEFENSE PHASER
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	4	3	1	0	0
6	4	3	2	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1			
TYPE G	20	20	15	15	15	10	5	1	0					
TYPE F	20	15	10	5	5	1	0	0	0					
BOLT	1-4	1-3			1-2				1					

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

⑥ = ERRATIC MANEUVER WARP COST
⑤ = HET COST

GORN STRIKE CARRIER

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

R WARP, L WARP

RP, LP, RS, RF, RR, LF, LR, FP

DAMAGE CONTROL: 4 4 2 2 2 0
EXCESS DAMAGE

SENSOR: 6 6 5 3 2 0
SCANNER: 0 0 1 2 4 9

SHIP DATA TABLE

TYPE	=	CVS
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.52

TURN MODE

D	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HET, BD, FP

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

PLASMA-D RACKS

1, 2

ALWAYS HAD DOUBLE RELOADS.

G-10 FIGHTERS
1xPh-3-FA
1xPh-3-RA
DFR = 1
CRIPPLED = 11
SPEED = 10

G-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES
A s   B s

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DECK CREWS

TRANSPORTER BOMBS: D D D D

CREW UNITS: 10 20 30 40 50

BOARDING PARTIES: 10

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	6	5	5	4	3	2	1	0
3	7	6	6	5	5	4	4	3	2	0	0
4	6	5	5	5	4	4	3	2	1	0	0
5	5	5	4	4	4	3	3	2	1	0	0
6	4	4	4	3	3	2	2	1	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	2	1
3	4	4	4	2	1	0
4	4	4	3	2	0	0
5	4	3	3	2	0	0
6	4	3	2	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	1	0	0
TYPE F	20	15	10	5	5	1	0	0	0	0	0
TYPE D	10	8	5	2							
BOLT	1-4	1-3	1-3	1-2							

NEO-THOLIAN BATTLESHIP

SHIP DATA TABLE

TYPE =	NBB
POINT VALUE =	376
BREAKDOWN =	3-6
SHIELD COST =	1+3
LIFE SUPPORT =	1+1/2
SIZE CLASS =	2
REFERENCE =	R7.60
MECH LINKS =	+6

TURN MODE

D	SPEED
1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

SPIDER II
1×PH-3-360°
DFR = 3
CRIPPLE = 10
SPEED = 14

SPIDER III
2×PH-3-FA
DFR = 4
CRIPPLE = 10
SPEED = 15

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED				
	1	2	3	4	5
1-2-3	10	5	3	2	1
2-3-4	20	10	6	4	2
3-4-5	30	15	10	7	4
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		TWO BAYS — NO TRANSFERS
		FIGHTERS ARE IN EXTERNAL BAYS.

TRANSPORTER BOMBS D D D D D

PROBES 5

DECK CREWS 4

TYPE III DEFENSE PHASER

DIE ROLL	RANGE				
	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	3	2	1	0
4	4	4	3	1	0	0
5	4	3	2	1	0	0
6	3	3	1	0	0	0

CREW UNITS *

BOARDING PARTIES

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE
1	2	0
2	4	2
3	6	4
4	8	6
5	10	8

HIT & RUN DERFACS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE								
	0	1	2	3	4	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	4	3	1	1	0
3	7	5	5	4	4	3	2	1	0	0
4	6	4	4	4	3	2	1	0	0	0
5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	1	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1-2
HIT (DERFACS)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-5	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	3	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

⑤ = HET COST ⑥ = EM WARP COST

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
RX = L + LR + RR + R

THOLIAN HEAVY COMMAND CRUISER

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO
OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

FA = LF + RF　　　　　　LS = LF + L + LR
RX = L + LR + RR+ R　　RS = RF + R + RR

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

SHIP DATA TABLE

TYPE	= CCH
POINT VALUE	= 153
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.41
SNARE REFIT	= +6

HIT & RUN

DERFACS ☐

T-BOMBS ☐ ☐ ☐

CREW UNITS ✱

BOARDING PARTIES 10 | 20 | 30 | 10

PROBES 5

CNTR

TURN

MODE	SPEED
1	2 5
B 2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	1	0	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	4	3	3	2	1	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	3	3	0	0	0
6	3	3	3	1	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DISRUPTOR TABLE

RANGE	0	1	2	3	4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-5	1-5	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLORD) 1-6	1-5	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	4	4	3	2	2
DAMAGE,OVLD	10	10	8	8	6	6	3	0	0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4 ⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

SHIELD #1 | SHIELD #2 | SHIELD #3 | SHIELD #4 | SHIELD #5 | SHIELD #6

DAM CON 4 | 4 | 2 | 2 | 2 | 0

EX DAM

SENSOR 6 | 6 | 5 | 3 | 1 | 0

SCANNER 0 | 0 | 1 | 3 | 5 | 9

THOLIAN HEAVY WAR CRUISER

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #6

SHIELD #5

SHIELD #4

CNTR

SENSOR | 6 | 6 | 5 | 3 | 1 | 0

SCANNER | 0 | 0 | 1 | 3 | 5 | 9

DAMCON | 4 | 4 | 2 | 2 | 2 | 0

EX DAM

ERRATIC MANEUVER WARP COST

	20	21	22	23	24	25	26	27	28	29	30
	14	14	15	16	16	17	18	18	19	20	20
	13½	14	14½	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

SHIP DATA TABLE

TYPE =	CWH
POINT VALUE =	135
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R7.39
SNARE REFIT =	+6

TURN MODE

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
BD 5	22-28
6	29+

CREW UNITS

*	10
	20
	30

BOARDING PARTIES

| | 10 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

| D | D | D | D |

PROBES

| | 5 |

HIT & RUN DERFACS

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.5) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0
4	5	4	4	4	4	3	2	1	0	0	0
5	4	4	4	3	3	2	1	0	0	0	0
6	4	3	2	2	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	0	0
4	3	3	2	1	0	0
5	3	2	1	0	0	0
6	2	1	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	NA	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	6	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

