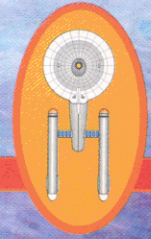


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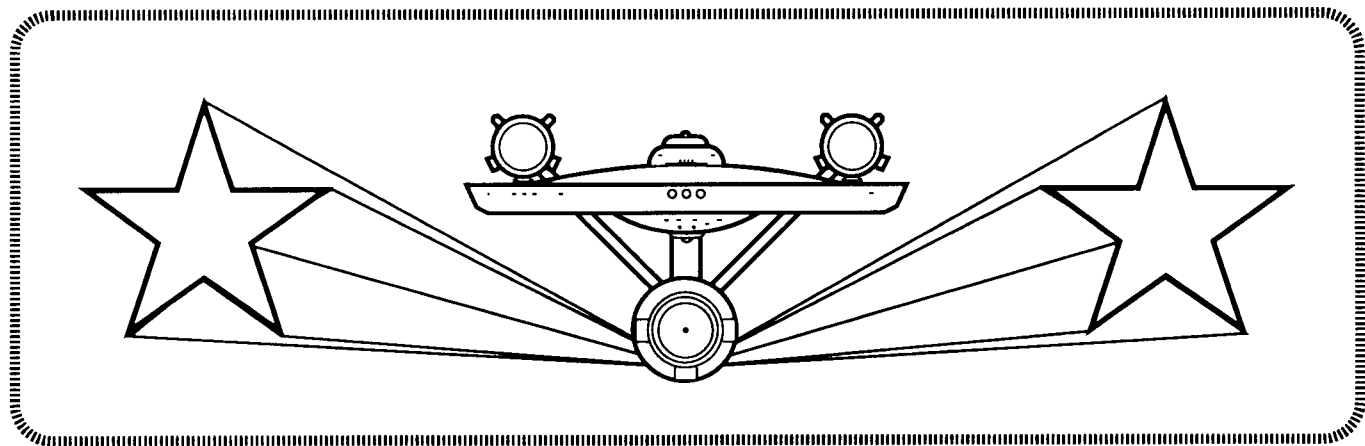
THE FAST WARSHIPS



**CAPTAIN'S
MODULE R6**

**TASK
FORCE
GAMES™**

STAR FLEET BATTLES



CAPTAIN'S MODULE R6 THE FAST WARSHIPS - 2000

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(Z26.0) NOTES ON MODULE R6

(Z26.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R6 THE FAST WARSHIPS 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 material in this product, you must also have Advanced Missions and Modules C1, C2, C3, F1, J, and K.

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

A complete copy of Module R6 includes:

- 64-page rulebook with rules, scenarios, and tables
- 96-page SSD book with new ships for 16 races
- one sheet of die-cut counters (216 counters)

(Z26.2) DESIGN CREDITS

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(Z26.4) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose two International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address (and the date) on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

In this modern era, 95% of correspondence arrives by Email; the addresses are given at the end of the left column. Avoid sending attachments unless you ask first; we use only Macintosh computers and cannot read most PC attachments. It is strongly suggested that you ask your questions on the BBS where our staff can deal with them. If you ask questions by Email, we suggest that you only ask two or three at a time as Emails with many questions go to the bottom of the que and are often left unanswered for weeks due to the massive amount of Email we receive.

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.

Be sure to include your complete name and USmail address in any Email correspondence, and your Email address in any hardcopy surface mail correspondence.

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

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**(G33.0) HEAVY WAR DESTROYER
OPTIONAL SYSTEM RULES**

The Heavy War Destroyers (and some other ships such as the Hydran Heavy Lancer and the Lyran JagdPanther) are provided with optional weapon and system boxes to allow them to be configured for various missions.

As a general rule, HDWs include four APRs that can be reconfigured for other purposes, two rear-firing weapons option boxes, and four Non-Weapon Options.

The rules for HDW option boxes are similar to the rules for Barbarian simulator ships (R55.0) in Module C4. While both were derived independently (by the same designer) for different purposes, the design process resulted in the two rules systems being very similar. While this was done to make both sets of rules easier for players to use, the two rules are intended for different purposes and should not be used to interpret or explain each other.

(G33.1) HDW OPTIONAL WEAPONS (OPT)

Each HDW is fitted with two Optional Weapon Boxes (marked OPT on the SSD) which work, in most ways, in the same manner as Orion option boxes (G15.4) as modified herein.

(G33.11) WEAPONS AVAILABILITY: The HDW of each race can use only the weapons commonly available for that race as defined by (U7.26). This excludes certain "special" weapons such as Klingon stasis field generators and Federation plasma torpedoes and gatling phasers (even on escort configurations). Other conditions also apply:

(G33.111) Special sensors are considered weapons for purposes of the HDW option rules and can only be used in the OPT boxes. They would, even in those mounts, have 360° operating arcs.

(G33.112) ESGs, maulers, and SFGs cannot be placed in HDW OPT boxes. PPDs cannot be mounted in size-4 hulls, but might be used in size-3 or larger ships which use these rules. Rear-firing plasma is limited to the RA tracking arc.

(G33.113) HDW OPT boxes can hold any system on Annex #8H including non-weapon systems.

(G33.114) There is no requirement that the systems in both mounts on an HDW be the same type, unless the system requires the use of both boxes.

(G33.115) Rear options cannot hold phaser-Gs; exception: Hydran ships qualified as escorts under (G33.43).

(G33.12) FIRING ARCS: The firing arcs of direct-fire weapons in HDW OPT boxes are limited to RA (not RH or RX) except as noted. The reason for this is that in order to add weapons to the small size-4 hulls of the HDWs, the weapons had to be mounted on the center of mass of the ship. There was not physical room to install more forward-firing weapons in that position.

(G33.121) Drone racks and anti-drones have 360° firing arcs if placed in HDW OPT boxes.

(G33.122) Plasma torpedoes (other than plasma-D racks) placed in HDW OPT boxes will always have AP (Aft Plasma) tracking arcs and can only be launched directly to the rear.

(G33.123) Plasma-D racks placed in HDW OPT boxes can have either AP arcs OR they could be given RPR and LPR non-swivel firing arcs, but only if two plasma-D racks are used and one is given each arc. They can use (D2.63) tracking arc.

(G33.13) COST: The cost of each weapon which can be installed in the optional weapon boxes on an HDW is provided in Annex #8H.

(G33.2) HDW POWER OPTIONS (APR*/AWR*)

(G33.21) DEFINITION: Each HDW (with one or two exceptions) includes four APRs which are usually located near the shuttle bay and often denoted on the graphic of the ship by a round-cornered hatch. The Federation HDW has four AWRs which are treated as APR-Options for this rule.

These are noted on the SSD by the placement of an asterisk (*) after APR (or AWR as appropriate).

(G33.22) ALTERNATIVES: APR options on HDWs can be converted to cargo, barracks, repair, battery, or shuttle, but all four must be the same type. These four boxes cannot be converted to any other system except those noted. Barbarian "Power Option Boxes" can hold any type of power system, making this the primary difference from HDWs. See (R55.1B).

(G33.23) COST: There is no cost for changing the APRs to any of the other allowed systems. If converted to shuttle boxes, they can be fitted with fighter ready racks for the additional cost provided in Annex #8H.

(G33.3) HDW NON-WEAPON OPTIONS (NWO)

(G33.31) DEFINITION: Marked NWO on the SSD. Most HDWs have four. The Lyran JGP has six. The Hydran LNH has four. The Orion HDW has eight, but no APR options.

(G33.32) BASIC RULE: NWOs can hold any system available in Annex #8H *except* power systems or weapons (as defined in Annex #7D). Special sensors are considered to be weapons for this purpose. Fighters and shuttles are not considered to be weapons for this purpose.

(G33.33) COST: The cost of each system which is installed in the NWO boxes on an HDW is provided in Annex #8H.

(G33.4) SPECIAL CONFIGURATIONS

HDWs which qualify for certain special missions (by their selection of option boxes) gain certain bonus attributes.

(G33.41) EXPLORATION: To qualify as an exploration ship, the ship must be provided with two special sensors (in the weapon options), have the APR converted to CARGO, have one Probe-10 launcher installed, and have two labs added. Other NWO boxes may be used as needed.

(G33.42) CARRIER: The following rules apply for each option box to which a fighter ready rack is added:

One deck crew per fighter.

Drone storage is 12 spaces per drone-armed fighter.

Plasma-D storage is 6 spaces per fighter so armed.

Note that the cost of the fighters and ready racks must be paid for as an exchange against the shuttles.

If at least eight fighters are installed (including the two fighters already present), the ship qualifies as a carrier [(J4.61) and (J4.7)]. One escort (small or large) must be assigned. A carrier cannot be its own escort. There is no exception for the Hydrans; if it had 8 fighters, it's a carrier. Hydran HDWs do not gain more launch tubes. No race gains more hangar doors or balcony positions. HDWs operating as carriers will have the "common" fighter for that year. Fed HDWs cannot have F-14/F-15; Hydran HDWs have the normal Stinger-H deployed (25%).

(G33.43) ESCORT: To be used as an escort, no heavy weapons can be installed in the weapon options, the power

options must be used for shuttles (with fighter ready racks), and aegis must be installed at a cost of one point per weapon controlled for limited aegis and two points per weapon controlled for full aegis. (All direct-fire weapons, including G-racks and plasma racks, must be under aegis control.) The weapon options are limited to: phasers, anti-drones, type-E or type-G drone racks, or plasma racks. (Hydrans can use phaser-G and can have more fighters.) The ship is a heavy escort.

(G33.44) COMMANDO: To qualify as a commando ship, the ship must have at least two barracks, two cargo, two GAS shuttles, and one HTS shuttle.

For every option box used as a barracks, the ship earns the right to buy 10 BPs (one of which can be a heavy weapon, commando, engineer, or other special type) plus one GCV in addition to those allowed by Commander's Options.

(G33.45) MINESWEEPER: To qualify as a minesweeper, the ship must be fitted with at least two mine racks and at least two minesweeping shuttles. Additionally, the weapon option boxes cannot hold heavy weapons, and the APR options must be converted to batteries (to reinforce the shields as the #1 shield cannot be increased as would be done with a traditional minesweeping variant of a basic hull). If the ship qualifies as a minesweeper, it gains the benefits of: (M2.45) less likely to trigger a mine, (M7.0) detecting minefields, (M8.0) sweeping mines.

(G33.46) PF TENDER: To qualify as a PF Tender, the ship must be provided with two special sensors, a total of six tractors (the extra cost for mech links must be paid), and the four APR boxes are replaced with repair. The mech tractors replacing the NWO options will be considered repair capable. If the ship qualifies as a PFT under these rules, it gains the benefits of (K2.651) and (K2.655) weapons storage. The ship also qualifies to use (K2.52) EW support for its PFs and can benefit from (K1.752) (receiving EW from its flotillas PFS) and (K1.756) Wild PFS. The Fed HDW cannot use this rule to be fitted as an NVH because heavy fighter deployment is limited.

(G33.47) REPAIR: To qualify as a repair ship, the ship must be provided with two cargo boxes and six repair boxes.

(G33.5) SPECIAL RULES

(G33.51) VOID: Any option box on an HDW can be left blank, in which case it would not count for any purpose.

(G33.52) SEEKING WEAPON CONTROL is specified for each ship on the SSD and is not affected by the configuration of the option boxes.

(G33.53) DAMAGE: All option boxes (including the APR options) are destroyed (on the DAC) as the type of box they currently are. An APR* box converted to a shuttle box is destroyed on shuttle, not APR.

(G33.54) PROBES: No more than one additional probe launcher may be placed in an option box. This must be placed in a weapons option box. Exception: See (G33.41). For purposes of weapon firing arcs (G5.33), this probe launcher treats the #4 shield as if it were the #1 shield.

(G33.55) COMMAND: HDWs can be configured as Command Ships by purchasing Flag Control spaces for their options. The Command Rating of the ship (normally 6) is increased by one for each such control box purchased to a maximum command rating of 10.

(G33.56) HULL: Hull boxes placed in option boxes can be designated as forward, center, or rear hull by the owner.

ANNEX #8H: OPTIONAL SYSTEMS COST CHART AS APPLIED TO HEAVY WAR DESTROYERS

WEAPONS OR SYSTEM	COST	NOTES
ADD (6 round)	2	
ADD (12 round).....	3	
Aegis	See (G33.43).	
APR	3	¶
Aux Control	1	
AWR (Feds only).....	4	¶
Barracks (Plus cost of troops)	1	
Battery	2	¶
Cargo	1	
Disruptor-22	4	H
Disruptor-30	5	H
Drone Rack A	4	
Drone Rack B	5	
Drone Rack C	5	
Drone Rack E	4	
Drone Rack G	6	
Flag Bridge	3	
Fusion Beam	3	H
Hellbore (Hydran only).....	8	H
Hull (Forward, Center, or Rear)	1	
Lab	2	
Light Railgun	3	H
Mine Rack (Plus cost of mines)	1	
Particle Cannon	2	(Seltorian Only)
Phaser-1	2	
Phaser-2	1.5	
Phaser-3	1	
Phaser-G (Hydran escorts only)	4	
Photon Torpedo	5	H
Plasma-D Rack	5	H
Plasma-F Torp (No Swivel).....	4	H
Plasma-G Torp (No Swivel).....	7	*H
Probe Launcher (5 Probes)	1	
Probe Launcher (10 Probes).....	2	
Prospecting Cannon	1	
Repair.....	3	
Shuttle (includes Admin)	3	
Shuttle with ready rack (no admin) ...	2	
Shuttle, ready rack, with admin.....	4	
Special Sensor	10	
Tractor Beam.....	1	
Tractor Beam with mech link.....	2	
Transporter	1	
Void.....	0	
Web Breaker	5	(Seltorian Only)

* Requires two adjacent centerline OPT mounts; see Gorn HBD.

¶ These items can only replace APR* options, not NWO or weapon options.

A maximum of four mine racks can be purchased by mine-sweepers; no mine racks can be purchased by non-mine-sweepers. Must be in weapon option boxes.

Weapons with ammunition (e.g., drone racks) are fully loaded at no cost (drone speed upgrades must be paid for).

H denotes Heavy Weapons.

NOTE: The forward option mounts on the Orion HDW and the wing option mounts on the WYN HDW are under the normal optional weapons restrictions of Annex #8B. The rear-firing weapon options on those ships use Annex #8H and cannot use hellbores or gatlings.

(R0.0) THE FAST WARSHIPS

Module R6 includes (among many other ships) five entirely new classes of warships not seen before.

FAST CRUISERS: These ships, an experiment from the dawn of the General War that was not repeated, sacrificed some of their heavy weapons for increased speed. They were an outgrowth of the same “hot warp” technology that yielded the war cruisers and war destroyers — ships with more warp power than was needed for top tactical speeds. Experiments proved, however, that the hulls could not stand the shock of a full heavy weapons load in addition to the “hot warp” drive. These ships were originally considered an alternative cruiser design, then became a “special mission” type used for raids and reconnaissance missions. They also proved to be particularly useful in a heavy EW environment, where their extra warp power gave them an advantage (at the cost of their speed advantage). —*The concept of “fast cruisers” was originated by Stephen Latus. This provided the spark that touched off a cascade of new ideas for warship classes that will appear in Modules R7, R8, and R9.*

- R2.82 Federation *Wolverine*-class Fast Cruiser
- R3.92 Klingon FD7 Fast Battlecruiser
- R4.86 Romulan Fast Firehawk
- R5.66 Kzinti Fast Battlecruiser
- R6.65 Gorn Fast Battlecruiser
- R9.67 Hydran Thoroughbred Fast Cruiser
- R11.56 Lyran Running Tiger Fast Cruiser
- R12.34 WYN Blue Shark Fast Cruiser
- R13.48 ISC Fast Cruiser
- R15.18 Seltorian Fast Cruiser

MOBILE CARRIERS: Based on War Destroyer hulls, the Mobile Carriers took over the escort carrier role by the middle years of the General War. —*The concept of Mobile Carriers is obvious, and no specific person created it.*

- R2.83 Federation DW Carrier
- R3.93 Klingon FWV Mobile Carrier
- R4.22 Romulan SkyHawk-B Light Carrier (Module J)
- R5.67 Kzinti Mobile Carrier
- R6.56 Gorn BDV Mobile Carrier
- R7.7 Tholian Black Widow (Module J)
- R8.32 Orion DW Carrier
- R9.76 Hydran Vampire Hunter Mobile Carrier
- R11.57 Lyran AlleyCat-V Mobile Carrier
- R12.35 WYN Mako-V Mobile Carrier
- R13.30 ISC Escort Carrier (Module R4)
- R14.31 LDR AlleyCat-V Mobile Carrier
- R15.22 Seltorian Mobile Carrier
- R16.22 Jindarian DV Mobile Carrier (Module F1)

FAST CARRIER RESUPPLY SHIPS (FCR): Designed specifically to carry replacement fighters (and supplies for them) to support the carrier groups, the FCRs had a minimal capability to operate fighters and a limited aegis defense system. These facilities, which improved survivability of the class when caught alone (and they spent most of their time alone, traveling between supply bases and carrier groups), allowed the ships to contribute to the battle if the carrier group was attacked while the FCR was making its delivery. Sometimes, in an emergency, FCRs were pressed into service as replacements for lost escorts. —*The concept of Fast Carrier Resupply Ships was developed by Stephen V Cole and Steven P Petrick while doing the carrier campaigns in Module J.*

- R2.84 Federation Fast Carrier Resupply Ship
- R3.94 Klingon F5R Fast Carrier Resupply Ship
- R4.88 Romulan BattleHawk-F Fast Resupply Ship

- R5.68 Kzinti Fast Carrier Resupply Ship
- R6.57 Gorn Fast Carrier Resupply Ship
- R7.42 Tholian Fast Carrier Resupply Corvette
- R8.33 Orion Fast Carrier Resupply Raider
- R9.69 Hydran Fast Carrier Resupply Ship
- R11.58 Lyran Cheetah-R Fast Carrier Resupply Ship
- R12.36 WYN Fast Carrier Resupply Ship
- R13.49 ISC Fast Carrier Resupply Ship
- R14.32 LDR Fast Carrier Resupply Ship
- R15.24 Seltorian Fast Carrier Resupply Ship

POLICE FLAGSHIPS (FLG): These versatile ships date from far before the General War. With limited budgets, the police forces of the various races tended to provide one “do all” class for police support rather than providing police forces with their own minesweepers, scouts, commando ships, repair ships, etc. [Under the SFB rules, all FLGs count as, and receive all benefits of, “true” minesweepers, scouts, marine/ commando ships, and repair ships.]

The police commander for a given sector was able to respond to any given emergency and bring every needed system and capability along with him in his own ship. These ships did not have the massive combat capabilities one would expect in a fleet flagship, but the police mission is very different from the military one. Despite their scout channel, these ships are not *paid for* as scouts under (G24.35).