5 = HET COST

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔

THOLIAN NEW HEAVY PHOTON WAR CRUISER

SHIELD #2

SHIELD #3

SHIELD #1

FA

PHOT C D

PHOT B

PH-3 9 RS

PH-1 1 2 3 4

FX PH-1

PRB

BRDG

PH-I-360° 5 6 7

BTTY

R WRP

PH-3 2

SHTL TRAC WEB

TRAN

C HULL

LAB

AUX

TRAN AWR

IMP SHTL

SHIELD #4

PHOT A B

FA

AWR

L WRP

EMER

WEB TRAC SHTL

PH-3 8 LS

WEB 1

TRAC

SHIELD #6

CNTR

SHIELD #5

SENSOR | 6 | 6 | 5 | 3 | - | 0

SCANNER | 0 | 0 | - | 3 | 5 | 9

DAMCON | 4 | 2 | 2 | 2 | 0

EX DAM

SHIP DATA TABLE

TYPE	= CHP
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.40
SNARE REFIT	= +6

TURN MODE

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS | D | D | D

PROBES | 5

BOARDING PARTIES | 10

CREW UNITS | * | 10 | 20 | 30

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	0
2	8	7	6	5	5	4	3	2	1	0	0
3	7	6	5	5	4	4	3	1	0	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	0	0
4	4	4	2	0	0	0
5	4	3	1	0	0	0
6	3	3	0	0	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----VARIES-----				NA	NA

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

LF RF
R
L R
LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

6 = ERRATIC MANEUVER WARP COST   5 = HET COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1/3	2	2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ORION DREADNOUGHT
(CONJECTURAL DESIGN)

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

FA
OPTION: A B C / D E F
BRIDGE
C HULL
SHUTTLE
AUX
EMER
TRAN
CARGO
LAB
BTTY
C WARP
R WARP
L WARP
R WARP

PH-1
DRN
TRAC
PH-3
IMP
IMP

RS RS PH-3
DRN

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	280
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
CLOAK COST	=	30/6
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R8.26
CLOAK BPV	=	+38
OAKDISC	=	+25
STEALTH		+1 ECM
PLASMA RACKS	=	+8

TURN MODE

D	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HET / BD

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

LF RF
L R
LR RR

HIT & RUN
CLOAK
☐ IF INSTALLED

CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER
AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE
DRONES (OR PLASMA-Ds) PER TURN UNLESS
EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

SENSOR
SCANNER: 6 6 6 5 3 1 0
DAM CON: 6 0 0 1 3 5 9
EX DAM

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
D D D D D

SHIP HAD TYPE-C DRONE RACKS
WITH TWO RELOADS.
THIS CHART CAN ALSO BE USED FOR
PLASMA RACKS.

CREW UNITS
*

BOARDING PARTIES
10 20 30 40 50 / 10 20

DRONE RACKS
1 C
2 C
3 C
4 C

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	3	3	2	1	0	0	0
5	5	5	4	3	3	2	2	1	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	4	3	1	0	0	0

ⓖ = ERRATIC MANEUVER WARP COST

	19	20	21	22	23	24	25	26	27	28	29	30
	29	30	32	33	35	36	38	39	41	42	44	45
	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

⑤ = HET COST

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27

ORION BATTLECRUISER

SHIELD #2

SHIELD #3

SHIELD #1

RS

FA R

TRAC OPT [D] DRN [2]

R WARP

FA R — OPT-FA [A][B] BRIDGE PH-1 [4][5][6] BTTY C HULL R RR PH-3 [9][10] IMP

C WARP

SHIELD #4

FA L — PH-1 [1][2][3] SHTL TRAN AUX CARGO

PH-3 [7][8] IMP L LR

L WARP

LS OPT TRAC [C] DRN [1]

SHIELD #6

SHIELD #5

DAM CON

CNTR

SENSOR [6][6][5][3][1][0]

SCANNER [0][0][1][3][5][9]

DAM CON [4][4][2][2][2][0]

EX DAM

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

SHIP DATA TABLE

TYPE =	BC
POINT VALUE =	150
BREAKDOWN =	5-6
SHIELD COST =	1+1
CLOAK COST =	21/4
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R8.27
CLOAK BPV =	+25
OAKDISC =	+15
STEALTH +2 ECM	
PLASMA RACKS =	+4

TURN MODE	SPEED
B	2-5
1	6-10
2	11-15
3	16-21
4	22-28
5	29+
6	

HET
BD

LF + RF
R
L
LR + RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

CREW UNITS
[*] [10][20][30]

BOARDING PARTIES
[10]

DRONE RACKS
[1]
[2]

RACKS ALWAYS HAD TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
[D][D][D][D]

HIT & RUN CLOAK
[ ] IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	5	4	4	3	3	2	0	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	2	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	0	0	0
6	3	3	3	0	0	0

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

ORION HEAVY BATTLE RAIDER

SHIELD #2

SHIELD #3

SHIELD #1

DRN 2

TRAC

R WARP

EX DAM

FA OPTION A B C D

PH-1-FA BRDG PH-1-FA
3 4 R

TRAC LAB SHTL

CARGO

PH-3-RA 7 8 R

DAM CON 4 4 2 2 2 0

PH-1-FA C HULL
L 1 2

TRAN AUX BTTY IMP

C WARP

SHIELD #4

SCANNER 0 0 1 3 5 9

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

PH-3-RA 5 6
L WARP

SENSOR 6 6 5 3 1 0

TRAC

DRN 1

CNTR

SHIELD #6

SHIELD #5

SHIP DATA TABLE

TYPE =	BRH
POINT VALUE =	145
BREAKDOWN =	5-6
SHIELD COST =	1+1
CLOAK COST =	20/4
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R8.29
CLOAK BPV =	+25
OAKDISC =	+15
STEALTH	+2 ECM
PLASMA RACKS =	+4

TURN MODE / SPEED

TURN MODE	SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D TORPEDOES) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

CREW UNITS
10 20 30 *

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS
D D D D
10

DRONE RACKS
| 1 | | | C |
| 2 | | | C |

RACKS ALWAYS HAD TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN
CLOAK
IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	0	0
3	7	6	5	5	4	4	3	1	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	0	0
4	4	4	3	1	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ORION FLEET CARRIER

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

RS

LS

CNTR

SHIP DATA TABLE

TYPE =	CV
POINT VALUE =	160
BREAKDOWN =	5-6
SHIELD COST =	1+1
CLOAK COST =	20/4
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R8.28
CLOAK BPV =	+25
OAKDISC STANDARD	
STEALTH +2 ECM	
PLASMA RACKS =	+4

TURN MODE

TURN MODE	SPEED
B	2-5
1	6-10
2	11-15
3	16-21
4	22-28
5	29+
6	

HET

BD

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS. (P2.43). SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

GLADIATOR-FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

NO TWO ORION CVs USED THE SAME FIGHTERS. ROMULAN FIGHTERS ARE SHOWN AS AN EXAMPLE.