Police Flagships are authorized to carry MRS shuttles and Prime Teams, but these are not always available. FLGs will always have one GAS shuttle and one HTS on board. —*The concept of Police Flagships was developed by Stephen V Cole as a means of avoiding a proliferation of police variants.*

- R2.86 Federation Police Flagship
- R3.96 Klingon G4 Police Flagship
- R5.70 Kzinti Heavy War Destroyer
- R6.58 Gorn Police Flagship
- R9.70 Hydran Inspector Police Flagship
- R11.60 Lyran Abyssinian Police Flagship
- R13.51 ISC Police Flagship & R13.52 Constabulary Flag
- R16.50 Jindarian Prospecting Flagship

HEAVY WAR DESTROYERS (HDW): A late-war development intended, by most races, to replace all of the support and variant ships with a single design. Many HDWs carried a pair of fighters to boost their firepower. The HDWs themselves, while size-4 units, were nearly on par with war cruisers and (counting the configurations) were every bit as versatile. The “option” ability, which required a shipyard overhaul (but not a formal conversion), allowed a fleet to respond to a need for more support ships of a given type caused by heavy casualties among those units or changing battlefield technology. See (G33.0) for rules defining the optional systems on these ships. These ships count as a CA for purposes of (G32.12). —*The concept of Heavy War Destroyers was developed by Stephen V Cole and Steven P Petrick. During early phases of the project, input from Chuck Strong helped define the option mount system.*

- R2.85 Federation Heavy War Destroyer
- R3.95 Klingon HF5 Heavy War Destroyer
- R4.89 Romulan SaberHawk Heavy War Destroyer
- R5.69 Kzinti Heavy War Destroyer
- R6.58 Gorn Heavy Battle Destroyer
- R8.34 Orion Heavy War Destroyer
- R9.80 Hydran Demon Hunter Heavy War Destroyer
- R11.59 Lyran Top-AlleyCat Heavy War Destroyer
- R12.37 WYN Heavy War Destroyer
- R13.50 ISC Heavy Destroyer
- R14.33 LDR Heavy War Destroyer
- R15.19 Seltorian Heavy Destroyer
- R16.38 Jindarian Heavy War Destroyer

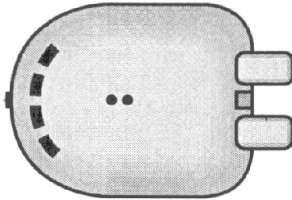
COMMANDO SHIPS

This product includes the ship descriptions for the new commando ships from Module M (those which were not already listed in Modules R1 through R4) in order to make the rulebook more efficient.

(R1.42) FREE TANKER (FTK): This is a modified version of the Free Trooper designed to land heavy armor directly on a planet.

Data: 10 BPs, no commandoes or HWS; 6 tanks, 6 GCVs. There are two HTS shuttles to land the vehicles in cases where the ship itself does not land or to help move the vehicles around after they are landed. There is space in the cargo bays for more armored vehicles, but these would have to be purchased as part of the overall "forces cost" (not just through Commander's Options).

SSD and counter are in Module M.



(R1.43) FREE TROOPER (FTR): This is a variant of the Free Trader. Most of the political entities in Star Fleet Battles employ several of these ships to back up their larger transports and relieve their tugs of the mission of landing troops. The ability of the Free Trooper to land directly on the target site is a major plus, allowing it to quickly offload large numbers of vehicles. It still required supporting ships if any significant opposition was expected.

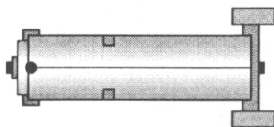
(The FTR and FTK are externally identical; see above.)

Data: 30 BPs include 2 Cmdo, 4 HWS; 4 GCV; 3 GAS.

SSD and counter are in Module M.

(R1.44) SMALL TRAMP STEAMER (TSS): Based on a small freighter hull, the Tramp Steamer carries a few hundred passengers in addition to its cargo. The number of passengers is highly variable, from 100 to as many as 600. The SSD shows 300, which is typical, but this can be adjusted as required by the scenario. No more than 10% of the passenger crew units can be turned into militia. The destruction of each of the four hull boxes in the center (pod) section of the ship results in the deaths of 20% (1/5) of the passengers.

SSD and counters are in Module R6.



GENERAL REFITS

(R1.R3) CASUAL READY RACKS: Certain ships, including the HDWs and a few others, come with one or two fighters and are counted as casual carriers. Players who do not wish to use these fighters may simply delete them and replace them with standard shuttles (or GAS shuttles). The cost of the fighter is not paid, the ready rack remains present but will not be used (and won't be loaded), and the cost of the added shuttle is simply added to the cost of the ship. This does not apply to Hydran hybrid carriers.—Mike Filsinger

SHUTTLECRAFT

(R1.F4) GROUND ASSAULT SHUTTLES (GAS): These shuttles are used in support of ground combat operations. These shuttles are sometimes used on scientific missions to deliver armed teams into areas with very hazardous wildlife. See (G25.131) for information on its cargo capacity. Counters for GAS shuttles are in Module M.

(R1.F4A) GAS shuttles are normally carried only by troop transport ships, such as the Klingon Troop Transport Pod (for their tug) or the Romulan SparrowHawk-G, but any ship assigned to carry out a ground raid might be issued one or more such shuttles. Exception: Gorns have GAS shuttles on standard warships; see (R6.R3).

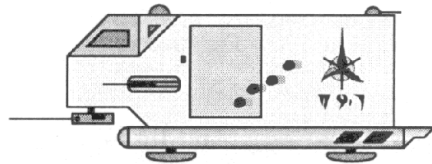
NOTE: If a ship's description specifies GAS shuttles, they are included in the BPV. If not, they can be purchased (S3.2).

(R1.F4B) Each GAS shuttle can carry two boarding parties into a combat situation or four into a non-combat situation.

(R1.F4C) Each GAS shuttle has a single phaser-3 (360°) for combat in space. In addition, it has weapons to support ground operations; these cannot be used in space.

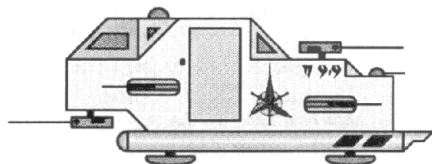
(R1.F4D) GAS shuttles cannot be used for SP, minesweeping, or suicide missions. They can be used for WW or scientific missions.

(R1.F4E) Commando ships often had GAS shuttles in their spare shuttle storage (no extra cost). This is up to the owning player at the start of any campaign.



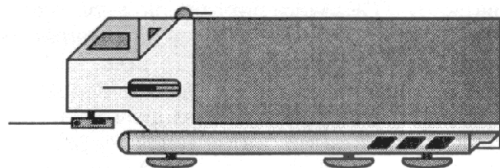
(R1.F10) GROUND BOMBARDMENT SHUTTLE

(GBS): This is a variant of the GAS shuttle, sacrificing troop-carrying capability for increased firepower. It functions as (and is treated as) a GAS shuttle, except that it cannot carry personnel or cargo and has a higher ground combat rating. Like a GAS, it cannot be used as an SP or SS but could be used as a WW. There are two counters in Module M.



(R1.F11) HEAVY ASSAULT SHUTTLE (HAS): This is the military variant of the HTS, including the weapons and armor of the GAS on the chassis of the cargo shuttle. It has the ground assault firepower of a GAS and the cargo-carrying capacity of an HTS. It is more expensive, but no faster, and has no space combat capability. It is treated as a GAS for purposes of (D15.0) other than those noted here. Like an HTS, it cannot be used as an SP or SS but could be used as a WW. Like an HTS, the large cargo compartment can be "folded" down into the bed to create a "flatbed" area that could carry odd-shaped cargo (such as tanks).

There are two counters in Module M.



(R2.0) FEDERATION SHIPS

COMMANDO SHIPS

(R2.79) NEW COMMANDO TRANSPORT (NCT): With the supply of old Light Cruiser hulls dwindling rapidly as a result of the demands of the General War, the Federation developed this design to replace the Commando Cruiser. While it lacked the Commando Cruiser's ability to land directly on planets and was not as well armed when the Commando Cruiser's refit was considered, it was better shielded, was able to operate with other NCL hulls, and had a larger shuttle bay.

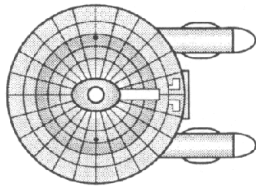
Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS, 1 HTS.

SSD and counters are in Module M.

(R2.80) COMMANDO FRIGATE (CFF): The Federation produced a commando variant of its FFT transport frigate able to carry an entire Marine battalion. Transporter facilities were increased to allow the GCVs to be landed.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS, 1 HTS.

SSD and counters are in Module M.



(R2.81) COMMANDO WAR DESTROYER (CDW): The Commando Frigate was a pre-General War design and, in the heat of the General War, was found increasingly less capable of operating where interception was possible. Unfortunately, there were many more missions than there were Commando ships to perform them, resulting in some serious losses. When the War Destroyer hull became available, the Fleet Marine office campaigned, successfully, for some of the hulls to be diverted to this design. Larger, better shielded, and faster than the CFF, the CDW would soldier on well into the next century as the soulmate of the larger NCT.

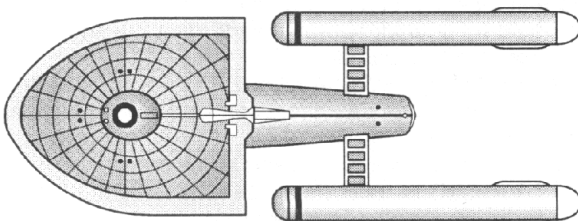
Data: 28 BPs include 2 Commando, 2 HWS; 3 GCV; 2 GAS, 1 HTS.

SSD and counter are in Module M.

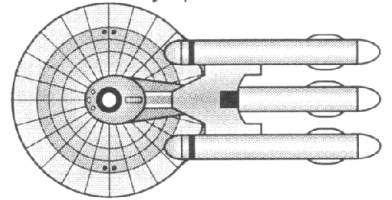
FAST WARSHIPS

(R2.82) FAST CRUISER (CF): These three cruisers, the *Wolverine*, *Eagle*, and *Stingray*, were built in Y167, Y168, and Y169, replacing the normal CAs in the production schedule for those years. These ships were, as with all Fast Cruisers, designed with the "hot warp" engines and a reduced heavy weapons load.

SSD and counters are in Module R6.



(R2.83) MOBILE CARRIER (DWV): Built on the hull of the War Destroyer, the mobile carrier deployed a short squadron of F-18 fighters. It was used for secondary operations, such as raids, security, patrols, and sometimes to escort critical convoys. Note that the reduced power required that one photon tube be replaced by a drone rack.



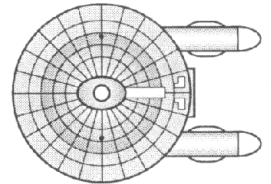
YEAR	ESCORTS	FIGHTERS
Y177+	FFA or DWA	8x F-18B

SSD and counter are in Module R6.

(R2.84) FAST CARRIER RESUPPLY FRIGATE (FCR):

Based on the very similar FFP, the FCR added a ready rack and limited aegis system for its mission of resupplying carrier groups with new replacement fighters, pilots, and drones.

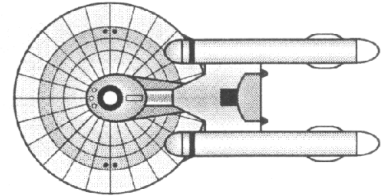
SSD and counter are in Module R6.



(R2.85) HEAVY WAR DESTROYER (HDW): This ship, typical of the late-war galaxy-wide class, was intended to replace all of the frigate and DW variants with a single modular variant design. The center warp engine of the DW was removed and replaced with two such engines mounted to the diminutive rear hull (directly under the original engines). The ship cannot separate the rear hull.

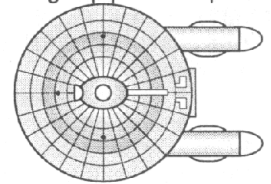
As with all HDWs, the ship carries a pair of fighters for additional firepower and is treated as a "casual carrier".

SSD and counters are in Module R6.

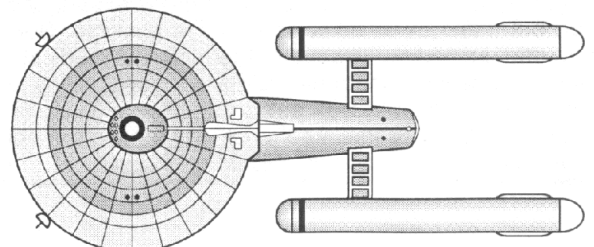


(R2.86) POLICE FLAGSHIP (FLG): Dating from decades before the General War, the Police Flagship provided precinct commanders with a variety of support and emergency services and equipment.

The plus refit, added just before the General War, added a drone rack. SSD and counter are in Module R6.

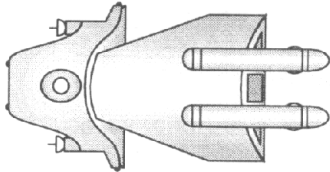


(R2.87) HEAVY DRONE CRUISER (CAD): The heavy cruiser *Agincourt* was badly damaged in one of the first battles of the Klingon invasion; its photon bank was entirely destroyed. Due to the demand for photon tubes by new construction, it would take too long to repair the ship. Rather than see an otherwise operable ship left in spacedock, the Federation refitted it with drone racks replacing the photons and added special sensors. Drone storage was increased. It served for many years as the Federation's only heavy drone cruiser. SSD and counter are in Module R6.



(R2.88) LIGHT DRONE CRUISER (CLD): The Federation found the *Agincourt* useful, and it was in high demand for operational missions. To supplement its activities, two Light Cruisers (*Bosnia* and *Gran Chaco*) were converted in late Y173. The mission was, thereafter, taken over by newly-built ships of the NCD class, which operated in larger groups with scout support. The two CLDs continued to conduct independent drone bombardment missions as they had their own targeting sensors.

SSD and counter are in Module R6.

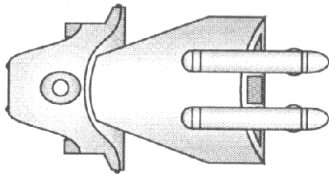


(R2.89) MEDIUM CARRIER (CLV): The need for carriers in the crisis period before the start of the General War resulted in the conversion of the light cruisers *Virginia* and *Mississippi* into carriers operating F-18 fighters.

They were quickly supplanted by newly-built carriers and relegated to training and convoy escort duty.

YEAR	ESCORTS	FIGHTERS
Y170-174	1 or 2 FFE	12x F-8
Y172-5	1 or 2 FFE	12x F-18
Y176+	1 or 2 FFA/DWA	12x F-18

SSD and counter are in Module R6.



ADDITIONAL BACKGROUND INFORMATION

(R2.M1) STAR FLEET MARINES BATTALION ORGANIZATION

- 3 Companies, each:
 - 3 Platoons (3 Squads each)
 - 1 Heavy Weapons Squad
- 1 Commando Platoon (2 Squads)
- 1 HQ element (non-combat crew unit)

Federation Marine battalions are temporary groupings of separate Marine companies. They could include two to five companies, although three is the official organization.

(R2.M2) STAR FLEET PRIME TEAM ORGANIZATION

Star Fleet Prime Teams are informally organized, relying on five-to-eight flexible personnel with broad training instead of a specific number of narrowly specialized individuals. A typical team would include a commander, a scientist, an engineer, a doctor, a heavy weapons expert, and a scout, but many other combinations are possible. Sometimes one individual fills both the science-medical or science-engineering positions. Psionics (both Vulcans and the less intense non-Vulcan psionicists) are highly-prized members of Prime Teams, and most teams have someone with at least some psionic capabilities.

FEDERATION MILITARY RANKS

O12 ★★★★★★ ADMIRAL-IN-CHIEF: The highest rank, there are three of these officers. One is the Admiral-in-Chief of Star Fleet, the second is the Chief Marshal of the Star Fleet Marines, and the third is the nominal Chief of Staff of all of the National Guard forces of the various member planets.

O11 ★★★★★ GRAND ADMIRAL: Commands a theater of war. A Field Marshal commands an Army Group.

O10 ★★★★★ FLEET ADMIRAL: Commands a numbered fleet within a theater. In peacetime, commands an entire sector. Colonel-General commands a Field Army.

O9 ★★★ VICE ADMIRAL: Commands a wing of a fleet, about 15-25 ships, normally the largest command deployed in a single battle. Lieutenant General commands a Corps.

O8 ★★ REAR ADMIRAL: Commands a division of a fleet (5-10 ships). Major General commands a ground division.

O7 ★ COMMODORE: Commands a squadron of 3-4 ships, such as a carrier group or a frigate squadron. Brigadier commands a brigade of ground troops or acts as the deputy commander of a division.

O6A ●●●● FLEET CAPTAIN (or Regimental Colonel, an honorary title): The senior captain in a numbered fleet or the senior colonel in a ground forces corps.

O6 ●●●● CAPTAIN: Commands a major starship. Colonel commands a regiment or brigade of ground troops.

O5 ●●● COMMANDER: Commands a lesser starship (destroyer or frigate) or Executive Officer of a major starship. Lieutenant Colonel commands a battalion of ground troops.

O4 ●●○ LIEUTENANT COMMANDER: Heads a major department (e.g., weapons, engineering) on a starship. The equivalent Marine Major serves as the deputy commander or tactical chief of a battalion of ground troops.

O3 ●● SENIOR LIEUTENANT: Heads a minor department (communications, administration) on a starship or the deputy head of a major department. The equivalent Marine Captain, commander of a company of ground troops.

O2 ●○ JUNIOR LIEUTENANT: An experienced working officer on a starship. Marine 1st Lieutenant deputy commander of a company of ground troops, or a senior platoon leader.

O1 ●○ ENSIGN: A relatively new working officer on a starship. The equivalent Marine 2nd Lieutenant is leader of a platoon of 15-25 ground troops.

O0 ○ CADET: A student at a military academy.

W WARRANT OFFICER: A temporary officer rank given to a civilian expert temporarily attached to a military unit.

E9 CHIEF PETTY OFFICER: The senior enlisted man on a starship. Marine SERGEANT MAJOR, the senior enlisted man in a battalion or larger ground unit.

E8 MASTER PETTY OFFICER: The senior enlisted man in a department of a starship. Marine MASTER SERGEANT, the senior sergeant in a company of ground troops.

E7 PETTY OFFICER 1ST CLASS: The senior enlisted man in a duty section on a starship. Marine SERGEANT 1ST CLASS, the senior sergeant in a platoon.

E6 PETTY OFFICER 2ND CLASS, Marine STAFF SERGEANT. Supervises a group of up to 10 enlisted men.

E5 PETTY OFFICER 3RD CLASS, Marine TEAM SERGEANT. Supervises a group of up to 5 enlisted men.