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 0 0

EX DAM

CREW UNITS *

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

10
20
30

BOARDING PARTIES 10

DECK CREWS

DRONE RACKS

1	
2	

ALWAYS HAD C-RACKS WITH TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

TRANSPORTER BOMBS
D D D D

12

C
C

HIT & RUN CLOAK ☐ IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	4	4	3	3	3	2	1	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

OPT-FA A B
BRIDGE
OPT-FA PH-1
PH-1 1 2
PH-1 3 4
C HULL
C HULL
TRAN
AUX
SHTL
PH-3 5 6
PH-3 7 8
IMP
IMP
BTTY
TRAC OPT D DRN 2
OPT C DRN 1
R WARP
L WARP
C WARP
FA R
FA L
R RR
L LR

HYDRAN MONARCH BATTLESHIP

DAM CON | 8 | 8 | 6 | 6 | 4 | 2 | 2 | 2 | 0

EX DAM

SHIELD #2

SHIELD #1

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR | 6 | 6 | 6 | 5 | 4 | 3 | 2 | 1

SCANNER | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 5 | 9

HB-FH A B
PH-1-FX 1 2 3
BRIDGE
FLAG BRIDGE
APR
FORWARD HULL
PH-1 4 5
6 7
HB C D
FA L

HB E F FA R
PH-8 9 FA R 10 11
FUS L RF MR AUX
LABORATORY
FUS L J L K
EM TRAC TRAC
TRAN
SHUTTLE BAYS
BATTERY
AFT HULL
AFT HULL

R WARP
IMP
C WARP
PH-G 17 RS 18 LR
C WARP
IMP
L WARP
HB-RH G H
PH-1-360° PRB 12 13 14
PH-G 15 LS 16 RR

SHIP DATA TABLE

TYPE = MNR
POINT VALUE = 390
BREAKDOWN = 4-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R9.55
MECH LINKS = +4

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

TURN MODE

MODE	SPEED
E	1	2 - 3
	2	4 - 6
HET	3	7 - 10
	4	11-14
BD	5	15-20
	6	21-29
	7	30+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	3	0	0
4	4	4	4	2	0	0
5	4	4	4	1	0	0
6	4	4	3	1	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	1

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	1	0
2	11	6	5	3	1	0
3	10	6	4	2	1	0
4	9	5	4	2	0	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	9	7	5	5	5	4	4	3	2	1	0
3	7	7	5	5	4	4	3	2	1	1	0
4	6	5	5	4	4	4	3	2	1	0	0
5	5	5	4	4	4	3	2	1	0	0	0
6	4	4	4	4	3	2	1	0	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, TRANSFERS BY (J1.59)

DECK CREWS 10

TRANSPORTER BOMBS D D D D D
SEE (R9.R2)

CREW UNITS
*

BOARDING PARTIES
10 20

PROBES 5

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

5 = HET COST 6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

HYDRAN CHEYENNE NEW HEAVY CRUISER

CNTR

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #6

SHIELD #5

SHIELD #4

R WARP

L WARP

C WARP

PH-1-FA 1 2
HB-FA A B
FUS-FA C D
BRIDGE
PH-2 5 FA / 6 R
PROBE
TRAN
SHTL
BTTY
PH-G 8
RS
IMPULSE
APR
C HULL
TRAC
PH-2 FA 3 / L 4
EMER
AUX
SHTL
LAB
PH-G 7
LS

SHIP DATA TABLE

TYPE =	CHY
POINT VALUE =	131
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R9.62

TURN MODE

	C	HET	BD
1	2-4		
2	5-9		
3	10-14		
4	15-20		
5	21-27		
6	28+		

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SENSOR 6 6 5 3 1
SCANNER 0 0 1 3 5 9
DAM CON 4 4 2 1
EX DAM

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

STINGER-2
1x PH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS D D D D

10 20 30

BOARDING PARTIES 10

PROBES 5

DECK CREWS 6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	7	5	5	4	4	4	2	1	0	0
4	6	5	5	4	4	4	3	1	0	0	0
5	6	5	4	4	4	3	2	0	0	0	0
6	4	4	4	3	3	2	2	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	3	2	1	0
3	5	5	4	4	3	1	1	0
4	5	4	4	3	2	1	0	0
5	5	4	3	3	2	1	0	0
6	4	4	3	3	2	0	0	0

FUSION BEAM TABLE

DIE ROLL	RANGE 0-1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	4	2	1
3	10	7	4	3	2	1
4	9	6	3	3	1	1
5	8	5	3	2	1	0
6	8	4	2	1	0	0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19			0

HYDRAN OVERSEER BATTLE CARRIER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	= OS
POINT VALUE	= 202
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.56

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

TURN MODE / SPEED

TURN MODE	SPEED
C	
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
HET 6	28+
BD	

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19			0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1	0
3	10	7	4	2	1	1	0
4	9	6	3	2	1	0
5	9	6	3	1	0	0
6	8	6	2	1	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1	1
2	8	7	6	5	4	4	3	2	1	0	0
3	7	6	5	4	4	3	2	1	0	0	0
4	6	5	5	4	3	3	2	1	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	2	1	0
4	4	3	3	2	0	0
5	3	3	2	1	0	0
6	3	3	2	1	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		THREE BAYS, SPECIAL TRANSFER RULE.

TRANSPORTER BOMBS

SEE (R9.R2).

PROBES

CREW UNITS

BOARDING PARTIES

DECK CREWS

SENSOR: 6 6 5 3 1 0
SCANNER: 0 0 1 3 5 9
DAM CON: 6 4 4 4 2 2 2 0
EX DAM

CNTR

HYDRAN OVERMIND BATTLE CONTROL SHIP

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR | 6 | 6 | 5 | 3 | 1 | 0
SCANNER | 0 | 0 | 1 | 3 | 5 | 9
DAM CON | 6 | 4 | 4 | 4 | 2 | 2 | 0
EX DAM

SHIP DATA TABLE

TYPE	=	OM
POINT VALUE	=	206
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.57

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

TURN MODE

	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19			0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	0
6	12	6	3	

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	1
2	11	8	5	3	2	0
3	10	7	4	3	1	0
4	9	6	3	1	0	
5	8	5	2	0		
6	8	4				

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		THREE BAYS; NO TRANSFERS.

TRANSPORTER BOMBS

| D | D | D | D |

SEE (R9.R2).

PROBES

| | | 5 |

CREW UNITS

| 10 | 20 | 30 | 40 | 50 |

*

BOARDING PARTIES

| 10 | 20 |

DECK CREWS

| 10 |

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	1	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	2	1	0
4	4	3	2	1	0	0
5	3	3	2	1	0	0
6	3	2	1	0	0	0

HYDRAN LORD ADMIRAL HEAVY COMMAND CRUISER

SHIELD #2 SHIELD #3

SHIELD #1

RS

R WARP

SHIELD #4

C WARP

L WARP

LS

SHIELD #6 SHIELD #5

CNTR

SENSOR | 6 | 6 | 5 | 3 | 1 | 0

SCANNER | 0 | 0 | 1 | 3 | 5 | 9

DAM CON | 4 | 4 | 2 | 2 | 0

EX DAM

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	= CHA
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.5B

TURN MODE

TURN MODE	SPEED
C	1	2 - 4
	2	5 - 9
	3	10 - 14
	4	15 - 20
	5	21 - 27
	6	28+
HET		
BD		

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#		11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4	0
O/L DAMAGE	30	25	22	19	0	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

TRANSPORTER BOMBS

| D | D | D | D |

SEE (R9.R2).

PROBES

| 5 |

CREW UNITS

| * |

| 10 |
| 20 |
| 30 |
| 40 |

BOARDING PARTIES

| 10 |

DECK CREWS

| 6 |

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	3	3	2	0	0	0	0
5	4	4	4	3	3	2	1	0	0	0	0
6	3	3	3	2	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	3	1	0
4	9	6	3	2	1	0
5	8	5	3	1	0	0
6	8	4	2	1	0	0

HYDRAN LORD CARDINAL HEAVY COMMAND CRUISER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

SENSOR | 6 | 6 | 5 | 3 | 1 | 0
SCANNER | 0 | 0 | 1 | 3 | 5 | 9
DAM CON | 4 | 4 | 2 | 2 | 0
EX DAM

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

SHIP DATA TABLE

TYPE	= CHC
POINT VALUE	= 162
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.59

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE

TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS

*	10	20	30	40

BOARDING PARTIES | 10

DECK CREWS | 3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS | D D D D

PROBES | 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	9	8	7	6	5	5	4	3	2	1	0
3	8	7	6	5	4	4	3	2	1	0	0
4	6	6	5	5	4	4	3	1	0	0	0
5	5	5	4	4	3	3	2	0	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	3	0	0	0
6	4	3	1	0	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	0	0
5	8	5	3	0	0	0
6	8	4	2	0	0	0

HYDRAN MOHAWK NEW HEAVY CRUISER

SHIELD #2

SHIELD #3

SHIELD #1

R WARP

L WARP

SHIELD #4

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

PH-1-FA | 1 | 2
FUSION-FA | A | B
C | D
PH-2 | 5 | FA
6 | R
PROBE
TRAN
BRIDGE
APR
BTTY
SHTL
C HULL
BTTY
PH-G | 8 | RS
IMPULSE
TRAC
C WARP
PH-2 | 3 | FA
4 | L
EMER
AUX
SHTL
LAB
PH-G | 7 | LS

SENSOR SHIELD #6

SHIELD #5

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	= MHK
POINT VALUE	= 111
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.61

TURN MODE / SPEED

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	3	1	0
3	4	4	4	3	1	0
4	4	4	3	2	1	0
5	4	4	3	1	0	0
6	4	4	3	1	0	0

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS: D D D

PROBES | 5

CREW UNITS: * 10 20 30

BOARDING PARTIES | 10

DECK CREWS | 8

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	5	5	4	4	4	3	2	1	1	0
4	6	5	5	4	4	3	3	2	1	0	0
5	6	5	4	4	3	3	3	2	0	0	0
6	5	4	4	3	2	2	2	1	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	5	5	5	4	3	2	1	0
3	6	5	4	3	2	1	1	0
4	6	5	4	3	2	1	0	0
5	6	4	3	3	1	0	0	0
6	5	4	3	2	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	3	1	0
4	9	6	3	2	1	0
5	8	5	4	2	0	0
6	8	5	4	2	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

HYDRAN IROQUOIS NEW HEAVY CRUISER

SHIELD #2

SHIELD #3

SHIELD #1

R WARP

L WARP

C WARP

SHIELD #4

SHIELD #6

SHIELD #5

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 0

EX DAM

CNTR

PH-1-FA 1 2
HELLBORE-FA: A B / C D
PH-2: 5 FA / 6 R
PH-2: 3 FA / 4 L
PROBE
TRAN
AUX
EMER
APR
BRIDGE
SHTL
C HULL
APR
LAB
TRAC
BTTY
PH-G: 8 RS
PH-G: 7
LS
IMPULSE
APR

SHIP DATA TABLE
TYPE	= IRQ
POINT VALUE	= 136
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.60

TURN MODE
TURN MODE	SPEED
C	
1	2- 4
2	5- 9
3	10-14
4	15-20
5	21-27
6	28+

HET
BD

TYPE III DEFENSE PHASER
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	2	0	0	0
6	4	3	1	0	0	0