E4 JUNIOR PETTY OFFICER or Marine CORPORAL: The lowest rank that supervises other personnel. This rank is usually held by a junior sub-unit leader just starting his non-commissioned officer career.

E3 CREWMAN 1ST CLASS or PRIVATE 1st CLASS: An experienced crewman or Marine, not a leader or supervisor.

E2 CREWMAN or PRIVATE: A young crewman or Marine who has completed his basic training.

E1 RECRUIT: A recent enlistee who is taking his basic training for service in Star Fleet or the Marines.

(R3.0) KLINGON SHIPS

(R3.90) F5G COMMANDO FRIGATE: Designed for use in ground raids, particularly inside the Empire where its weak shields (before the refit) were not a problem. The small hull provided for reduced capabilities, but the F5G was still adequate to many tasks and freed larger commando ships for more important missions. During the pre-war years, F5Gs conducted the bulk of commando operations (not counting those conducted by standard warships). The shuttle bay was expanded to accommodate an HTS.

Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

Refits: Received B-refit (shields only). Never received K or Y175 refit. UIM: Not available.

SSD and counters are in Module M.

(R3.91) E4G COMMANDO ESCORT: Designed to perform pre-War missions which did not require the diversion of a D6G, the E4G would soldier on for years after its basic hull design was regarded as obsolete. The last examples of this design were all in mothballs or in the ISF when the General War began. Mostly they reinforced or relieved garrisons behind the battle lines, but some were pressed into service on the front lines, where they did not belong.

Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

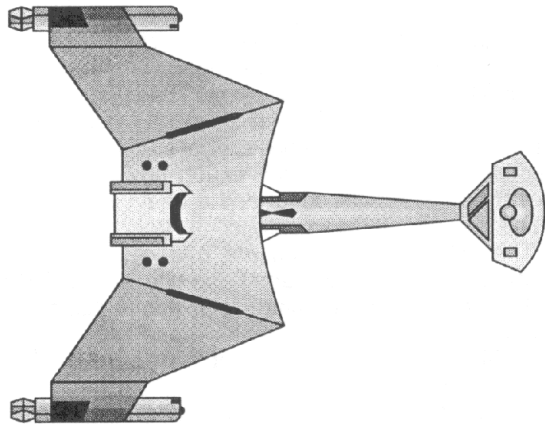
Refits: Received modified B-refit (shields only). Never received Y175 refit. UIM: Not available.

SSD and counter are in Module M.

(R3.92) FAST BATTLECRUISER (FD7): These cruisers were built in Y162–66, making them some of the earliest Fast Cruisers. The phaser-1 mounts were copied from those used on the *Attacker*. The design incorporates the B-refit.

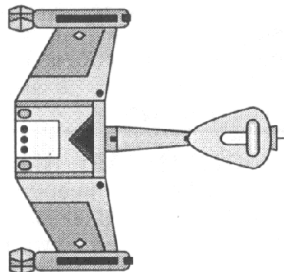
UIM is available for purchase under (S3.2) Y165+.

SSD and counters are in Module R6.



(R3.93) MOBILE CARRIER (FWV): Built on the hull of the War Destroyer (R3.97), the FWV Mobile Carrier was virtually the only variant of the F5W, all other support variants (which other races based on DWs) being based on the F5B.

UIM is available for purchase under (S3.2). SSD and counter are in Module R6.

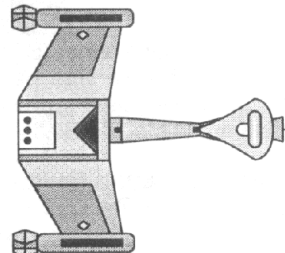


(R3.94) FAST CARRIER RESUPPLY FRIGATE (F5R): This ship (and the smaller E4R) were used to transport fighters and munitions for them to carrier groups. The Klingons did not initially provide for adequate numbers of this class, and in some regards the F5R existed only because not enough E4Rs could be provided during the first years of the war. The Klingons converted only damaged F5s into this variant.

The ship includes a ready rack to prepare fighters for transfer to the carriers and limited aegis, so it can participate in the defense of the carrier if attacked during the transfer.

UIM: Not available.

SSD and counter are in Module R6.



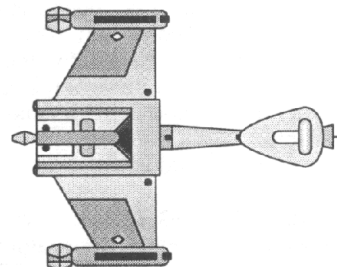
(R3.95) HEAVY WAR DESTROYER (HF5): The final and largest (non-X) variant of the famous F5 class (which must be regarded as the most successful in the galaxy based on the number of variants it produced), the HF5 uses an enlarged rear hull along with the boom and engines of the F5W and a third engine taken from the by-then-ancient E4 class.

As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

UIM: Standard.

Known names: *Dawnraker, Darkraker, Deathraker, Demonraker, Devilraker, Dreamraker, Battleraker, Fireraker, Hellraker, Deftraker.*

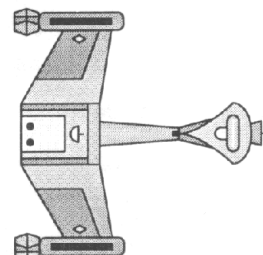
SSD and counters are in Module R6.



(R3.96) POLICE FLAGSHIP (G4): Legend has it that the Klingons invented the entire idea of a Police Flagship by accident when the Deep Space Fleet would not allow the initial E4 hulls turned over to the Internal Security Force sector commanders to carry heavy weapons. It is, probably, no more than a legend, but the G4 was certainly one of the most unusual ships in Klingon service, as it was designed to perform the day-to-day work of keeping the Empire running smoothly rather than fight its battles.

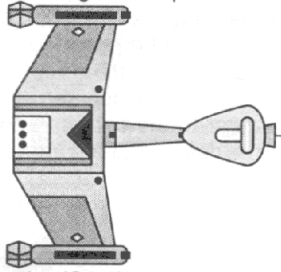
UIM: Not available.

SSD and counter are in Module R6.



YEAR	ESCORTS	FIGHTERS
Y176+	AF5 or E4A	8x Z-YB

(R3.97) WAR DESTROYER (F5W): This was the ship that the F5 was born to become. F5s were always caught between the destroyers and frigates of the other races and expected to perform both missions. The F5W was designed for pure main force combat, standing in a fleet battle wing and dealing death and destruction. The defensive wing phasers (able to cover the forward arc as the original rear phasers could not) made it all but drone-proof and allowed it to concentrate its disruptors and main phasers on the enemy.



UIM is available for purchase under (S3.2).

Ship names followed the wartime pattern of the F5s, using the "surnames" of *Soldier*, *Destroyer*, and *Killer*.

SSD and counters are in Module R6.

(R3.98) WAR DESTROYER LEADER (FWC): This ship was, in some ways, the epitome of the F5 series, as the defensive wing phasers of the F5W gave way to offensive phaser-1s, making the ship a purely offensive fighting machine.

UIM: Standard.

Ship names followed the F5L pattern, using the surnames *Champion* and *Chieftain* as in *War Champion*, *Axe Champion*, *Storm Chieftain*, *Fire Chieftain*, etc.

SSD is in Module R6. Use the FWL counter.

(R3.98A) WAR DESTROYER LEADER (FWL): The installation of a K-refit produced the FWL. The SSD is combined with the FWC. An FWL counter is provided in Module R6.

(R3.99) POLICE LEADER (G2C): A relatively rare variant of the standard G2 police ship, the G2C provides some increased capabilities that would be found useful in a police squadron. It is unclear (and irrelevant for game purposes) how many G2s were, in fact, G2C police leaders, but the number was certainly never more than 10% of the total G2 force. There is no record of a K-refit for this class, and it would have been very unlikely for political reasons.

Drone racks are not mounted in the shuttle bays.

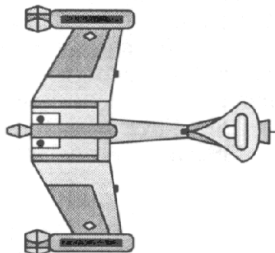
UIM: Not available.

SSD and counter are in Module R6.

(R3.100) STARBASE WITH SFG (SBA): Some Klingon starbases were fitted with Stasis Field Generators, and Module R6 provides an SSD for this variant. Use any SB counter.

(R3.101) E6 BATTLE ESCORT: In an effort to get further use out of the surviving E4 Escorts, the Klingons modified several of the last E4s to be built into this heavier design.

The increased power of the third engine made the ship capable of a stronger attack at better speeds, but the small size of the hull made the ships unable to survive in heavy fleet combat. The ships were generally assigned to patrol duties where they were more likely to survive single-ship duels.



UIM: Standard.

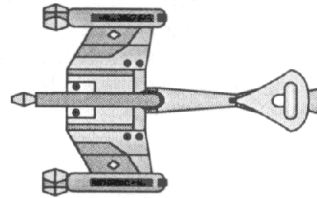
SSD and counter are in Module R6.

(R3.102) E7 HEAVY CRUISER: When the E5 Battle Escort was not accepted for mass production, the Kozenko Design Bureau took the last of the E5 hulls it had built and, using wing and engine components from an F5W, expanded it into

a larger and more capable platform. Unfortunately for the Bureau, the Deep Space Fleet still did not accept the design for mass production. The original prototype was accepted into fleet service, and there are indications that one or two more of these ships were built later under special one-time contracts.

UIM: Standard.

SSD and counter are in Module R6.



(R3.M1) KLINGON MARINE BATTALION ORGANIZATION

1 HQ Element, 1 Squad

3 Companies, each:

HQ (1 Squad)

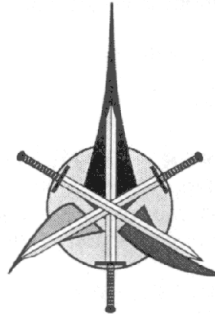
3 Platoons (each 3 Squads)

1 Special Company including:

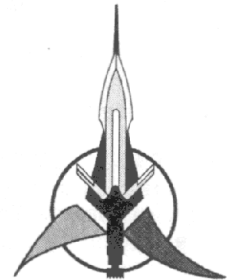
1 Independent Platoon, 3 Squads

1 Commando Platoon, 2 Commando Squads

1 Weapons Battery, 4 Heavy Weapons Squads



KLINGON MARINES



KLINGON DAG-ZUG

(R3.M2) KLINGON DAGGER TEAM ORGANIZATION

The formal organization of a Klingon Dagger team is as a platoon (Dag-Zug) with two five-man khads (squads).

The two squads are organized similarly, each including an officer, a sergeant, a combat specialist, an engineer, and a scientist. The parallel is not exact, however. The two combat specialists are a scout and a heavy weapons gunner. (The two sergeants usually come from these specialties.) The two engineers include one combat engineer (explosives, mechanical systems) and one electronics engineer. The two scientists include one actual scientist and one doctor. The two officers include one regular fleet or Marine officer and one political officer from the Empire Security Service.

The entire platoon, however, almost never deploys on a mission. The platoon commander, after reviewing the mission briefing, selects which members of his platoon will deploy for the mission. Those individuals who do not deploy will usually serve in support and communications roles directly involved in the mission.

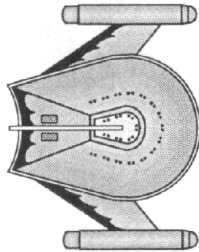
KLINGON MILITARY RANKS follow the Federation pattern, e.g., Captain, Commander, Lt Commander, etc. The primary exception is that technical specialists (e.g., engineering, weapons, navigation) hold warrant ranks that parallel the line officer ranks. A T4 Engineering Lt Commander is equal in rank to a K4 Lt Commander, but can never be promoted out of the engine room and can never command a ship.

(R4.0) ROMULAN SHIPS

(R4.85) COMMANDO HAWK (COH): The consort of the Commando Eagle, the Commando Hawk lacked the Commando Eagle's ability to carry a pallet. However, the ship served well during the early stages of the General War, particularly with its ability to land directly on its targets to rapidly offload its troops and equipment.

Data: 24 BPs include 2 Commando, 2 HWS; 2 GCV; 2 GAS

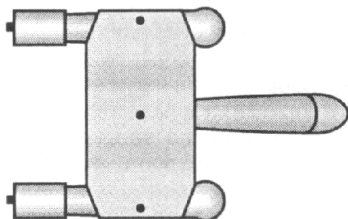
The BPV includes one NSM (M2.72).
SSD and counter are in Module M.



(R4.86) SEAHAWK-G COMMANDO FRIGATE (SEG): The Seahawk-G suffered from all the problems of its consorts. It simply entered the General War too late to make a really significant contribution. Still, the few ships of this class that were built found a variety of resupply and relief roles that they could fulfill, even though they almost never appeared in the forward combat areas.

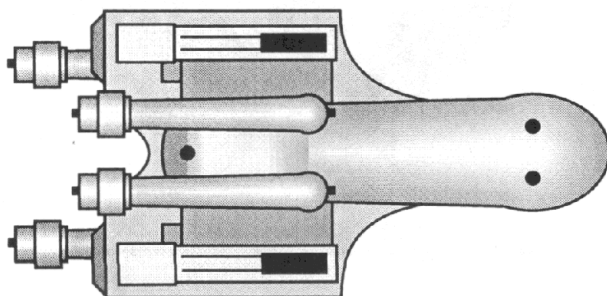
Data: 25 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

SSD and counter are in Module M.



(R4.87) FASTHAWK-K FAST HEAVY CRUISER (FFH-K): Unlike most of the Fast Cruisers, the Romulan FastHawks (variants of the FireHawk) were built later, after the war started, when the Romulans saw a need for a fast behind-the-lines raider. Ironically, the K-modules so favored on the other "Hawks" were in fact developed to improve the firepower of the underarmed FastHawks! The first FastHawk conducted its combat trials with A-modules because the newer K-modules were not yet ready, but most of the FastHawks (records indicate only two or three were built) deployed from the start with K-modules.

SSD and counters are in Module R6.

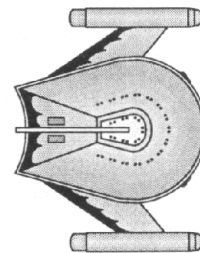


(R4.87A) FASTHAWK-A FAST HEAVY CRUISER (FFH-A): An SSD is provided for the original combat trials version of the FastHawk-A. The counters are designated FFH, and players may use them for either sub-type.

SSD and counters are in Module R6.

(R4.88) BATTLEHAWK-F FAST CARRIER RESUPPLY SHIP (BHF): The Romulans needed a carrier resupply ship and considered (and tested) numerous classes, including the Snipe (too small), Freight Eagle (too large), SkyHawk (too important), and even the SeaHawk (too few). The BattleHawk was finally selected because adequate numbers were available (some production had continued) and the ship was large enough to perform the mission without being so large that it was more valuable elsewhere.

SSD and counter are in Module R6.



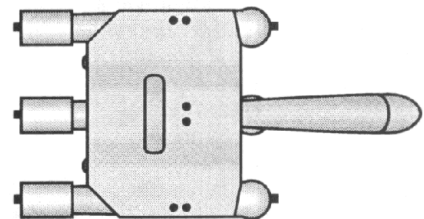
(R4.89) SABERHAWK HEAVY WAR DESTROYER (SBH): The Romulan SaberHawk was typical of the class of Heavy War Destroyers which came into service about Y180. They were intended to increase the production of what effectively were light cruisers and preserve the ability to deploy many different variant ships.

The various "option" boxes reflect the ability of the fleet to reconfigure ships for variant roles more easily than with a general overhaul, but less efficiently than with the modules used by the SparrowHawk and SkyHawk classes. The mounts are not "adjacent centerline mounts".

As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

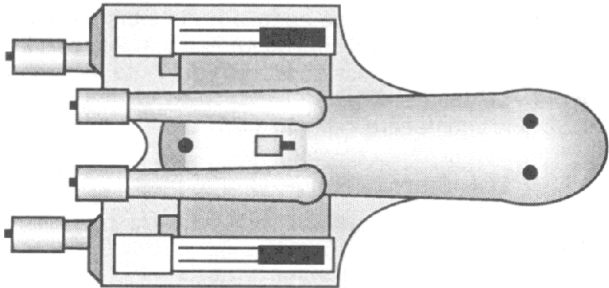
The mounting of the third engine (under the hull, rather than over it as was done with the SparrowHawk) and the lack of a torpedo weapon on that engine were the result of hull stress studies. The hull was not originally designed to mount a third engine at all, and mounting it above would have required building an entirely new design. Mounted under the hull, the stress was manageable (as the main hull frame members were there), but the torpedo would not have been able to clear the bridge. The rear-firing option mounts (RA or AP arcs) created interesting tactical situations.

SSD and counters are in Module R6.



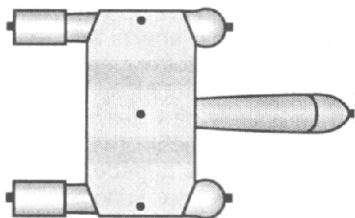
(R4.90) REGALHAWK HEAVY CRUISER (RG-K): This ship was another Romulan effort to deploy more Type-R torpedoes. A variant of the FireHawk, it was less expensive and slightly less capable than the RoyalHawk (a variant of the heavier NovaHawk). In some ways, the RegalHawk was the Romulan version of the Gorn Strike Cruiser (or vice versa). These ships almost never operated alone, not from doctrine, but because their heavy torpedoes were in high demand for the most important attacks.

SSD and counter are in Module R6.



(R4.91) SEAHAWK-L FRIGATE LEADER (SEL): Like the rest of the SeaHawk series, this ship appeared too late in the General War to have any serious impact. Designed to lead SeaHawk squadrons (then assigned to patrol and escort duties), the handful of SeaHawk Leaders were often "borrowed" from their squadrons for duty with frontline units, where they were regarded as being as capable as standard SkyHawks. The Romulan government's curious reaction to this practice was to end the production of SELs while continuing production of SEAs for the original frigate role. Federation analysts are confused by this, as the decision is contrary to everything done by every other race (which often sought ways to make units produced in small shipyards capable of main force combat). It was remarked by one Federation analyst that if the Klingons had been in charge, production of all SeaHawks *except* the SEL would have been terminated. One theory is that the SEL fell victim to some power struggle between Great Houses.

SSD and counter are in Module R6.