FTR FUSION TABLE
DIE ROLL	RANGE 0	1	2	3- 10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	2	1
6	8	4	2	0

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

CREW UNITS
10 / 20 / 30
*

BOARDING PARTIES
10

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES
TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS
D D D D

DECK CREWS
2

PROBES
5

TYPE I OFFENSIVE PHASER TABLE
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	4	3	1	0	0
4	6	5	4	4	4	4	3	2	1	0	0
5	5	4	4	4	3	3	3	1	0	0	0
6	4	4	3	3	3	2	2	1	0	0	0

TYPE II PHASER TABLE
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15	16- 30	31- 50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	3	2	1	0
3	6	5	4	3	3	1	1	0
4	5	4	4	3	3	1	0	0
5	5	4	4	3	2	1	0	0
6	4	4	3	3	2	0	0	0

HELLBORE COMBAT RESOLUTION TABLE
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT #	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

HYDRAN COUNT DESTROYER LEADER

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

PH-1-FA 1 1 2
BRIDGE
FUSION-FA A B C
APR HB-FA APR D
BATTERY
TRAN PH-1 TRAC 3
SHTL APR SHTL
LAB
PROBE
C HULL
AUX
PH-G
RS 5
IMPULSE 4
LS
EMER
PH-G
C WARP

SENSOR 6 5 3 1 0
SCANNER 0 1 3 5 9
DAM CON 2 2 2 0
EX DAM

SHIP DATA TABLE

TYPE	= CNT
POINT VALUE	= 94
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.63

TURN MODE / SPEED

TURN MODE	SPEED
B 1	2 - 5
2	6 - 10
3	11 - 15
HET 4	16 - 21
BD 5	22 - 28
6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	2	0	0	0
6	4	3	1	0	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	0	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	5	5	4	4	4	3	3	1	0	0	0
5	4	4	4	3	3	3	2	1	0	0	0
6	4	4	3	3	2	2	2	0	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	14	9	0

CREW UNITS

*	10	20	30

BOARDING PARTIES
10

DECK CREWS
4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS
D D

PROBES
5

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

LF RF
L R
LR RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard	1	1	1½	2	2	2½	3	3	3½	4	4½	5	5½
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½

5 = HET COST
6 = ERRATIC MANEUVER WARP COST

	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	6	7	7	8	8	9	9	10	10	11	11	11	12	12	13	13	14	14	15	15
	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

HYDRAN EARL DESTROYER LEADER

SHIELD #2
SHIELD #3
SHIELD #1
SHIELD #6
SHIELD #5
SHIELD #4

FA

PH-1-FA [1][2]
BRIDGE
HB-FA [A][B]
FUS [D]
APR
BATTERY
TRAN PH-1 TRAC [3] ℒℴℊ
SHTL APR
APR
LAB
PROBE
C HULL
AUX
PH-G [5] RS
IMPULSE
C WARP
FUS [C]
FA
FUS
APR
LAB
EMER
PH-G [4] LS

CNTR

SENSOR [6][5][3][1][0]
SCANNER [0][-][3][5][9]
DAM CON [2][2][2][0]
EX DAM

SHIP DATA TABLE

TYPE	= ERL
POINT VALUE	= 96
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.64

TURN MODE　SPEED

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	4	1	0
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	4	3	1	0	0

LF R RF
L　R
LR　RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

CREW UNITS

*			

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [10]

TRANSPORTER BOMBS [D][D]

PROBES [5]

[10]	
[20]	
[30]	

[10]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	0	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

ⓒ = ERRATIC MANEUVER WARP COST
[5] = HET COST
[6] = ERRATIC MANEUVER WARP COST

ANDROMEDAN DEVASTATOR

LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE	= DEV
POINT VALUE	= 610
BREAKDOWN	= 4-6
PA COST	= 14/26
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R10.26

TRANSPORTER BOMBS: D D D D D

TURN MODE

TURN MODE	SPEED
E	
1	2 – 3
2	4 – 6
3	7 – 10
4	11 – 14
5	15 – 20
6	21 – 29
7	30+

HET (4)   BD (6)

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	3	0	0	0
6	3	3	3	1	0	0

CNTR

BOARDING PARTIES
10 20 30

CREW UNITS
10 20 30 40 50   *

PROBES: 5

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	6	5	4	3	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	3	1	1	0
4	5	4	4	3	2	1	0	0
5	5	4	3	3	1	1	0	0
6	5	4	3	3	1	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	1	1	0
6	15	9	4	0	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

WARP ENERGY MOVEMENT COST = 2

5 = HET COST   (6) = EM WARP COST

SPEED	1	2	3	4	5	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

DAMAGE CONTROL: 8 6 6 4 2 2 0
EXCESS DAMAGE
SENSOR: 6 6 6 6 5 3 1 0
SCANNER: 0 0 0 0 1 2 4 9

ANDROMEDAN IMPOSER

CNTR

SHIP DATA TABLE

TYPE	= IMP
POINT VALUE	= 285
BREAKDOWN	= 6
PA COST	= 6/10
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R10.27

TRANSPORTER BOMBS

D D D D

DAMAGE CONTROL: 4 4 2 2 2 0

EXCESS DAMAGE

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 2 4 9

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

THE SINGLE HANGAR CAN HOLD ONE SATELLITE SHIP OF ANY SIZE; THIS IS AN EXCEPTION TO (G19.2113). IT CAN BE CONFIGURED TO HOLD TWO SMALL SATELLITE SHIPS. IT COULD HOLD SIX PSEUDO-SATELLITE SHIPS, OR ONE SMALL SATELLITE SHIP AND UP TO THREE PSEUDO-SATELLITE SHIPS IF CONFIGURED TO CARRY TWO SMALL SATELLITE SHIPS.

LS = LF + L + LR
RS = RF + R + RR

TURN MODE

TURN MODE	SPEED
C	
1	2–4
2	5–9
3	10–14
HET 4	15–20
BD 5	21–27
6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	2	0	0
5	4	4	3	1	0	0
6	4	3	3	1	0	0

BOARDING PARTIES

10

PROBES

5

CREW UNITS

10   20

*

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4–8	9–15	16–30	31–50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	5	4	4	1	1	0	0
4	5	5	4	3	1	0	0	0
5	5	4	4	3	1	0	0	0
6	5	4	3	3	0	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0–3	4–5	6–8	9–12	13–18	19–25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0–3	4–5	6–8	9–12	13–18	19–25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

RANGE	0	1–2	3–15	16–22	23–31	32–50
SUCCESS	–	1–5	1–4	1–3	1–2	1
FAILURE	1–6	1–6	5–6	4–6	3–6	2–6

LYRAN CAVE LION BATTLESHIP

* HAS KLINGON FX REAR FIRING ARCS (D2.33).

SHIELD #2
SHIELD #3
SHIELD #1
SHIELD #4
SHIELD #5
SHIELD #6

SHIP DATA TABLE

TYPE =	BB
POINT VALUE =	336
BREAKDOWN =	3-6
SHIELD COST =	1+3
LIFE SUPPORT =	1+1/2
SIZE CLASS =	2
REFERENCE =	R11.47

THREE UIM STANDARD

NO MECH LINKS = -6

TURN MODE

	SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11 - 14
	5	15 - 20
BD	6	21 - 29
	7	30+

DAMAGE CONTROL

8 8 6 6 4 2 2 1 0

EXCESS DAMAGE

SENSOR

6 6 6 5 4 3 2 1 0

SCANNER

0 0 0 1 1 3 4 5 6 9

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	5	10	13	17
3 (3.00)	3	6	9	12	15

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	7	7	5	5	5	4	4	2	1	0	0
3	7	5	5	4	4	4	3	2	0	0	0
4	5	4	4	4	4	3	1	0	0	0	0
5	4	4	4	4	3	2	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	0	0	0
6	4	3	2	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	6	3	0	0

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

[5] = HET COST (6) = EM WARP COST

[5] = HET COST = 2

HIT & RUN

UIM

DERFACS

CREW UNITS

10 20 30 40 50 60 70 80

BOARDING PARTIES

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

NO TRANSFERS

TRANSPORTER BOMBS

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R

PROBE 1 5
PROBE 2 5

LYRAN SIBERIAN LION HEAVY CARRIER

RED CLAW FURY

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

Z-Y FIGHTERS
2×PH-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

SHIP DATA TABLE

TYPE	= CVA
POINT VALUE	= 220
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R11.48
INCLUDES 2× UIM	
POWER PACK	= +9

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS - NO TRANSFERS
NO T-BOMBS FROM CENTER BAY

PROBES: 1, 2

HIT & RUN: UIM
DERFACS

CREW UNITS
*

BOARDING PARTIES
10, 20, 30, 40, 50, 60

DECK CREWS
12, 24

TRANSPORTER BOMBS
D D D D

TURN MODE / SPEED TABLE

TURN MODE	SPEED
D	1 / 2 - 4
	2 / 5 - 8
	3 / 9 - 12
HET	4 / 13 - 17
BD	5 / 18 - 24
	6 / 25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	5	4	3	2	2	1	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	2	2	1	0	0	0
6	4	4	4	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	3	2	1	0
3	4	4	3	2	1	0
4	4	3	3	2	1	0
5	3	3	2	1	0	0
6	2	2	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	4	7	10	13	17
3 (3.00)	3	6	9	13	15

DISRUPTOR TABLE

RANGE	0	1	2	3	4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	3	3	2	1
DAMAGE, OVLD	10	10	8	8	6	6	NA	NA	NA	0

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

⑥ = ERRATIC MANEUVER WARP COST ⑤ = HET COST

SENSOR
6 6 6 6 5 4 3 2 1 0

SCANNER
0 0 0 0 1 2 3 4 5 9

DAMAGE CONTROL
6 6 4 4 2 2 0
EXCESS DAMAGE

CNTR

LYRAN SIBERIAN HELLCAT BATTLE CARRIER

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

Movement:
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

Z - Y FIGHTERS
2 × PH-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z - YB ONLY

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

DAMAGE CONTROL: 6 4 2 2 0
EXCESS DAMAGE

SENSOR: 6 6 5 4 3 2 1 0
SCANNER: 0 0 1 2 3 4 5 9

SHIP DATA TABLE

TYPE =	BCV
POINT VALUE =	194
BREAKDOWN =	4-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R11.49

INCLUDES 2× UIM
POWER PACK = +18

HIT & RUN
UIM
DERFACS

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOUR BAYS - NO TRANSFERS

TRANSPORTER BOMBS
12
FIGHTER BAYS CANNOT DROP T-BOMBS

BOARDING PARTIES
10 20

DECK CREWS

CREW UNITS
10 20 30 40 50
*

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

TURN MODE

TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	2	0	0	0
6	4	4	4	3	3	2	2	1	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	3	2	1	0
3	4	4	3	2	0	0
4	4	3	3	2	0	0
5	3	3	2	1	0	0
6	3	3	2	1	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	NA	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (UIM)	NA	NA	1-5	1-5	1-4	1-4	1-3	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	NA
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	3	2	1
DAMAGE, OVLD	10	10	8	6	4	2	2		

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

Z-Y FIGHTERS (numbered 1-12 panels)

LYRAN FIRECAT BATTLE CONTROL SHIP

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE =	BCS
POINT VALUE =	194
BREAKDOWN =	4-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R11.50
INCLUDES 2x UIM	
POWER PACK =	+18

DAMAGE CONTROL

6 4 4 2 2 2 0   EXCESS DAMAGE

SENSOR 6 6 5 4 3 2 1 0

SCANNER 0 0 1 2 3 4 5 9

Z-Y FIGHTERS
2×PH-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

HIT & RUN
UIM
DERFACS

PROBES 5

TURN MODE TABLE

TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
	4	15-20
	5	21-27
	6	28+

HET
BD

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS - NO TRANSFERS

TRANSPORTER BOMBS
D D D D

FIGHTER BAY CANNOT DROP T-BOMBS

CREW UNITS
10 20 30 40 50
*

BOARDING PARTIES
10 20

DECK CREWS 6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	1	0	0	0

TYPE III DEFENSE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	3	1	1	0
2	4	4	2	1	0	0
3	4	4	1	0	0	0
4	4	3	1	0	0	0
5	3	2	1	0	0	0
6	3	1	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	4	3	3	2	1
DAMAGE, OVLD	10	10	8	8	6	6	4	2	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