ROMULAN MILITARY RANKS

- High Admiral..... Admiral-in-Chief
- Magna Admiral..... Grand Admiral
- Fleet Admiral Fleet Admiral
- Senior Admiral Vice Admiral
- Sub-Admiral..... Rear Admiral
- Commander..... Commodore
- Sub-Commander..... Captain
- Tribune..... Commander
- Ante-Tribune..... Lieutenant Commander
- Pente-Centurion..... Senior Lieutenant
- Centurion..... Junior Lieutenant
- Ante-Centurion..... Ensign
- Ultra-Decurion..... Sergeant-Major
- Magna-Decurion..... Master Sergeant
- Major-Decurion..... Senior Sergeant
- Decurion..... Petty Officer, Sergeant
- Ante-Decurion..... Corporal

(R4.M1) ROMULAN COHORT (BATTALION) ORGANIZATION

- 1 HQ Section, 2 Squads
- 2 Centuries, each:
 - 5 Platoons (of 4 squads each)
- 2 Weapons Batteries (2 Heavy Weapons Squads each)
- 1 Commando Platoon (2 Commando Squads)



GROUND LEGION BADGE

The color of the signet "eagle" denotes the branch:
 black = infantry, blue = shuttles, green = armor,
 purple = engineers-technicians, brown = artillery,
 orange = logistics, supply, maintenance.
 Gray swords denote troops, gold swords mark officers.
 Unit commanders have silver trim around their eagles.
 Flag officers have gold trim around their eagles.

(R4.M2) PRAETORIAN TEAM ORGANIZATION

Romulan Praetorian Teams include 5-7 individuals with a broad range of skills such as combat, science, medical, engineering, etc. Romulan psionicists are rare and highly sought-after by the Praetorian department, resulting in the inclusion of low-level psionicists who are (frankly) not up to the physical or technical standards of the other individuals.

One unique aspect of Romulan Praetorian Teams is that they are usually deployed in pairs, with one team actually in the operational zone and the second team providing its supplies, communications, support, and backup. That way, if one team is destroyed, a second team is already fully up to speed on the mission at hand. Often, the second team is preparing for a secondary or follow-up mission, and sometimes a member of one team will be temporarily attached to the other as an advisor on a particular operation.

The Praetorians try very hard to avoid the political intrigues of the Great Houses and often recruit from the houseless underclass of Romulan society to avoid having teams controlled by one House or another. Despite this, some teams are indeed controlled by the Houses, and some of those "House Teams" do not officially exist. More than one such team has been used to interfere in the affairs of an opposing House.



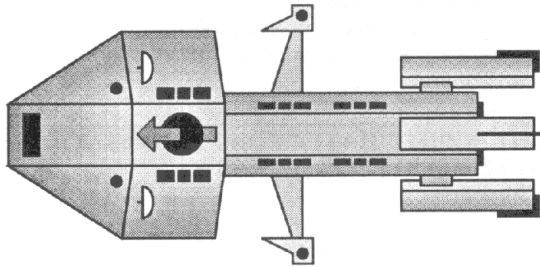
PRAETORIAN BADGE

(R5.0) KZINTI SHIPS

(R5.63) LIGHT COMMANDO CRUISER (CLG): The original Kzinti commando ship. Several of these served in the Kzinti fleet until well into the General War. Some were later withdrawn and converted to the CVE design. The ships suffered from the Kzinti preoccupation with themselves (i.e., civil wars) and were inadequately armed, virtually requiring an escorting unit. The class was supplanted by the MCG.

Seeking weapon control is equal to one-half of the sensor rating (due to the lack of drone racks).

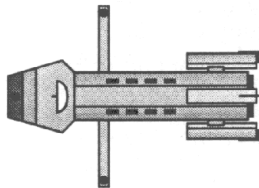
Data: 30 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS, 1 HTS (in BPV). SSD and counter are in Module M.



(R5.64) COMMANDO FRIGATE (FFG): The Commando Frigate was the consort of the Kzinti Commando Light Cruiser. The design, like that of the Commando Light Cruiser, continued in service well into the General War. The ship suffered from many of the deficiencies of the Commando Light Cruiser, but had the saving grace of being able to outrun most other Kzinti ships. The ships received a modified version of the C-10 refit, strengthening the rear shields. The class was augmented by the DWG, but not totally supplanted until sometime after the General War due to its ease of production and the demand for DW hulls in other roles.

Seeking weapon control is equal to one-half of the sensor rating (due to the lack of drone racks).

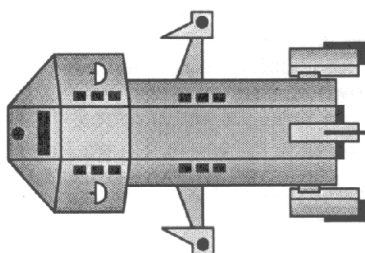
Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS. SSD and counter are in Module M.



(R5.65) COMMANDO WAR DESTROYER (DWG): The Commando War Destroyer was the consort of the Kzinti Medium Commando Cruiser. The design supplemented, but did not fully replace, the FFG during the General War because of the demand for DW hulls in other roles.

Seeking weapon control is equal to one-half of the sensor rating (due to the lack of drone racks).

Data: 28 BPs include 2 Commando, 3 HWS; 2 GCV; 3 GAS, 1 HTS. SSD and counter are in Module M.

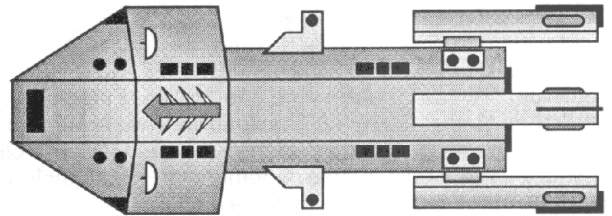


(R5.66) FAST BATTLECRUISER (BF): These cruisers were designed to take advantage of the "hot warp" engines. Because of the energy fields, the number of disruptors was reduced to two, with phasers added in partial compensation.

In the case of the Kzintis, however, there was a further problem. The traditional weapons booms could not handle the stress of high-warp travel in this class, and could not be adequately strengthened to do so. The uniquely Kzinti solution was to mount type-D multi-magazine racks directly to the main hull. In order to generate a decisive drone wave, the ship would use its superior speed to maneuver into firing positions from which two drone waves could be combined into one group.

SSD and counters are in Module R6.

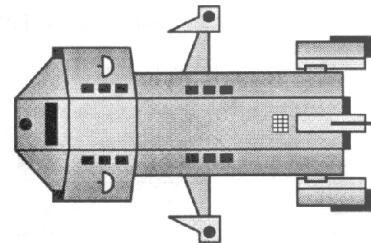
The design followed the original CF concept; Chuck Strong suggested the drone rack arrangement.



(R5.67) MOBILE CARRIER (DWV): Built on the hull of the war destroyer, the mobile carrier deployed a minimal fighter squadron for patrol duties. Due to heavy wartime losses, the Kzinti mobile carriers (as with all other races) often had to stand in for medium and strike carriers in the main battle force. Due to the shortage of DW hulls, few DWVs could be built. Due to the losses of larger carriers, many DWVs were needed.

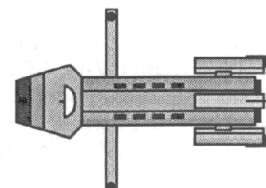
YEAR	ESCORTS	FIGHTERS
Y176+	FFA or DWA	8xHAAS
Y177+	FFA or DWA	8xTAAS

SSD and counter are in Module R6.



(R5.68) FAST CARRIER RESUPPLY SHIP (FCR): Based on the frigate, the FCR carried replacement fighters forward to the mainline carriers. During the desperate battles near the Kzinti homeland, the FCR force was pressed into service as carrier escorts (where their aegis and reload capabilities were put to good use) and all but wiped out, crippling the Kzinti ability to sustain an offensive until the FCRs could be replaced from new production over several years. Note that G-racks (deemed too difficult for FFEs to maintain) were installed because the rare combat incidents FCRs faced would, by definition, be desperate battles.

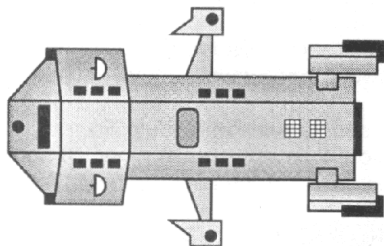
SSD and counter are in Module R6.



(R5.69) HEAVY WAR DESTROYER (HDW): Based on a stretched DW hull with strengthened weapons booms, the HDW is a powerful dogfighter and a nasty opponent. The rear weapon mounts (which usually held disruptors) were on the belly in a special mount that could not fire forward.

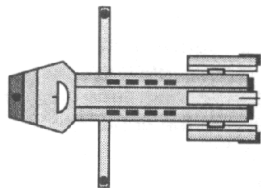
As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

SSD and counters are in Module R6.



(R5.70) POLICE FLAGSHIP (FLG): Built on the ubiquitous pre-war frigate hull, the Police Flagship was regarded as almost unarmed. Its capabilities were numerous, and during the desperate days of the Klingon invasion, Police Flagships were pressed into a variety of roles (including impromptu carriers due to their shuttle bays).

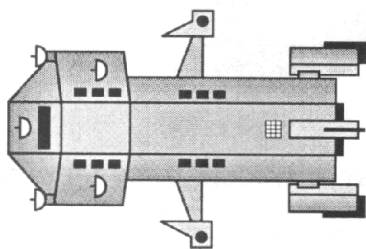
SSD and counter are in Module R6.



(R5.71) SCOUT DRONE WAR DESTROYER (SDW):

This ship is the larger equivalent of the Scout Drone Frigate. Built on a War Destroyer hull, the SDW combines the abilities of a scout and drone bombardment ship at the cost of its direct combat capability (i.e., its disruptors). This ship actually has less drone control ability than a DW as it is not intended for frontline combat.

SSD and counter are in Module R6.



ADDITIONAL BACKGROUND INFORMATION

KZINTI MILITARY RANKS

The Kzintis use a ranking system that does not translate directly into the standard Federation system.

There are numerous ranks (Captain, Commander, Lieutenant), each divided into five grades (Captain 3rd Grade, Commander 1st Grade, Lieutenant 5th Grade, etc.).

The "Grade" indicates not just the seniority of the officer, but (in the case of Captains) the size of the ship. Captains of the First Grade command DNs, CVAs, SCSs, and starbases. Captains of the Second Grade command heavy cruisers, the Third Grade command light cruisers, the Fourth Grade command destroyers, and the Fifth Grade command frigates. Support units (e.g., commando ships, scouts, cargo trans-

ports) are usually one grade lower than would normally be called for.

Commanders serve as department heads, while Lieutenants are the working officers in charge of duty sections.

Admirals of the Fifth Grade are equivalent to Commodores, the Fourth Rank are equivalent to Rear Admirals, the Third Rank to Vice Admirals, the Second Rank to Fleet Admirals, and the First Rank to Grand Admirals.

Officers can be promoted laterally (from Lieutenant 4th Grade to Lieutenant 3rd Grade) or vertically (from Lieutenant 3rd Grade to Commander 5th or 4th Grade). Once promoted to the higher rank, the officer will almost never revert to a lower rank (even at a higher grade). Once an officer has become a Captain 5th Grade in command of a frigate, he would never be given a lesser position on a larger ship (unlike Klingon frigate captains who are promoted to the position of XO on a cruiser), although such an officer might serve on the staff of an admiral.

(R5.M1) KZINTI BATTALION ORGANIZATION

- 1 HQ Element (1 Squad)
- 3 Companies, each:
 - HQ Element (1 Squad)
 - 2 Platoons (5 Squads each)
- 1 Commando Platoon, 2 Commando Squads
- 1 Weapons Battery, 4 Heavy Weapons Squads

(R5.M2) KZINTI CABAL ORGANIZATION

Kzinti Cabals consist of two "hands", each of five members, plus an overall Commander (who fulfills the function of the Briefing Officer in Prime Directive).

The "Left Hand" (which is deployed on missions) includes the Cabal's Field Commander, Engineer, Scientist, Doctor, and Combat Specialist.

The "Right Hand" includes the Cabal's Intelligence Chief, Communications Chief, Armorer (responsible for keeping equipment in repair), Tactical Coordinator, and Combat Training Officer.

Members of the "Right Hand" are often former members of the "Left Hand". In some cases, members of the "Right Hand" may deploy to the field with the "Left Hand". The Tactical Coordinator and Combat Training Officer are always experienced combat soldiers who have served on the "Left Hand" and are available to reinforce it if the mission requires heavy combat.

In some Cabals, the three combat types will rotate between the jobs of Combat Specialist, Tactical Coordinator, and Combat Training Officer. This is often done to allow a wounded comrade to remain a part of the team during recovery. In other Cabals, the three combat types included a scout, a heavy weapons gunner, and a hand-to-hand combat expert. Whichever one (or ones) would be most useful on a given mission were sent.

The term Cabal is an incomplete (and perhaps unfortunate) translation of the Kzinti term "pack hunters of whom the prey sees only some before it is too late". In Kzinti pre-history, the most successful hunting packs worked so well together that part of the pack could chase the prey into a trap set by the rest of the pack. The prey would not know that an ambush team was ahead of them because it was so well hidden. The hidden ambush team, in fact, was also out of view of its own compatriots, who had to rely on practice and implicit trust to know that the other part of the pack would have reached its position (and responded to any changes in the situation) without any formal coordination. —*Stephen V Cole*

(R6.0) GORN SHIPS**A BRIEF HISTORY OF THE GORNS**

At the time that the three Gorn homeworlds came into contact (sometime around Y10–20, the date is unclear), the three planets had reached different stages of development. Ghdar (known to the Federation as Ghdar I) had reached the point of interplanetary space flight. Geydar (known to the Federation as Ghdar II) was in the early industrial stage of development, equal perhaps to the early 1900s on Earth. Gihdahr (known to the Federation as Ghdar III) was an Iron Age society, equal in some respects to 3rd Century Rome and in others to 12th Century England.

Ghdar was inhabited by the Gray Scales (with gray or off-white tips on the scales covering their necks and shoulders). The population of Ghdar was fairly low, comprising only 20% of the total Gorn population at the time of contact (a percentage that has not changed very much since then).

Contact by Ghdar explorers first with industrial Geydar and then with agricultural Gihdahr occurred within a few months of each other. Within a few decades, the Gorns had integrated into a single, if somewhat stratified, society. The Ghdars, who while no more intelligent were certainly better educated, were the scientists, teachers, and government leaders. They were, in effect, the 'noblemen' of the first century after unification (AU). With technology unavailable to the others, Ghdar businessmen quickly took over key natural resources on Geydar and Gihdahr. The Gray Scales of Ghdar controlled the technology, and with it the jobs and education. The new common language developed (by Gray Scale linguists) was unabashedly Ghdar with a selection of terms borrowed from the other two groups.

The Geydars, known as Brown Stripes for the series of subtle rust-brown edge markings found on their scales, comprised about 50% of the total Gorn population (currently about 40%). The Geydar Brown Stripes, who at least *understood* industrial processes, were first in line for jobs at the Ghdar operations on both planets. Tens of thousands of Brown Stripes came to Gihdahr to work in new mines and factories that the Gihdahrs found imponderable. For the first century AU, the Brown Striped Geydars were the defacto middle class. As the Ghdar education system worked to bring all Gorns up to a common standard of education, the Geydars (with a shorter way to go) got there first. Even today, Geydars tend to gravitate toward the professional, technical, and managerial occupations. Brown Stripes can (like all Gorns) achieve any position in Gorn society by their effort and ability (or lack of it), although vestiges of the original stratified caste system remain in evidence. Many businesses are owned by the descendants of the original Brown Stripe managers, employing the descendants of the original Gihdahr workers.

The Green Scales of Gihdahr were, at the time of unification, an agricultural society on the verge of developing a mercantile class. The arrival of Gray Scale and then Brown Stripe merchants delayed this development for decades, causing great resentment. While the Green Scales were hardly stupid and absorbed the offered Gray Scale schooling at a prodigious rate, it was usually easier to import Gray or Brown workers to Gihdahr than to train Green peasants for technical jobs. While Greens were taken to the other planets, they were offered only the lower jobs in society (jobs that the Grays and Browns were happy to give up). It took nearly a century of education to bring Gihdahr up to a level where its workers were competitive in the marketplace. The Greens originally comprised about 35% of the Gorn population; this has risen to about 40% in the current era.

The Green Scales of Gihdahr, without any edge-color markings, still exhibit the broadest variety in coloration of all Gorns. Greens can vary from forest green to jade green, from

light to pale to dark green, and all of the colors in between. Those with the brightest hues were considered (by the Browns and Grays who initially decided who 'got ahead' in life) to be at the lower end of the social measure. Those Greens with the less garish and lighter scales were the first to be invited into the schools and, a generation later, into the higher social levels. The Greens fought more wars on their own planet (prior to unification) than the Browns. (The Grays had given up warfare after the discovery of fusion power ended the struggle for scarce resources a century before unification.) When the Gorns fought their first interstellar wars, it was the Green Scales who fought in the first line, generally under Brown Stripe officers. While Gorn society is now essentially casteless, the Greens continue to dominate the military (including its officer ranks).—*Timothy D Olsen and Stephen V Cole*

MILITARY RANKS IN THE GORN HEGEMONY

The Gorns combine their rank and branch insignia into a single elliptical device. The branch insignia forms the background: a diamond for starship operations crews, an eight-pointed star for engineering, a circle for science and medical, a narrow triangle (point up) for fighter pilots, an equilateral triangle (point down) for ground troops, and smaller versions of the starship insignia for PF crews.

Military ranks come in groups of four. The lowest are the crewman, ranked as Recruit, Junior Crewman, Senior Crewman, and Exemplary Crewman (denoted by thin horizontal lines). The second group are the non-commissioned officers, all of whom (in the Navy and Ground forces) use the ranks of Corporal, Junior Sergeant, Senior Sergeant, and Sergeant Major (denoted by horizontal ellipses). The junior officers include Ensign, Junior Lieutenant, Senior Lieutenant, and Exemplary Lieutenant (denoted by round disks or dots). Admirals include Commodore, Rear Admiral, Vice Admiral, and Fleet Admiral. Admirals have no branch insignia and are denoted by very large dark dots. Command grade officers include Junior Commander, Senior Commander, Junior Captain, and Senior Captain (denoted by large vertical ellipses).

NEW GORN WARSHIPS**(R6.53) DESTROYER COMMANDO TRANSPORT**

(DDG): Designed as a consort for the Commando Transport, the DDG retained its plasma-G torpedo, enabling it to operate as a standard DD in a squadron. It did not prove possible to equip it with the wing plasma-Fs, and it continued into the General War with only a minor refit. The landing battalion was slightly smaller, and somewhat less well equipped, due to the smaller size of the ship, but still a capable force.

Data: 30 BPs include 2 Cmdo, 3 HWS; 1 GCV; 4 GAS.

Federation reporting name: *Carnosaurus-G*.

Balcony positions: 2 left + 2 right.

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

SSD and counter are in Module M.

(R6.54) COMMANDO BATTLE DESTROYER (BDG):

Essentially a DDG upgraded to the BDD design, the BDG carried a full battalion of troops with somewhat improved support. Like the original DDG, the BDG was not able to incorporate the wing plasma-Fs, but it did retain the plasma-G. It was not a fully capable BDD, but still formidable for a commando ship.

Data: 32 BPs include 2 Cmdo, 3 HWS; 3 GCV; 4 GAS

Federation reporting name: *Ceratosaurus-G*.