LYRAN JAVA TIGER HEAVY COMMAND CRUISER

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	= CCH
POINT VALUE	= 170
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.51

ONE UIM STANDARD

MECH LINKS = +4

TURN MODE / SPEED

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

HIT & RUN

UIM ☐
DERFACS ☐

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

CREW UNITS
* 10 20 30 40 50

BOARDING PARTIES
10 20

PROBES
5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS – NO TRANSFERS

TRANSPORTER BOMBS
D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	1	0	0	0
4	6	5	5	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	4	3	1
2	4	4	4	4	1	0
3	4	4	4	3	0	0
4	4	4	3	2	0	0
5	4	3	3	1	0	0
6	4	3	3	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-5	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-5	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-5	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

LYRAN KING JAGUAR NEW HEAVY CRUISER

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

EX DAM

CNTR

DAM CON			
4	4	2	2	2	0

SCANNER			
0	0	1	3	5	9

SENSOR			
6	6	5	3	1	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE =	NCA
POINT VALUE =	146
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R11.52
UIM REFIT =	+5
MECH LINKS =	+2

TURN MODE / SPEED

TURN MODE	SPEED
C	2-4
1	5-9
2	10-14
3	15-20
4	21-27
5	28+
6	
HET	
BD	

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

HIT & RUN

UIM

DERFACS

CREW UNITS

*	10
	20
	30
	40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

		10

TRANSPORTER BOMBS

D	D	D	D

PROBES

		5

EXPANDING SPHERE TABLE

RADIUS	ENERGY				
	1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	5	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	4	4	4	4	3	2	1	0	0
5	5	4	4	4	3	3	2	1	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	3	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-5	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

LYRAN MOUNTAIN LION DESTROYER

SHIELD #2

SHIELD #3

SHIELD #1

CNTR

SHIELD #6

SHIELD #5

SHIELD #4

EXCESS DAMAGE

DAM CONTROL 2 2 2 2 0

SCANNER 0 0 1 5 9

SENSOR 6 6 4 2 0

LF   RS   RS

EMER   PH-1 [4]   PH-3 [7] [8]   APR

IMP

PH-1 [1][2]   BRIDGE   C HULL   LAB   SHTL

FX

PH-1-360° LAB [9][10]   BTTY   ESG [1][2]   TRAC   DISR-FX [A][B]   C WARP

LAB   TRAN

PRB [1] [2]   IMP

PH-1 [3]   PH-3 [5][6]   APR

RF   LS   LS

⑥ = ERRATIC MANEUVER WARP COST

	19	20	21	22	23	24	25	26	27	28	29	30
	9	10	11	11	12	12	13	13	14	14	15	15
	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

⑤ = HET COST

CREW UNITS
IDENT	[*]	
	[10]	
	[20]	

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

BOARDING PARTIES
| | | | [6] |

TRANSPORTER BOMBS
[D] [D]

PROBES
| 1 | [5] |
| 2 | [5] |

SHIP DATA TABLE
TYPE	=	DND
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.53

2 X UIM STANDARD

TURN MODE / SPEED
TURN MODE	SPEED
B	
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET [ ]
BD [ ]

TYPE III DEFENSE PHASER
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	—
2	4	4	4	2	1	0
3	4	4	4	1	—	0
4	4	4	3	0	0	0
5	4	4	3	0	0	0
6	3	3	3	1	0	0

HIT & RUN
UIM [ ][ ]
DERFACS [ ]

TYPE I OFFENSIVE PHASER TABLE
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	4	4	3	3	1	0	0	0
5	5	4	4	3	3	3	2	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

EXPANDING SPHERE TABLE
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

THE 360° PHASERS CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP.

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

DISRUPTOR TABLE
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-5	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-5	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-5	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-6	1-5	1-5	1-5	1-4	NA	NA
DAMAGE, STD	0	5	4	4	4	3	3	2
DAMAGE, OVLD	10	10	8	8	6	6	0	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9

LYRAN SPACE CONTROL TUG

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

THE COMBINED TUG AND PALLET CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO THE SENSOR RATING OF THE TUG

SHADED SHIELD AND CREW BOXES ARE FROM THE POD.

Z-Y FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

⑥ = ERRATIC MANEUVER WARP COST

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45
	23	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½

7 SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

SHIP DATA TABLE

TYPE	= TSC
POINT VALUE	= 196/180
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.54
PHASER REFIT	= +2
MECH LINKS	= +4
UIM REFIT	= +5

TURN MODE

	SPEED
E	1
1	2 - 3
2	4 - 6
3	7 - 10
4	11 - 14
HET 5	15 - 20
BD 6	21 - 29
7	30+

T-BOMBS MAY NOT BE DROPPED FROM FIGHTER ONLY BAYS (M2.113).

PROBES

TRANSPORTER BOMBS

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

⑤ = HET COST

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOURBAYS - NO TRANSFERS

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

HIT & RUN — UIM
DERFACS

BOARDING PARTIES

DECK CREWS

SENSOR
6 6 5 3 1 0

SCANNER
0 1 3 5 9

DAM CON
4 4 2 2 2

EX DAM

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	3	1	1	0	0
4	5	4	4	3	1	1	0	0
5	5	4	3	3	1	0	0	0
6	4	4	3	2	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	2	1
2	4	4	4	3	1	1
3	4	4	3	2	1	0
4	4	4	3	2	1	0
5	4	3	3	1	0	0
6	4	3	2	1	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-3	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	6	0	0

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½

WYN
AUXILIARY DREADNOUGHT

ALL HULL BOXES ARE "CENTER" HULL.