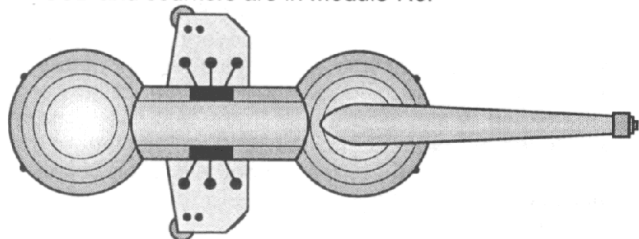
Balcony positions: 2 left + 2 right.

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

SSD and counter are in Module M.

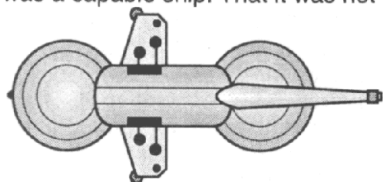
(R6.55) FAST BATTLECRUISER (BF): These cruisers were designed for high speed in an effort to create tactical options. Only two were built, and both were converted into standard BCs before the Gorn entry into the General War.

Federation reporting name: *Velociraptor*.
Balcony positions: 3 left + 3 right.
SSD and counters are in Module R6.



(R6.56) MOBILE CARRIER (BDV): Built on the hull of the battle destroyer, the BDV was a capable ship. That it was not built in large numbers is more a reflection of doctrine than the quality of the design. Has no ph-3 refit.

SSD and counter are in Module R6.

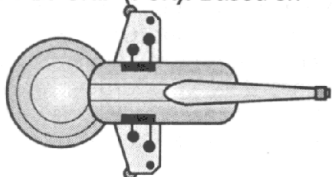


YEAR	ESCORTS	FIGHTERS
Y172-Y175	DDE or BDE	8xG-18
Y176+	DDA or BDA	8xG-18

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

(R6.57) FAST CARRIER RESUPPLY SHIP (FCR): Based on the destroyer, the conversion was typical. The few FCRs were assigned the same tasks as other races, plus one additional task, bringing additional GAS shuttles and Marines to forward elements.

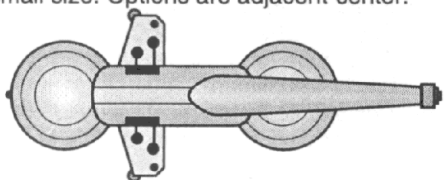
Federation reporting name: *Carnosaurus-R*.
Balcony positions: 2 left + 2 right.
SSD and counter are in Module R6.



(R6.58) HEAVY BATTLE DESTROYER (HBD): Using a stretched center hull (something not seen previously), the HDW increased the systems of the BDD to nearly HDD levels, although it suffered from the lack of a true heavy torpedo due to the small size. Options are adjacent-center.

Gorn HDWs had ready racks in two shuttle boxes, but rarely carried fighters unless set for a special mission.

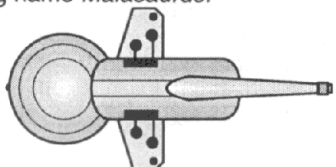
Federation reporting name: *Tarbosaurus*.
Balcony positions: 2 left + 2 right.
SSD and counters are in Module R6.



(R6.59) POLICE FLAGSHIP (FLG): A variant of the DD, the Police Flagship gave up the plasma armament for a repair capability. Federation reporting name *Maiasaurus*.

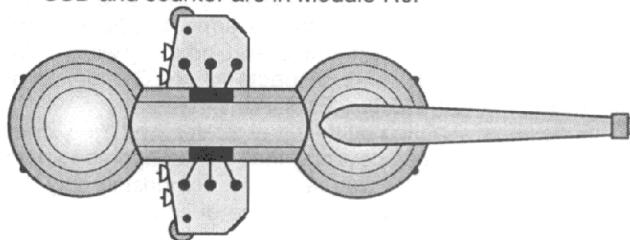
The hull was lengthened to provide larger shuttle bays and other facilities. Balcony positions 2 left + 2 right.

SSD and counter are in Module R6.



(R6.60) HEAVY SURVEY CRUISER (HSR): This ship was a conversion of an existing SR Light Cruiser variant. Ironically, its construction during the war provoked one of the few tense moments between the Federation and their Gorn allies. The Federation did not see the necessity to divert such a powerful unit to survey duties (and future economic competition).

Federation reporting name: *Allosaurus-R*.
Balcony positions: 3 left + 3 right.
SSD and counter are in Module R6.



(R6.60A) HEAVY SURVEY CARRIER (HSV): The HSR had the ability to operate a half squadron of fighters for anti-piracy missions. Other information is the same as the basic HSR.

SSD is combined with the HSR. Use the HSR counter.

(R6.M1) GORN BATTALION ORGANIZATION

- Senior HQ Element (1 Squad)
- 2 Junior HQ Elements (1 Squad each)
- 6 Ground Assault Platoons (4 Squads each)
- 1 Scout Platoon (2 Commando Squads)
- 1 Weapons Platoon (3 Heavy Weapon Squads)

The battalion is continually reorganized, giving each of the three HQs some of the troops for the next mission.

(R6.M2) GORN VANGUARD TEAMS

Gorn Vanguard Teams are, technically, part of the Gorn ground forces and lead the way into new and unexplored areas. Gorn teams normally consist of six individuals, one of which is almost always a Skolean mercenary rather than a Gorn. (Skoleans are used as scouts due to their ability to blend in with the terrain using their chameleon-like skin).

The teams include the usual assortment of skills and abilities, similar to Federation teams, with two key exceptions in the areas of leadership and specialization.

The second-in-command is known as the Planner. He is responsible for all plans. The Team commander then executes the plan created by his assistant.

Gorn Vanguard Teams are specialized into sub-types, including Diamond Teams (recon, raids, search & rescue), Circle Teams (contact, exploration, research), Oval Teams (protocol, liaison, diplomatic), and Slash Teams (assault commandoes). In Circle and Oval teams, the scientists are officers while the soldiers are sergeants. In Diamond and Slasher Teams, this is reversed. A few Star Teams are general purpose teams able to handle any mission.

Vanguard teams are designated by three elements: a color indicating the sector (blue for Federation border, red for Romulan border, gold for ISC border, orange for internal areas, and green for deep space), a mission specialty code (as above), and a sequential number indicating the specific team. An example would be Red Diamond Six, the sixth recon team operating on the Romulan border.

Teams are disbanded after a series of missions and the personnel used to form new teams specialized in the kind of missions expected to arise. Whenever a team is disbanded, the next team of that type to be formed uses the lowest available number. —*Timothy D Olsen and Stephen V Cole*



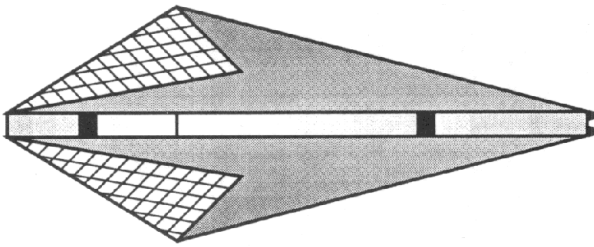
VANGUARDS

(R7.0) THOLIAN SHIPS

(R7.42) FAST CARRIER RESUPPLY CORVETTE (FCR): Based on the CPC variant of the PC (which vied with the F5 as the ship that produced the most variants), the FCR added a ready rack and limited aegis system for its mission of resupplying carrier groups with new replacement fighters, pilots, and supplies. There were few FCRs until after Y176 when the Tholians needed them for “foreign deployed” fleets and squadrons.

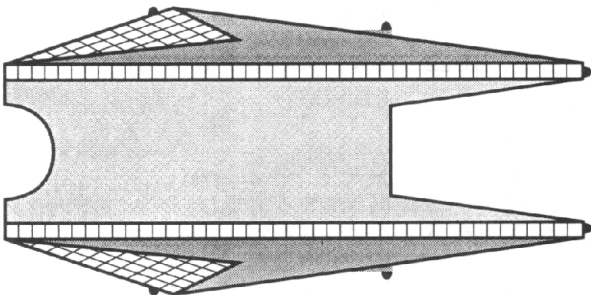
FCRs were able to carry packs and Federation cargo pods, resulting in their being pressed into service as CPCs, and even as PRs (carrying a repair pack). They almost never carried a pod or packs outside of Tholian space due to the reduction in speed.

SSD and counter are in Module R6.



(R7.43) PHASER CRUISER (CPA): This ship was a relatively rare conversion of the heavy cruiser designed for the specialized role of defending bases behind large web arrays.

SSD and counter are in Module R6.



(R7.R5) OLD GALAXY CONVERSIONS: To convert any Neo-Tholian ship into the Old Galaxy version, the disruptors are obviously replaced with particle cannons. It is not entirely that simple, however, as other factors must be accounted for.

No PFs or fighters were used in the Old Galaxy, so PF tenders, and carriers together with aegis escorts, could not be converted for use in the Old Galaxy. Note specifically that this does mean that the Tholian NSCS would simply be a standard NDN.

There were no scouts in the Old Galaxy, so no scout ships, or any unit with special sensors, could be converted for use in the Old Galaxy.

Photon ships would be identical in all ways to disruptor ships converted to Old Galaxy operations (including the changing of any AWRs to APRs).

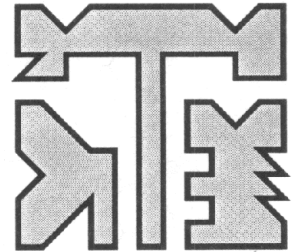
The Tholian battleship would not have fighters, PFs, or repair boxes. Replace the fighters in the rear hull with shuttles, change the repair boxes to cargo, delete the mech links from the tractors, and eliminate the external hangar bays from the command module (i.e., use a standard Flag Module).

The only Archeo-Tholian ship available in the Old Galaxy was the PC. None of its variants (scout, repair ship, Black Widow, destroyer) existed there.

(R7.M1) THOLIAN BATTALION ORGANIZATION

- HQ Element (2 Squads)
- 2-4 Companies, each:
 - HQ Element (1 Squad)
 - 2 Platoons (4 Squads each)
 - 1 Heavy Weapons Squad
- Commando Platoon (2 Commando Squads)

The symbol at left was associated with a Tholian Marine battalion that served on the commando ship *Fearsome* in Y169. It is thought that the “T” indicates ground forces, that the small symbol at left indicates Marines, and that the small symbol at right designates the unit.



(R7.M2) THOLIAN WOLFSPIDER TEAMS

While the entire Tholian Holdfast Defense Forces are organized only for defense, the super-secret WolfSpider Teams are organized for the strategic offensive. Their missions include intelligence, raiding, and recon along the edges of (and sometimes well outside of) the Holdfast itself. The most famous Tholian clandestine mission (which resulted in the acquisition of disruptor technology) was a coordinated action by four different WolfSpider Teams, each conducting a separate mission in the campaign.

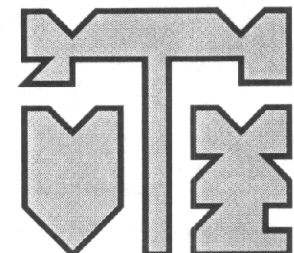
WolfSpider Teams consist of eight members, including the Briefing Officer, Armorer, Field Commander, Engineer, Commando-Scout, Heavy Weapons Gunner, Scientist, and Doctor. The Briefing Officer (in charge of planning) and Armorer (in charge of the unit’s equipment) rarely deploy for missions, but take turns standing communications watch while the team is deployed.

Most WolfSpider Teams belong to the highest fleet headquarters and are deployed as needed. Some are deployed on heavy cruisers in order to have them near the point of any unanticipated problem. Tholian heavy cruisers and other larger ships are relatively rare, so there are relatively few WolfSpider Teams. They are regarded as strategic assets belonging to the fleet commander, not a part of the crew of the cruiser.

It is assumed that the Tholians in their old Home Galaxy used something more nearly equivalent to Federation Prime Teams, as the Tholians ruled the entire galaxy.

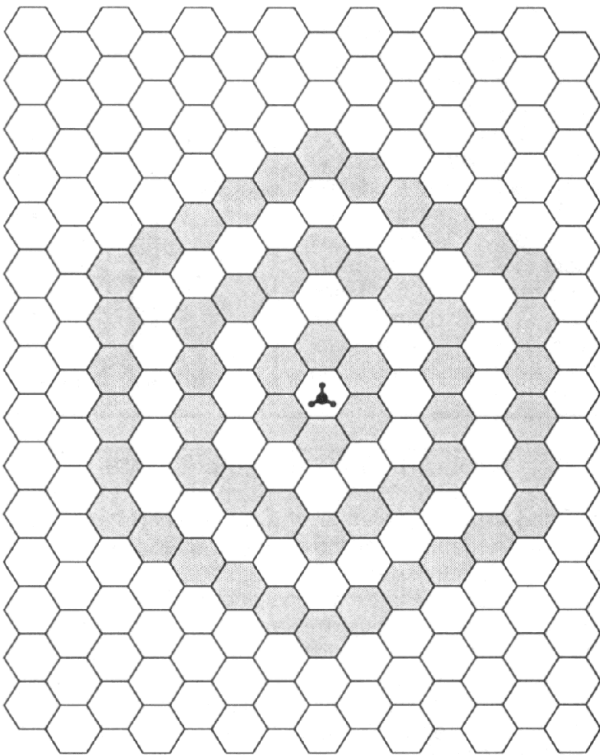
The term “WolfSpiders” was coined by the Federation and reflects one of the few Earth species of spiders which do not spin webs but instead go out and hunt their prey. It is not known what the Tholians call these teams.—*Steven P Petrick*

This insignia was associated with the WolfSpider Team that conducted a raid on the Klingons in Y156. The small symbol at left is thought to indicate special forces, while the small symbol at right apparently denotes the specific team.

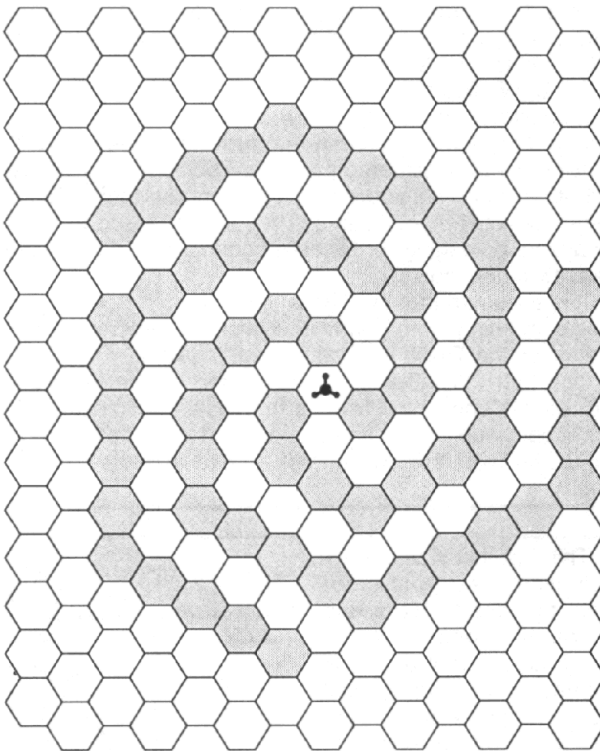


EXAMPLES OF WEB CONSTRUCTION

STANDARD "THREE-TIER WEDDING CAKE"

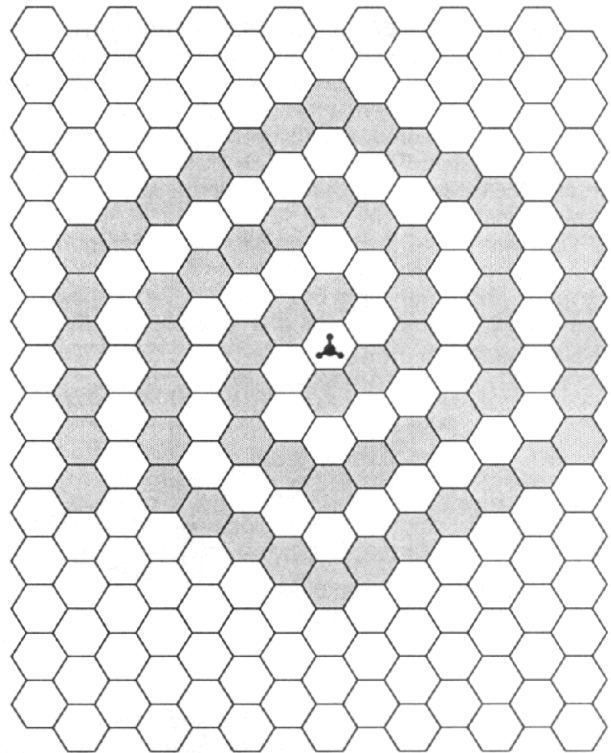


BUZZ SAW, TRIPLE SPIRAL



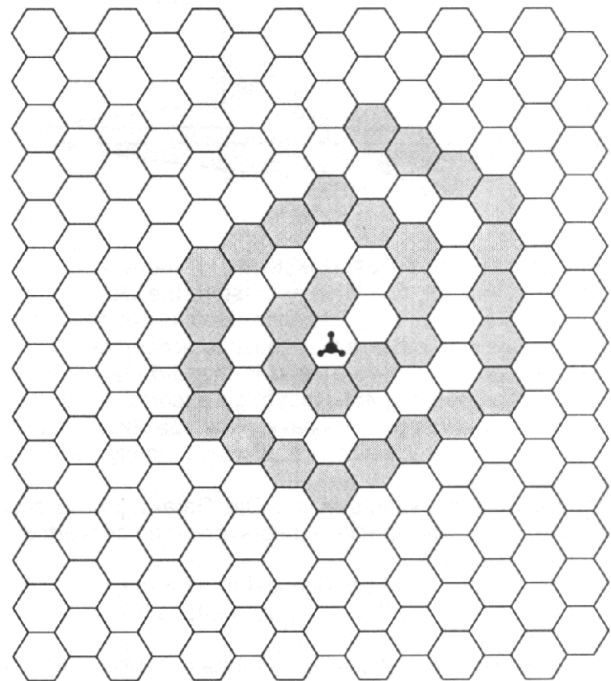
Note that each leg of the buzz saw could be extended to a total of 30 hexes, but 20 are used to save power. Also note that each turning point requires an indestructible web anchor, usually an asteroid. This web as presented needs 21 anchors at a total cost of 525 BPV.

BUZZ SAW, DOUBLE SPIRAL



Note that both arms are extended to the full 30 hexes. For the same 60 hexes of web, there is much more defense. This web needs only 18 anchors at a cost of 450 BPV.

BUZZ SAW, SINGLE SPIRAL



The single spiral has less web to maintain but offers less protection. Note that an attacking force only needs to penetrate the first three hexes of the tunnel before entering the web and firing on the base. Those hexes will probably be mined. This web needs only 13 anchors at a cost of 325 BPV.