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

DAM CON EX DAM

| 6 | 4 | 4 | 2 | 2 | 0 |

R WARP
L WARP

SENSOR SCANNER

| 0 | 0 | 0 | 3 | 5 | 9 |
| 6 | 6 | 6 | 5 | 4 | 0 |

SHTL PH-3-RA AUX
IMPULSE

RS OPT — D — DRN 3 — TRAC 4
RS OPT — F — DRN 7 — TRAC 8
LS OPT — C — DRN 1 2
LS OPT — E — DRN 5 6

HULL PH-3 HULL — TRAN — TRAC
360°
BRDG — EMER — OPT-FA A B

BTTY LAB PH-1 — APR — AWR

SHIP DATA TABLE

TYPE	=	AxDN
POINT VALUE	=	272
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.16

TURN MODE SPEED

E		
1	1	2-3
2	2	4-6
3	3	7-10
4	4	11-14
5	5	15-20
6	6	21-29
7	7	30+

	BONUS
NO	3
HET	4
BD	5

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	4	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	2	0	0
6	3	3	1	1	0	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS

| * |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

| D | D | D | D |

BOARDING PARTIES

| 10 | 20 | 30 | 40 |
| 10 |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	4	4	4	3	1	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	2	0	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

DRONE RACKS

1	B
2	B
3	B
4	B
5	B
6	B
7	B
8	B

RACKS ALWAYS HAD TWO RELOADS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

INSERT OPTIONAL WEAPONS

SEE (G15.442) FOR RESTRICTIONS.

WYN AUXILIARY BATTLE CONTROL SHIP

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
EX DAM
DAM CON 6 4 4 2 2 0

CNTR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ALL HULL BOXES ARE "CENTER" HULL.

SCANNER 0 0 0 3 5 9
SENSOR 6 6 6 5 4 0

SHIP DATA TABLE

TYPE	= AXBCS
POINT VALUE	= 256/216
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.17

TURN MODE SPEED

E	1	2-3	4-6	7-10	11-14	15-20	21-29	30+
	1	2	3	4	5	6	7	

NO	
HET	
BONUS	
BD	

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. 10

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	4	3	0	0	0
6	4	4	2	0	0	0

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

INSERT OPTIONAL WEAPONS
SEE (G15.442) FOR RESTRICTIONS.

INSERT OPTIONAL WEAPONS
SEE (G15.442) FOR RESTRICTIONS.

TADS FIGHTERS
2×Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO TRANSFERS.

CREW UNITS
10 20 30 40 50 60
*

BOARDING PARTIES
10

TRANSPORTER BOMBS
D D D D

DECK CREWS
10

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	4	4	4	3	3	1	0	0	0
5	4	4	4	3	3	3	2	1	0	0	0
6	3	3	3	2	2	2	1	0	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

DRONE RACKS
1 2 3 4 5 6 7 8

RACKS ALWAYS HAD TWO RELOADS.

B B B B B B B

ISC BATTLE CARRIER

SHIELD #2

SHIELD #3

EX DAM

SHIELD #1

PL-S-RP FA R

PH-1 5 6

AUX

TRAN

LAB

BATTERY

R WARP

PH-3

PLAS-F H K J RR

12 RS
13 14 RR

SCANNER

DAM CON 4 4 2 2 2 0

| 0 | 0 | 1 | 3 | 5 | 9 |

EM COST = 6

| 1 | 2 |

| 1 | 1 |

PPD-FA A B

PH-1-FH 1 1 2

BRIDGE

FLAG

F HULL

TRACTOR

PH-1-360° PRB 7 1 8

AFT HULL

SHUTTLE

IMPULSE

SHIELD #4

SENSOR 6 6 5 3 1 0

| 1 | 0 |

HET COST = 5

PL-S-LP C

PH-1 3 1 4

EMER

TRAN

LAB

APR

L WARP

PH-3 L S 9

11 10

PLAS-F L E F LR G

FA L

SHIELD #5

CNTR

SHIELD #6

MOVEMENT COST = 1

ISC
REAR-FIRING
PLAS-F ARCS

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA
TORPEDOES

RP

LF RF
L R
LR RR

LP

SHIP DATA TABLE

TYPE	=	BCV
POINT VALUE	=	238
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.45

TURN MODE	SPEED
D	2-4
1	5-8
2	9-12
HET 3	13-17
BD 4	18-24
5	25+
6	

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	2	1	0
4	4	4	4	2	0	0
5	4	4	3	2	0	0
6	4	4	3	1	0	0

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-10	11-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	2	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	5	1	0	0	0	0	0
TYPE D	10	8	5	2	2	1	0	0	FTR ONLY		
BOLT	1-4	1-3			1-2					1	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FH

TRANSPORTER BOMBS D D D D

PROBES 5

CREW UNITS
10 20 30 40 50
*

BOARDING PARTIES 10

DECK CREWS

FSF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED = 15

FTF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED = 15

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

ISC BATTLE CONTROL SHIP

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

ISC REAR-FIRING PLAS-F ARCS

PSEUDO-PLASMA TORPEDOES: C's D's

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	= BCS
POINT VALUE	= 241
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.46

TURN MODE / SPEED

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	4	3 1	1
2	4	4	4	4	3 1	0
3	4	4	4	3	2 1	0
4	4	4	3	2	1 0	0
5	4	3	2	1	0 0	0
6	3	2	1	1	0 0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	9	7	6	5	5	4	4	3	2	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	4	3	3	2	1	0	0	0
5	4	4	4	3	3	2	1	0	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	5	0	0	0
TYPE F	20	15	10	5	5	5	1	1	0	0	0
TYPE D	10	8	5	2	2	1	0	0	0	0	0
BOLT	1-4	1-3	1-2								1

SCANNER: 0 0 1 3 5 9
SENSOR: 6 6 5 3 1 0
DAM CON: 4 4 2 2 2

EX DAM

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

PROBES: 5

BOARDING PARTIES: 10

DECK CREWS: 6

CREW UNITS: * 10 20 30 40 50

CNTR

FSF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=15

FTF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=15

FEDERATION SHIPS

LION'S HEART CARTEL

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