(R8.0) ORION SHIPS

(R8.30) BATTLE COMMANDO RAIDER (BRC): The Orion Battle Commando Raider was intended primarily to serve in mercenary units, resulting in a very low production rate. Most Cartels never operated more than two, and many only one. During quiet periods (i.e., when the ship was not rented out), these ships would sometimes be used as the centerpiece of a significant raid.

Data: 36 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS, 1 HTS.

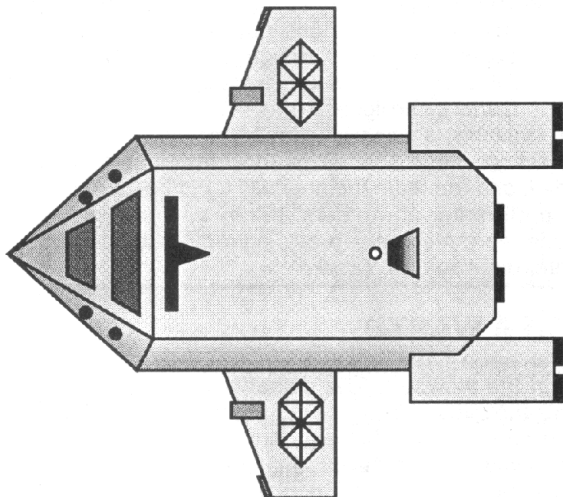
Federation codename: *Wrecker*.

Cost of OAKDISC: Not allowed.

Cargo boxes: 50 spaces.

Landing (P2.43): Gravity, aerodynamic, or powered; bonus.

SSD and counters are in Module M.



(R8.31) DOUBLE RAIDER CRUISER (DCR): This ship followed the traditions of the original Double Light Raider. It was used by relatively few cartels as an enforcer unit or for attacks on well-defended targets.

This ship is a size class three hull, and as such, it loses one box from each warp engine that is doubled (G25.212).

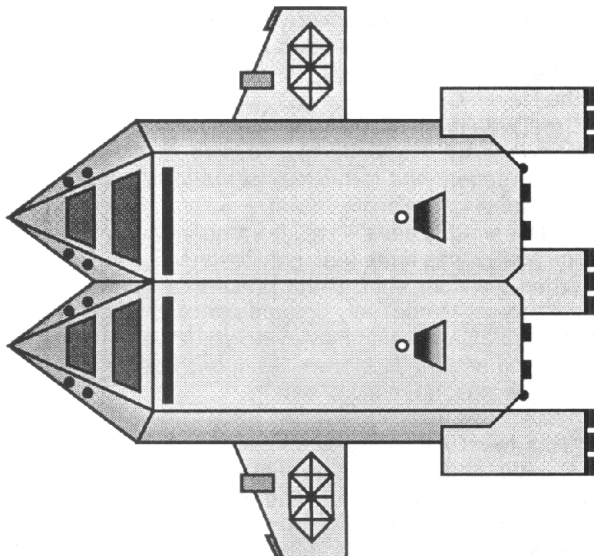
Federation codename: *Hellraiser*.

Cost of OAKDISC: 15 points.

Cargo boxes: 25 spaces.

Landing (P2.43): Aerodynamic, or powered; bonus.

SSD and counter are in Module R6.



(R8.32) MOBILE CARRIER (DWV): Built on the hull of the War Destroyer, the Mobile Carrier served with mercenary squadrons. It carried whatever fighters the Cartel could obtain. It was usually provided with one or two escorts, including LREs and DWEs.

Federation codename: *Outlaw-Victor*.

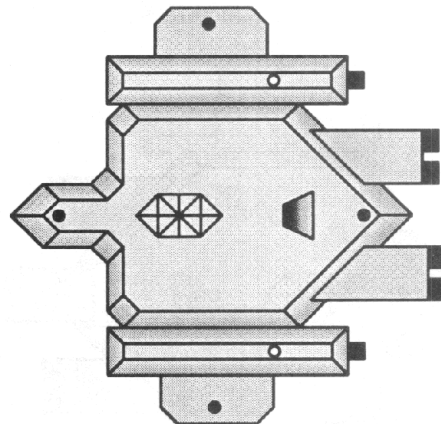
Cost of OAKDISC: 5 points.

Cargo boxes: None.

This ship is Nimble.

Landing (P2.43): Gravity, aerodynamic, or powered; bonus.

SSD and counter are in Module R6.



(R8.33) FAST CARRIER RESUPPLY RAIDER (FCR): This ship, based on the LR, was only one of several FCRs in use by Orion Cartels to support mercenary squadrons and even raiding groups. The FCRs would often carry fighters to the carrier and loot back to the Cartel. It includes limited aegis and a ready rack for a fighter.

The Cartels had problems finding reliable commanders for these ships. Often they were given to junior commanders working their way up. This resulted in many instances of such ships being used for impromptu raids on their own by commanders seeking to prove themselves to their Cartel Lord and thus win promotion to command a better ship. Unfortunately, many of these junior commanders were not the best the Cartel had to offer (or they would have been given a "real" ship to start with).

Federation codename: *Privateer-Romeo*.

Cost of OAKDISC: 5 points.

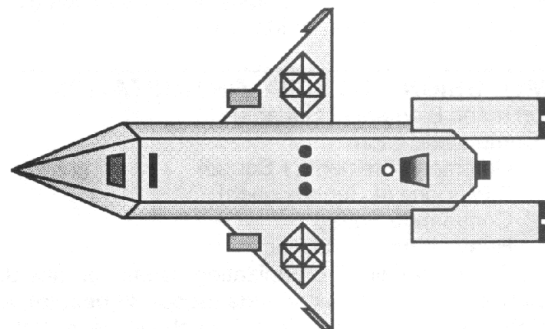
Cargo boxes: 50 spaces.

This ship is Nimble.

Includes Limited Aegis; non-upgradeable.

Landing (P2.43): Gravity, aerodynamic, or powered; bonus.

SSD and counter are in Module R6.



(R8.34) HEAVY WAR DESTROYER (HDW): As the General War dragged on, warships became increasingly powerful and resources became increasingly well protected. The Orions, like more traditional races, increased the power of their ships to keep pace. Their HDW had extra optional weapon mounts but not APRs, setting it apart from more traditional designs. The existing cargo space was absorbed into the "optional" areas. Size-3 for engine doubling purposes.

Federation codename: *Nazgul*.

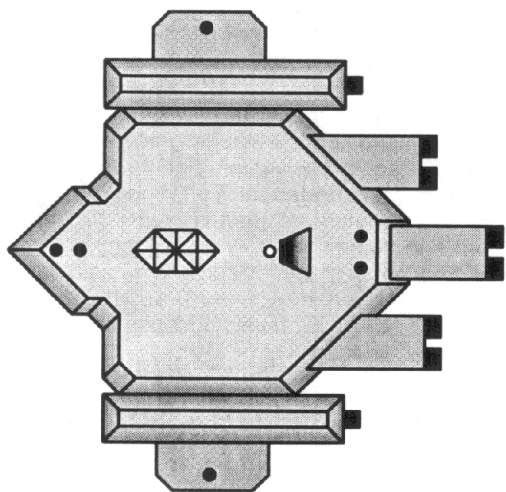
Cost of OAKDISC: 12 points.

Cargo boxes: 25 spaces.

This ship is NOT nimble.

Landing (P2.43): Gravity, aerodynamic, powered; bonus.

SSD and counters are in Module R6.



ORION MILITARY RANKS: Orions recognized a series of ranks based partly on their illegal operations and partly on the merchant service they claimed to be.

Ships were commanded by selected officers who held the ranks of Captain (the highest), Commander, or Master (the lowest). All of the "working" officers were addressed as "Lieutenant" regardless of their seniority, although they would be noted as the "First Lieutenant" or "Fourth Lieutenant" (or whatever) in order of their seniority. The exception was the Chief Engineer, who was always addressed as "Chief". Engineers normally could not aspire to command ships without serving time on the bridge.

Trainee officers were designated Ensign if they had graduated from a professional school or Midshipman if they were training on board the ship to become an officer.

Crewman were designated in three grades: warrant (a supervisor equal to a petty officer), able-bodied (an experienced crewman), or crewman (a new recruit).

Cartels were headed by Crimelords who were assisted by staff officers who might variously hold titles such as Commodore, Lord, Coordinator, or Manager.

(R8.M1) ORION "HORDE" ORGANIZATION

Command Element (2 Squads)

2 Companies, each:

Command Element (1 Squad)

2 Platoons (4 Squads each)

Commando Squad

Heavy Weapons Squad

The Orion "battalion" organization usually breaks down into ad hoc platoons of six squads (about 36 people), each of which operates independently. Each of these platoons will include a command element, four "line" squads, and one commando or weapons squad.

(R8.M2) ORION CRIME TEAMS

Orion Crime Teams usually consist of five (or more) members. Each member is trained in one primary and one secondary specialty. These specialties include:

Command: Leadership, including negotiations. This member will hold the rank of Master (or higher); all other members will be lieutenants or warrants.

Science-Medical: This concentrates on ways to exploit resources and attack enemies. Orion Pirates have little interest in exploring strange new worlds.

Engineering: This usually concentrates on ways to break into or remove targeted systems.

Ground Combat: This usually concentrates on scouting rather than heavy weapons. It is fairly common for the team's engineer to be cross-trained as a heavy weapons gunner and for the team's ground combat scout to be cross-trained in espionage.

Espionage and covert action: This specialty is almost unique to the Orions due to the large number of covert operations assigned to their Crime Teams. All Crime Teams are a defacto part of the Orion Cartel's intelligence arm.

If available, a psionist may be included.

Each of these specialties includes numerous sub-specialties, and the team member will try to be an expert in one and proficient in the others. When available, a team may include more members, providing more sub-specialties and greater depth.—*Cliff Yahnke*

SUCH A WASTE

Panamon Creel slumped in his chair staring aimlessly through the viewport. The planet below filled both his view and his thoughts, though he attributed the latter to the uneasy feeling he now had. "Mallax, come in here," he said into the comm system. His order brought into the room a squat man, less than five feet tall. It was obvious that this man had been nearby, ready for just this moment. Taking a moment to compose himself, Mallax thought it best not to give him the result of the vote just yet, better to wait until asked. Panamon, while generally kind for a Cartel Lord, was occasionally temperamental, and he had seen the results of this man's emotions enough to know to avoid provoking such a response.

Panamon let the silence hang for a moment. He was in the mood to see someone squirm today, and Mallax just happened to be convenient. Deciding that the information he wanted was more important than this bit of self-indulgence, he spoke. "What is the result of the vote?" he said without even spinning around to look at his lackey.

Mallax wanted to be somewhere else, anywhere else for that matter, considering the news he carried.

"They voted with Tarses, 76-54 against the right of trade with the Daven Cartel."

Creel was mad, mad as hell. *How dare that insolent little dictator defy me! I offer him access to some of the rarest goods the galaxy has to offer in exchange for the exclusive right to sell Argirion's ore. Such a waste.* Panamon hated waste. The word "Leave" leapt from his mouth almost as an instinct. Mallax was more than glad to do so.

When the door shut, Creel pressed a single red switch and the screen immediately brought the face of a young Orion male. "Voss," Creel said in an even, yet forceful tone, "I have a job for you and the Cyclones. Someone has defied me, and an example must be made of him."

"I see," was Voss' reply.

"Your team will be ready for covert ops in 48 hours. You will receive details at your mission briefing." With that, Panamon toggled the switch and the viewscreen fell blank. "Subdue the arrogant..." he said softly as he took another swallow of the wine.—*Cliff Yahnke*

(R9.0) HYDRAN SHIPS

ADDITIONAL BACKGROUND: While the Hydrans have military decorations, their ranks are also considered to be awards. Thus, a Hydran is awarded the next rank rather than being promoted to it. The Hydran Fleet, Hydran Ground Forces, and Hydran Police all use the same rank structure.

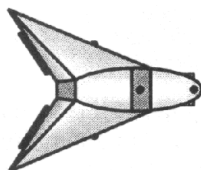
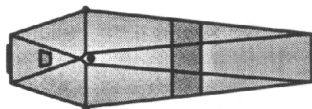
Officers are commissioned as Subalterns. Once they gain experience, they are awarded the rank of Lieutenant, the most common officer rank. Those with organizational ability are awarded the ranks of Sub-commander, Commander, and then Captain and even Commodore. There are three grades of Admiral, followed by Grand Admiral (a member of the main fleet command), Admiral-in-Chief, and Supreme Admiral (the final rank being held only by the King himself).

Fighter pilots (other than commissioned officers) have three ranks: Pilot, Fighter, and Avenger. These ranks are awarded based on mission performance and combat victories. Pilots are considered "Aces" after three victories and "Senior Aces" after nine victories. Promotion is by combat performance. Those who display leadership and organizational abilities move into the commissioned officer ranks.

HYDRAN COMMANDO SHIPS

(R9.65) COMMANDO LANCER (LNG): The first Commando ship deployed by the Hydran Kingdom after its restoration, the Commando Lancer served well into the General War. Note that launch tubes are present (part of the basic design) but that the GAS and HTS shuttles cannot use them.

Data: 28 BPs include 2 Commando, 2 HWS; 2 GCV; 2 GAS, 1 HTS. Shield refit installed Y174.
SSD and counter are in Module M.



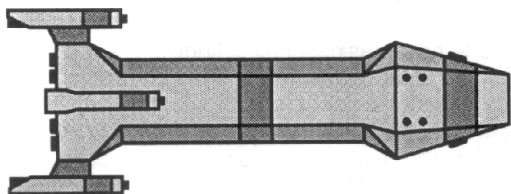
LNG above; HNG at right.

(R9.66) COMMANDO HUNTER (HNG): Initially deployed concurrently with the Commando Lancer, Commando Hunters continued in service throughout the General War and beyond. The ships were too small for the mission during the General War, but their ease of production, especially during the dark years of the early General War, kept them in service well past their time. Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS. SSD and counter are in Module M.

NEW HYDRAN WARSHIPS

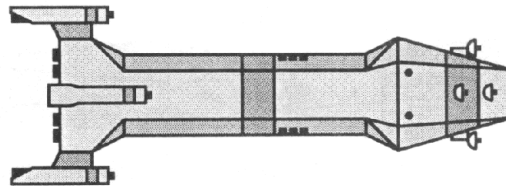
(R9.67) THOROUGHbred FAST CRUISER (THR): Two of these cruisers were built prior to the General War. One was lost on the ill-fated expedition; the other escaped from the capital (carrying members of the Royal Family) to the Old Colonies where it was used for several raids until Y178, when it was damaged in combat and converted into a standard Dragon while undergoing repairs.

SSD and counters are in Module R6.



(R9.68) PICKET HEAVY SURVEY CRUISER (PIC): The design for this ship dates from before the General War, but the hull for the conversion was not available until after the fall of the Hydran capital. One of the escaping Ranger-class cruisers had been badly damaged, and the decision was made to use it as a survey cruiser, to find more resources to rebuild the Kingdom. While the *Devotion* never destroyed another Klingon ship, the ships it paid for certainly did.

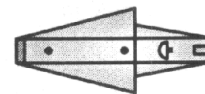
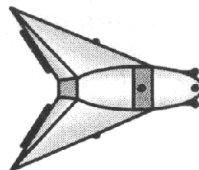
SSD and counter are in Module R6.



(R9.68A) PICKET HEAVY SURVEY CARRIER (PIV): The Picket had the capability to operate fighters as a PIV.

(R9.69) FAST CARRIER RESUPPLY FRIGATE (FCR): The Hydrans began the General War with more FCRs (based on the Hunter frigate) than any other race, but most of them were destroyed in a failed attempt to resupply the Expeditionary Fleet which had run into difficulty breaking through Klingon space. The loss of those ships left the Hydrans crippled for the remainder of the first stage of the War. (see below left)

SSD and counter are in Module R6.



(R9.70) INSPECTOR POLICE FLAGSHIP (INS): Built in the same shipyards as the Gendarme, the Inspector (above, right) provided the needed support facilities for police operations (repair, rescue, minesweeping, etc.).

SSD and counter are in Module R6.

HYDRAN DESTROYER VARIANTS

(R9.71) DESTROYER SCOUT (DDS): In the dark days of Y170 and Y171, when the Hydrans were losing badly, they discovered what all other races discovered:

Frigate-hull scouts don't survive in fleet battles.

With most of the Hunter-Scouts destroyed, the Hydrans converted three (damaged or incomplete) Lancer-class DDs into scouts in Y171-2. (There may have been more conversions later.) These ships filled the gap until scouts based on the Horseman light cruiser hull became available.

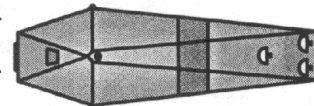
The few DDS scouts remained in service after the appearance of the NSC, but at least one DDS was later converted into a DE.

There was little production of DDs after Y172, and the few DD hulls available were in high demand as DEs and UHs.

A significant feature of the design was that it retained the full fighter complement. The 360° phaser-2 was replaced by a phaser-G to provide all-around non-blinding defense. Power was, generally, inadequate for the functions required, but the DDS normally used only one or two channels for lending and used the others for less power-intensive tasks (breaking lock-ons, tactical intelligence, etc.). The DDS was definitely more survivable than the Hunter-Scout, making use of offensive EW more practical.

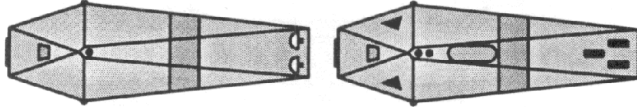
Design suggested by Marc Reed.

SSD and counter are in Module R6.



(R9.72) DESTROYER PF TENDER (DDP): When the Hydrans began operating PFs, they searched for a PFT design and converted one of the few surviving Lancers as a prototype in Y179 to carry interceptors. It was not considered combat effective (it was virtually unarmed and its repair facilities inadequate), and no more were made. The sole DD-PFT disappeared from the fleet lists by Y181; it is not known if it was lost in combat or converted into something else.

By the time this ship was built, all DDs had the refit. SSD and counter are in Module R6.



(R9.73) HEAVY LANCER (LNH): Converted from a Lancer during the troubled period just after the fall of the Hydran capital, the Heavy Lancer (above, right) was intended to put more combat power into space as quickly as possible. Few of these ships were actually built (perhaps no more than one or two). They had poor spacekeeping qualities due to the cramped hull. The fighter group was the same as the Horseman. They use the same option mount rules as an HDW and are sometimes claimed as the first HDWs.

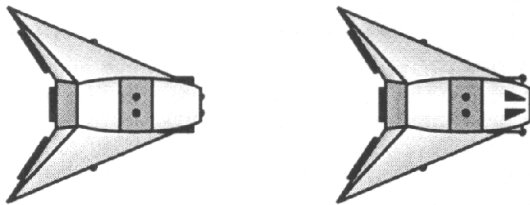
SSD and counter are in Module R6.

HYDRAN WAR DESTROYERS

(R9.74) BUFFALO HUNTER WAR DESTROYER (DWF): The Hydran DW design (below, left) was based on the Hunter frigate. The first prototypes appeared in Y173; full-scale production was delayed until the new shipyard reached full operations in Y176. The Hydrans regarded DWs as replacements for their frigates, but stopped building true DDs.

The hull of a Hunter was split down the middle and widened, providing space for additional power, weapons, and other systems. A minimal fighter-carrying ability was provided. Stinger-2s were carried; no Buffalo Hunter ever carried Stinger-Hs.

SSD and counters are in Module R6.

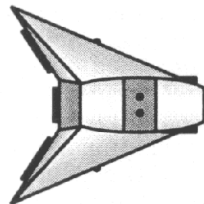


(R9.75) LION HUNTER WAR DESTROYER LEADER (DWL): The DW hull was large enough to make a mixed weapons ship practical for command roles.

SSD and counter are in Module R6.

(R9.76) VAMPIRE HUNTER MOBILE CARRIER (DWP): Built on the hull of the Buffalo Hunter war destroyer, the Vampire Hunter was a fast and vicious raider.

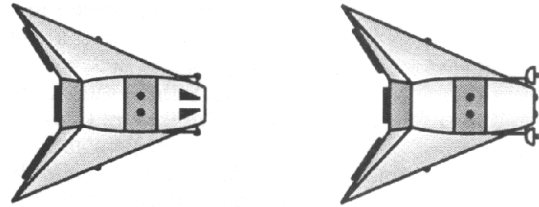
Due to the combat power of the fighters, it could often fight Klingon D5Vs to a standstill. Vampire Hunters always carried Stinger-2s and Stinger-Hs. A single escort, either an AH or DWA as available, was assigned to protect it.



YEAR	ESCORTS	FIGHTERS
Y176+	AH or DWA	7xSt-2, 2xSt-H

SSD and counter are in Module R6.

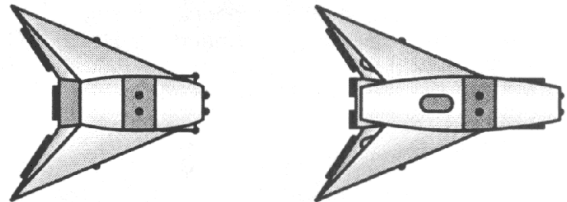
(R9.77) RHINO HUNTER HELLBORE WAR DESTROYER (DWH): The hellbore-armed companion to the Buffalo Hunter, the Rhino Hunter (below, left) added substantially to fleet firepower. SSD and counters are in Module R6.



(R9.78) BUFFALO SCOUT (DWS): Far more survivable than the Hunter-Scout, many (above, right) were conversions. SSD and counter are in Module R6.

(R9.79) ANTELOPE HUNTER WAR DESTROYER ESCORT (DWE): Fitted with limited aegis and extra gatling phasers, the DWE was one of the best carrier escorts of the entire war. It is a fitting tribute that the need for escorts was so desperate that the original DW prototypes were, in fact, fitted as DWEs, surely the only case in which a variant preceded the basic class type into service. DWEs can replace AHs and EHs in carrier groups. SSD and counters are in Module R6.

(R9.79A) ANTELOPE HUNTER WAR DESTROYER AEGIS ESCORT (DWA): When full aegis became available, the DWEs (below, left) were quickly converted to DWAs. SSD is combined with the DWE; use those counters.



(R9.80) DEMON HUNTER HEAVY WAR DESTROYER (HDW): The final version of the original Hunter-class frigate, the Demon Hunter HDW borrowed from the technological concepts of the Lyrans and Klingons (who had their HDWs in service first). SSD and counters are in Module R6.

(R9.M1) HYDRAN BATTALION ORGANIZATION

- 1 Headquarters Squad
- 2 Light Companies
 - 1 Headquarters Squad
 - 3 Platoons (3 Squads each)
- 1 Heavy Company
 - 1 Headquarters Squad
 - Commando Platoon (2 Squads)
 - Heavy Weapons Platoon (3 Squads)
 - Ground Vehicle Dismount Platoon (3 Squads)

(R9.M2) HYDRAN TRIADS

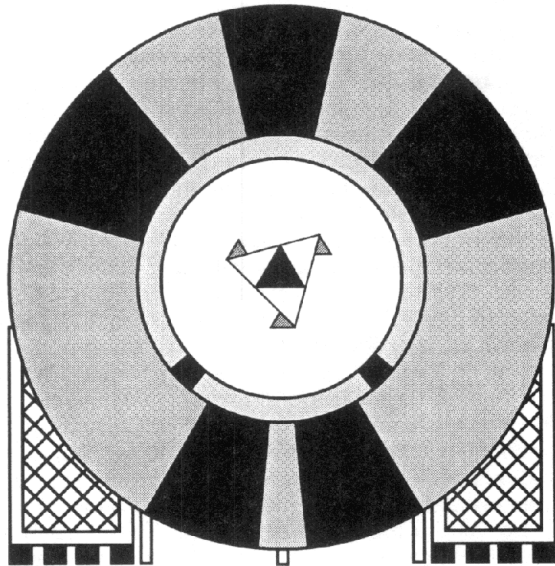
Triads, the Hydran equivalent of a Federation Prime Team, consist of three three-member sub-teams called triples. The first triple includes the commander, science officer, and doctor. The second triple is composed of three Marines, one of whom will be a scout and another a heavy weapons type. The senior Marine will be the Triad's technologist. (There is no formal engineer, as all Hydrans are expected to have basic technical knowledge.)

The third triple (which rarely goes on missions) consists of the briefing officer, the communications specialist, and the logistics specialist. All will be former members of a Triad, although not always the same one. —Scott Moellmer

(R10.0) ANDROMEDAN SHIPS

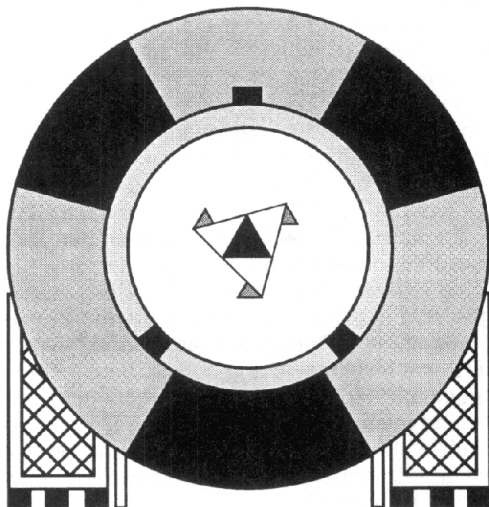
(R10.40) DOMINATRIX HEAVY DREADNOUGHT (DMX): This variant of the Dominator sacrifices some hangar capacity for increased combat performance.

Mothership: Three medium satellite ships (G19.11).
 Satellite ships: Y188+: Two Mamba.
 Y190: One Mamba, one Eliminator (special mission, this configuration only seen once).
 SSD and counter are in Module R6.



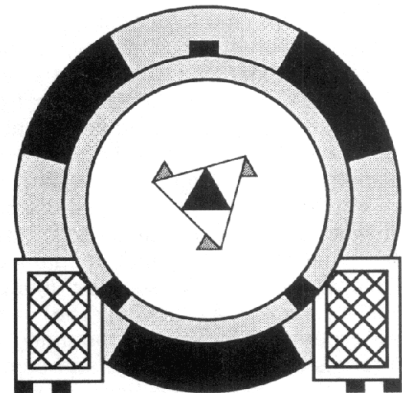
(R10.41) INSTIGATOR HEAVY CRUISER (INS): This ship (and the Ravager) were unusual in that they were motherships which mounted pairs of TRLs (usually fitted only to satellite ships) instead of the usual TRHs. It is unclear why they were fitted with more but less powerful weapons, but the general theory is that they were intended to deal with large numbers of fighters.

Mothership: Three medium satellite ships (G19.11).
 Satellite ships: Y176+: 2x Cobra, 1x Eel.
 Y180+ (sometimes): 2x Mamba.
 SSD and counters are in Module R6.



(R10.42) RAVAGER LIGHT CRUISER (RAV): This ship, like the Instigator, mounted a pair of TRLs in place of one of the TRHs usually mounted on a Conquistador Light Cruiser.

Mothership: One medium satellite ship (G19.11).
 Satellite ships: Almost always one Cobra.
 SSD and counters are in Module R6.

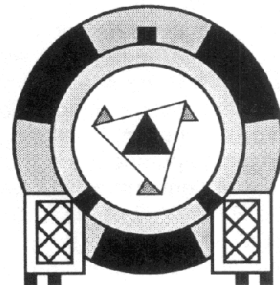


(R10.43) ELIMINATOR MAULER (ELM): The largest of Andromedan satellite maulers known to Star Fleet Intelligence, these extremely lethal ships were used only for the most important attacks. The number of these ships in operation did not noticeably increase during the years of the Andro War, indicating that either they were very hard to build and maintain or that the Andromedans did not find a need for more than a few of them.

The Eliminator can draw up to 30 units of power (per turn) from its panels directly into the mauler (D10.414). This can be done in one impulse or a few points at a time during several impulses. Other mauler rules are as per (E8.5).

The Eliminator must roll for shock (D23.24) when firing the mauler.

Satellite Ship: Large size (G19.211).
 SSD and counter are in Module R6.



(R10.M1) ANDROMEDAN GROUND FORCES

The Andromedans use robot boarding parties exclusively. While it is known that each boarding party or squad consists of four to ten robots (depending on the type), the organization of those squads into larger formations (platoons, companies, or battalions) cannot be determined from available intelligence data.

The Andromedans also use the equivalent of heavy weapons boarding parties, combat engineer teams, and commando boarding parties.

(R10.M2) ANDROMEDAN INVADER TEAMS*by Tom Gondolfi*

Andromedan Invader Teams (their version of Prime Teams) are completely different from the "prime" teams of Galactic Powers — they are composed entirely of robots!

The Andromedans use robots for all of their boarding parties and ground troops. Each "boarding party" consists of 4–10 robots, depending on their size and type. Each "Invader Team" consists of 4–8 robots, usually of various types.

While the "prime" teams of the Galactic Powers train constantly, Andromedan Invader teams never train. They are programmed for their mission when it begins and spend the time between missions in storage. (One theory is that the machines are not stored at all, but manufactured when needed.) While wounded members of Galactic Powers teams take time to heal and retrain, the Andromedans can quickly repair their mechanical primes, so their Invader Teams always appear as (and may actually be) entirely new machines. New types of Andromedan boarding robots and Invader Team robots appear constantly, and some "made to order for the mission" machines have been seen.

The composition of an Andromedan Invader Team varies with the mission, but almost always includes a Command Robot, a Repair Robot, a Heavy Weapons Robot, and a Scout/Combat Robot. Often, a second robot of one (or more) of these types is included. Invader Teams may also include specialized robots of various types. There will often (but not always) be one entirely new robot type built specifically for the mission. One strong indicator that an Invader Team is present is the multiplicity of different types of robots.

TEAM COMMAND/RANKS

There are no ranks within an Andro Invader Team.

The command of the team always starts with the Command Robot. If more than one is present, they are ranked in seniority and the senior robot commands, although there is an indication that the status of seniority may shift from time to time. If the command robot is lost, the robot with the highest leadership ability will take charge; this will often be the Scout/Combat Robot.

Unlike a Galactic Powers team, there will NEVER be a time when the command chain is broken for more than a fraction of a second and none of the team will ever be in doubt of a command. Every robot will know at all times which of the other robots it is in contact with is senior. If one robot is damaged and unable to communicate, it will drop out of the command structure entirely and pursue the last orders it received. (The re-establishment of communications will usually be the highest priority of the Repair Robot.) In rare cases, these disconnected or "rogue" robots will (in good faith) pursue courses of action that are not appropriate to the current mission. In some cases, other Andromedan robots will act to stop or destroy the rogue to further the mission.

EQUIPMENT

Each of the robots in an Invader Team will be fitted with systems analogous to a communicator, a self-repair kit, a backpack computer, field tools, a tricorder of some type, gravity boots (unless it is one of the floating anti-gravity types), and a transporter homing beacon.

Invader Team and boarding robots will function in vacuum or any atmosphere, even the most caustic, for long periods of time. Their power cells are good for 100+ hours and can sometimes be augmented by tapping into local power sources for a recharge. Robots waiting for the next step in the operation may "power down" to conserve their power cells.

Robots feel no pain (except as a sensory input helping to locate the enemy or other threats) and cannot be stunned. Lethal damage affects them normally.

There are several types of chassis for Andromedan robots, including treads, anti-gravity, walking "legs" (any number), and wheels. The type of locomotion is not necessarily related to their function, so you cannot always assume that a tracked robot is a weapons platform or that a walking robot is a scout.

ROBOT TYPES

Command Robots are generalized "jacks of all trades", but their abilities in any one area are limited because their primary function is data analysis and communications. They will avoid direct combat because their primary weapon is their ability to control the remainder of the team. Command Robots have the equivalent of a hand phaser, a universal translator, and additional communications gear. There is no one chassis type for a Command Robot, partly as this would make them too easily identified for destruction.

Repair Robots are the "medics" of an Invader Team. They have little fighting capability, although if loose inside an enemy ship, their ability to inflict damage through sabotage is incredible. Repair Robots are usually much smaller than the others because they are designed to ride along on another robot, repairing it while it continues with its mission. The most common frame is a six-legged "spider" design with a main body the size of a basketball (most of which consists of spare parts and tools) and two manipulative tentacles. This type has an anti-grav unit but will exhaust its entire power supply after only three minutes of "flight". Repair Robots are the most self-directing of all the robots on an Invader Team. Each robot constantly broadcasts its status to both the Command and Repair Robots; the Repair Robot then sets its own priorities although the Command Robot can override these. Repair Robots can analyze equipment as well as recover specific items. Repair Robots have a cutting/welding phaser, but this must be in contact with the material to be affected.

Weapons Robots are natural predators and will attack relentlessly unless ordered to stop. They have few non-combat abilities but the best "intuition" of any Andromedan robot. While various chassis and models exist, most have the equivalent of a phaser rifle, a phaser pistol, a grenade launcher, and a flame thrower (all with 360° coverage). The outer surface can be charged as a "stun baton".

Scout/Combat Robots lack the grenade launcher of the Weapons Robot, but are faster, smaller, and have better passive sensors. They can scan the entire EM and light spectrum continually and have the capability to analyze the data received (usually limited to one source at a time). The team's Scout Robot is often the next in line to take command if the Command Robot is destroyed.

Simulacrum Robots are designed to mimic the physical attributes of the primary race the particular boarding team is operating against. This enables them to use the equipment of that race. In very poor lighting conditions, such a Simulacrum Robot might momentarily be taken for a member of the simulated race, but the deception ability is minimal.

Boarding Robots have the equivalent of a hand phaser and two grenades. Their sensor abilities are more limited.

Heavy Equipment Robots are larger and have considerable abilities as a bulldozer, crane, forklift, and truck.

Manufacturing Robots are mobile factories able to produce anything they are programmed to (so long as raw material is available). These are usually sent on extended missions to provide equipment or spare parts for the team.

Transport Robots of various types can carry various amounts of materials. These are usually not "smart" enough for Invader Teams and serve in a support or auxiliary role.

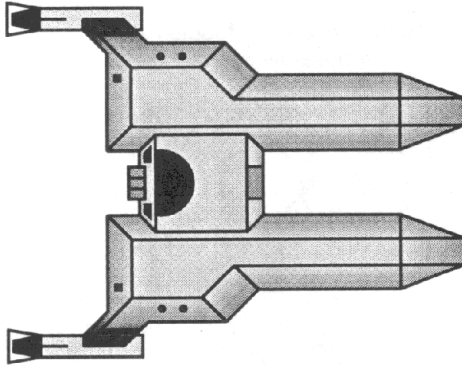
(R11.0) LYRAN SHIPS

(R11.55) COMMANDO DESTROYER (DDG): The Commando Destroyer served in the Lyran Empire until well into the General War. Most surviving examples were eventually converted into CWGs.

Data: 26 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

Refits: Plus refit standard by Y175. Phaser refit never installed. Mech links very common after Y178; used for Commando PFs. UIM: Not available.

SSD and counter are in Module M.



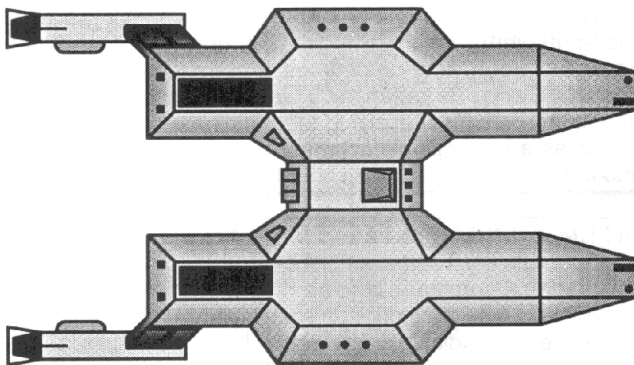
(R11.56) RUNNING TIGER FAST CRUISER (CF): These cruisers were built by the Lyrans with the conceptual idea of using them to “run down” raiding enemy ships. The theory the Lyrans worked from was that the ship would be able to catch and hold a raider until other units could be brought in to destroy him.

Like most races, the Lyrans quickly discovered that the ships were too limited in their designed role (tying up a badly needed heavy cruiser hull). The ships built were relegated to the Enemy’s Blood Duchy, where they languished until the Hydran assault. Both ships were then hastily returned to the capital to be converted. Unconfirmed reports indicate that one was converted directly into a DN with standard engines, the other into a CC (again with standard engines).

UIM: Available for purchase (S3.2) Y166 and after.

Refits: The original design incorporated the plus and phaser refits. Mech-link refit would have been standard.

SSD and counters are in Module R6.



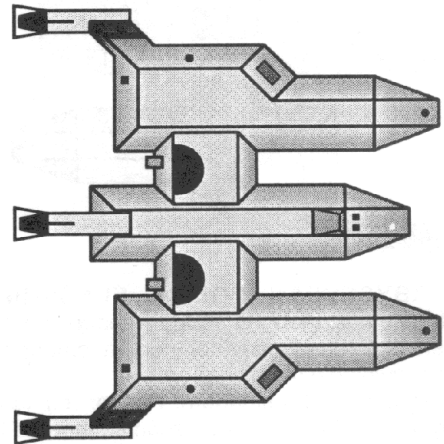
(R11.57) ALLEYCAT-V MOBILE CARRIER (DWV): Built on the hull of the war destroyer, the mobile carriers were designed as “efficiency ships” to provide fighter support to areas where a full carrier was not needed but, because of the shortage of Lyran carriers, were often pressed into main force service.

UIM: Not available (no disruptors).

Refits: The original design incorporated the plus refit and power-pack refits. The DWVs never received the phaser refit. Mech-link refit was common but not universal.

YEAR	ESCORTS	FIGHTERS
Y173	FFE	8xZ-V
Y175+	FFA	8xZ-V
Y177+	FFA or DWA	8xZ-Y
Y180+	DWA	8xZ-YB
Y183+	DWA	8xZ-YC

SSD and counter are in Module R6.



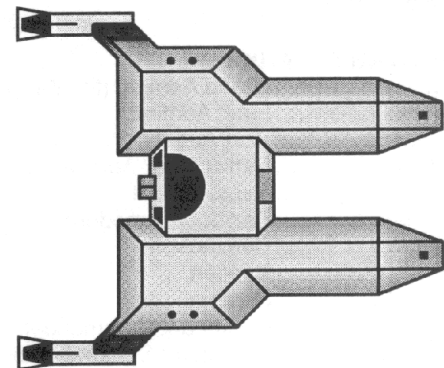
(R11.58) CHEETAH-R FAST CARRIER RESUPPLY FRIGATE (FCR): Based on the hull of the Cheetah Frigate, the FCR performed the traditional roles. When the Lyrans tried to expand their carrier force in mid-war, some of these ships were used as escorts, but this quickly proved to be a dangerous misuse of resources.

UIM: Not available (no disruptors).

Includes limited aegis (non-upgradable).

Refits: The original design incorporates the plus refit. The phaser refit was standard from Y175. The mech-link refit was relatively rare, and may have been used only for fi-cons or cargo PFs.

SSD and counter are in Module R6.



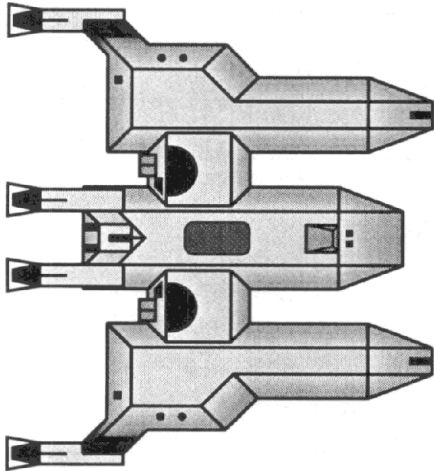
(R11.59) TOP-ALLEYCAT HEAVY WAR DESTROYER (HDW): Based on a DW with an enlarged center section, this ship first entered production with the Red Claw Duchy and was quickly adopted by the rest of the Lyran Empire. Lyran HDWs had ready racks for two fighters but only rarely carried them if not fitted as a carrier or escort.

UIM: Available for purchase under (S2.3).

Refits: The original design incorporated all previous refits.

The mech-link refit was standard.

SSD and counters are in Module R6.

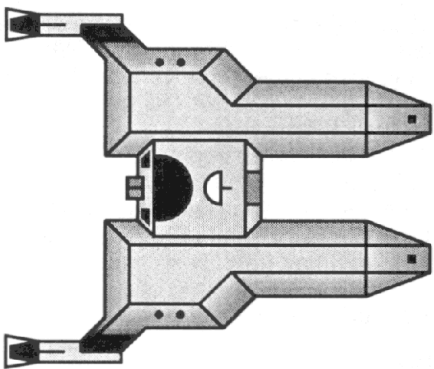


(R11.60) ABYSSINIAN POLICE FLAGSHIP (FLG): Built on a frigate hull, the FLG traded weapons for emergency support systems to handle any non-combat emergency.

UIM: Not available (no disruptors).

Refits: Plus refit was standard. Phaser refit had become standard by Y175. Mech-link refit became standard by Y182.

SSD and counter are in Module R6.



LYRAN MILITARY RANKS

- Mozur..... Grand Admiral (the King)
- Farek-Alan..... Fleet Admiral
- Farek..... Vice Admiral
- Lovar-Alan..... Senior Rear Admiral
- Lovar..... Rear Admiral
- Zarmat-Alan..... Senior Commodore
- Zarmat..... Commodore
- Zarkat..... Captain
- Mokatar..... Commander
- Tar..... Lieutenant Commander
- Naket..... Lieutenant Senior Grade
- Molaz-Alan..... Lieutenant Junior Grade
- Molaz..... Ensign
- Mosat-Alan..... Senior Pilot (warrant officer)
- Mosat..... Pilot (warrant officer)

—Jon Cleaves

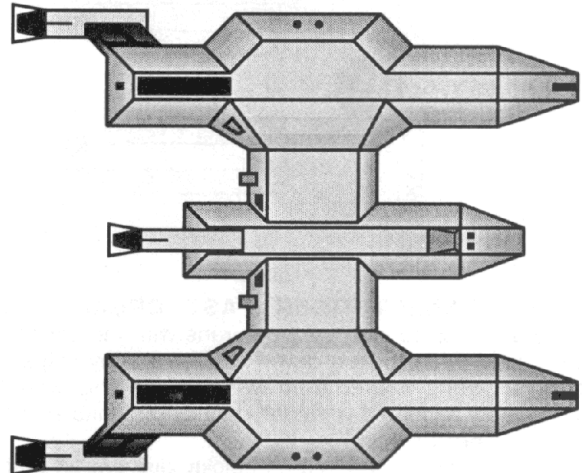
(R11.61) JAGDPANTHER (JGP): This ship was built by combining the center section of a Jaguar War Cruiser with the side sections of a Panther Light Cruiser. The ship was built as something of an experiment and systems testbed early in the history of trimaran warships. As such, it included the equivalent of Non-Weapon Option boxes which allowed it to be configured for various tests (with up to four shuttle bays). After the General War began, the ships (a second one built during the war) were used as “utility mission ships” by the Royal Fleet, configured variously as carriers, carrier resupply ships, marine landing ships, scientific research vessels, or for other purposes.

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

Refits: Plus, phaser, mech-link refits were standard.

SSD and counters are in Module R6.

Based on a proposal by Stewart Frazier.



R11.M1) LYRAN GROUND FORCES RAKAZAN (BATTALION) ORGANIZATION

- 1 HQ Element, 4 MS
- 4 Ground Companies, each:
 - HQ Element, 1 Squad
 - 2 Platoons, each 5 Squads
 - 1 Heavy Weapons Squad
- 2 Assault Platoons, each:
 - 4 Marine Squads
 - 1 Heavy Weapons Squad
- Commando Platoon, 2 CS

The Lyrans also use a formation known as a Tarakaz (half-battalion), which includes two companies and one assault platoon, and sometimes a commando platoon or squad. Each Rakazan HQ includes an alternative headquarters squad, allowing the battalion to deploy part of its forces as a major detachment or to divide the battalion into a pair of half-battalions should the situation require.

(R11.M2) LYRAN STALKER TEAMS

Lyran Stalker Teams consist of six individuals:

- Leader: A command officer.
- Thinker: A science division specialist.
- Mother: A medical division specialist.
- Spotter: A scout/recon specialist.
- Slasher: A Marine combat specialist.
- Fixer: The engineering specialist.

In Enforcer Teams (used to keep the nobility loyal to the throne), the Thinker is replaced by the Hunter, a trained royal assassin. In Far Stars Teams, the Slasher is replaced by a Talker, a skilled negotiator and first contact specialist. —Jon Cleaves

(R12.0) WYN SHIPS

WYN COMMANDO SHIPS

(R12.30) AUXILIARY COMMANDO CRUISER (AxCC): At least two of these were in service at any one time. They were not intended for major offensive operations. They served a variety of roles in the Usurper's navy, mostly training and administrative duties, but sometimes for internal security missions inside the Cluster. Occasionally, one of these ships would be encountered by a deeper than normal penetration into the Cluster. The consequences of such an encounter usually led to the replacement of the AxCC shortly thereafter.

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

Data: 24 BPs include 2 Commando, 2 HWS; 2 GCV.
SSD and counter are in Module M.

(R12.31) BARRACUDA-C COMMANDO FRIGATE (CFF): At least two, and maybe three, of these ships were built or converted from existing FFs. While not as capable as either of the larger designs, it was all the Usurper could really afford. For the most part, however, the Usurper would rely on hired Orion Commando ships.

This ship can control a number of seeking weapons equal to one-half of the sensor rating.

Data: 26 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

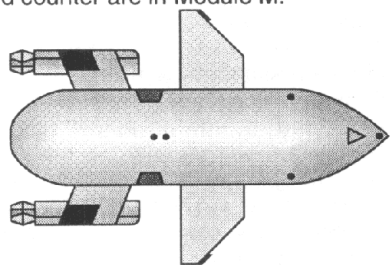
SSD and counter are in Module M.

(R12.32) MAKO-C COMMANDO DESTROYER (CDD): A never-built design intended as a consort for the CCW. The lack of hulls doomed this design as with the CCW. An analysis of the plans reveals a ship which would have been very capable, as the basic destroyer design benefited from the experiences of the surrounding races.

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

Data: 30 BPs include 2 Commando, 3 HWS; 2 GCV; 4 GAS, 1 HTS.

SSD and counter are in Module M.



(R12.33) ORCA-C COMMANDO CRUISER (CCW): Another never-built design. The Usurper simply did not have enough time to build all of the ship classes that he wanted, and needed, to retake the Hegemony's throne. The design was adequately armed (by comparison to other race's war cruiser commando ships) and quite capable of the commando mission. The planned Marine contingent was very large.

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

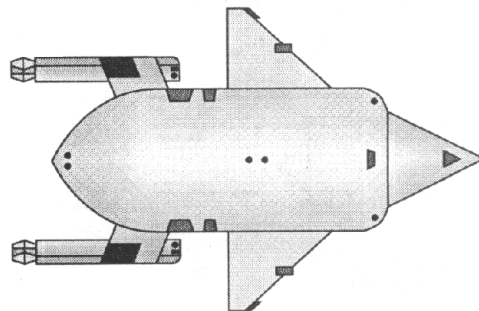
Data: 42 BPs include 2 Commando, 4 HWS; 4 GCV; 2 GAS, 1 HTS.

SSD and counter are in Module M.

WYN FAST WARSHIPS

(R12.34) BLUE SHARK FAST CRUISER (CF): The second WYN White Shark was to be built as a fast raider using the almost forgotten "hot warp heavy cruiser" technology of the Klingon FD7. Before the ship could be finished, however, X-technology became available and the ship was converted to a CX during construction. While a historical ship, the Blue Shark never flew in space.

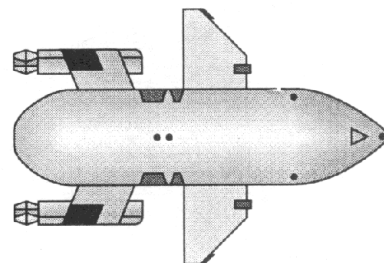
SSD and counter are in Module R6.



(R12.35) MOBILE CARRIER (DWV): Built on the hull of a war destroyer, the first Mobile Carrier was not ready in time for the War of Return, but served against the ISC and Andro invasions of the Cluster with fighters bought from the Klingons. (The WYNs were trying to end their dependence on Kzinti support for fighter production.)

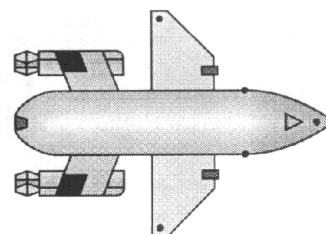
YEAR	ESCORTS	FIGHTERS
Y186+	DE	8xZ-YC

SSD and counter are in Module R6.



(R12.36) FAST CARRIER RESUPPLY SHIP (FCR): Based on the Barracuda, one FCR was built to support the War of Return. It traveled just behind the forward assault elements during the initial invasion and made two harrowing journeys back to the Cluster for more fighters before the Usurper managed to establish a replacement system outside the Cluster. Finally, the distance too far to travel, it served as an escort for the *Green Beast*.

SSD and counter are in Module R6.

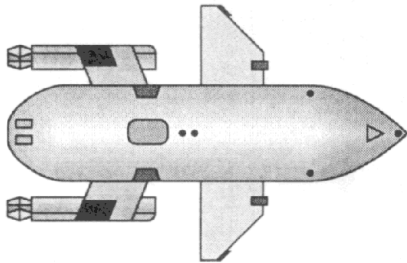


(R12.37) THRESHER HEAVY WAR DESTROYER (HDW): The WYNs came late to the HDW concept; their first Thresher was completed after the Usurper had begun his attack. It was used as the flagship of a separate force making a diversionary attack; see (SH199).

The ship used two Klingon-type CW engines, with the significant deletion of the disruptor mounts. Apparently, the ship was too "overgunned" to utilize those weapons.

As with all of the HDWs (and the larger new-series WYN ships), the HDW carries two fighters for additional firepower and is treated as a "casual carrier".

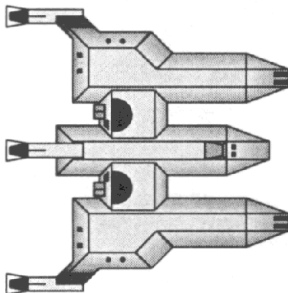
SSD and counters are in Module R6.



(R12.38) POCKET BATTLECRUISER (PBC): This ship is the WYN conversion of a Lyran DW that was given to them by the Lyrans just after the War of Return began. (This was, apparently, an attempt to influence the newly reformed council.)

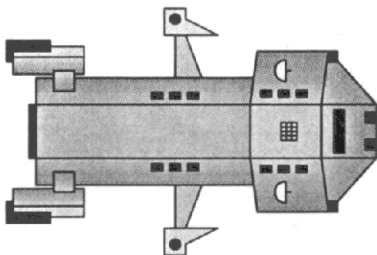
UIM: Standard.

SSD and counter are in Module R6.



(R12.39) WYN (KZINTI-BUILT) WAR DESTROYER (ZDW): This ship was converted from a Kzinti DW captured during the Kzinti invasion of Y182. The ship was rebuilt as a powerful combat unit, but it was impossible for the Usurper to take it along on the War of Return due to the maintenance (and political) problems.

SSD and counter are in Module R6.



WYN GROUND FORCES BATTALION ORGANIZATION

Headquarters Element (non-tactical)

2-4 Companies, each:

1 Headquarters Squad

2 Platoons (4 Squads each)

1 Heavy Weapons Squad

Commando Platoon (2 Squads)

The WYN organization is based on temporary groups of independent companies due to the small detachments on their small ships. The organization is similar to that of the Kzintis but with smaller platoons.

(R12.M2) WYN ROGUE TEAMS

WYN ships operate in a very small area, and because they are not scattered to the far-flung reaches of space (as those of other races are), there is no need for a "central" school and doctrine. Each captain forms his own teams, as he sees fit, and arranges for training (and exchanges of personnel) with the bases and other ships in the Cluster. As there are rarely any missions requiring the team to be left in one place while the ship goes to do some other mission in some other place, teams can be reorganized before each mission (personnel added or excused), depending on just what tasks are to be performed.

In effect, any and every WYN ship might have a Rogue Team (their equivalent of a Prime Team) on board. Every ship is continually trying to train the best of its boarding parties as commandoes, and the best of their commandoes as Rogues. Casualties in action will constantly be working to defeat this advancement process.

Because of the political nature of the Cluster, those teams that achieve true Rogue status will always include at least one Lyran and two Kzintis (the dominant WYN species) and two other races (e.g., an Orion and a Klingon or Klingon subject race). This ensures that the Cluster remains a truly homogeneous society without any fear that one ethnic group is organizing a secret power bloc to the detriment of the others.

Rogue Teams include 5-6 members with the usual assortment of combat and technical skills (command, combat, engineer, doctor). Because there are no new worlds to explore, there will rarely be a scientist on the team; the doctor/medic and engineer will be expected to handle any scientific tasks. Non-Vulcan Psionics are rare and if on a team will usually be a temporary attachment.

Teams assigned to ships going outside the Cluster may be slightly larger and include an actual scientist. These "Outer Rogue Teams" will usually be the only ones to include such "outdoor" skills as sniping, tracking, or survival, since virtually all WYN combat operations will be boarding party actions. The only "race pure" teams (e.g. all-Kzinti) were those created for special missions inside the neighboring empires. These were kept under careful control and observation whenever inside the Cluster to avoid treachery.

On the eve of the War of Return, many of the ethnic Kzintis were pulled out of mixed-race teams and combined into new pure-Kzinti teams for missions in support of the Usurper campaign. The new WYN Council filled the ranks of its teams with new recruits (including whatever Kzintis could be had) rather than recombining available personnel into ethnically-pure teams.—*Tim Olsen & Steve Cole*

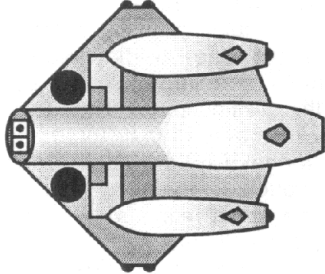
(R13.0) ISC SHIPS

(R13.47) COMMANDO DESTROYER (CDD): Intended to perform the same mission as the Commando Light Cruiser, but against less well defended objectives.

Data: 28 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS, 1 HTS.

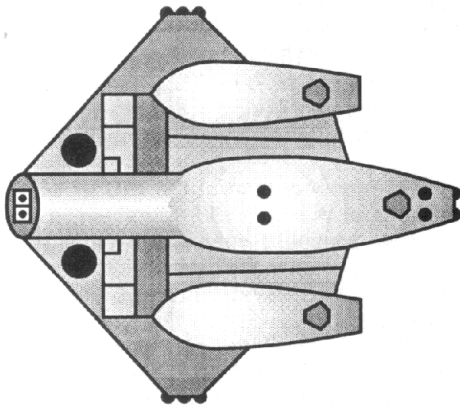
No balcony.

SSD and counter are in Module M.



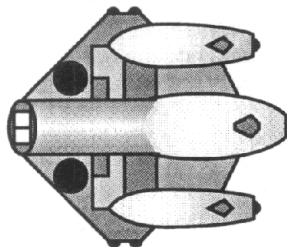
(R13.48) FAST CRUISER (CF): These cruisers were built nearly two decades after the other races had abandoned the concept because of a perceived need for fast combat reconnaissance ships. The idea proved unworkable, but the few CFs already in service found good work hunting down small X-ship raiders attacking the ISC supply lines.

SSD and counters are in Module R6.



(R13.49) FAST CARRIER RESUPPLY SHIP (FCR): Based on the Frigate, the Fast Carrier Resupply ships of the ISC carried supplies from the Main Logistics Column to the carrier groups patrolling the edges of the Neutrality Enforcement Zone.

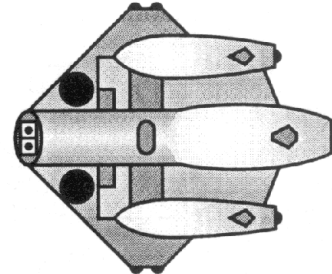
SSD and counter are in Module R6.



(R13.50) HEAVY DESTROYER (HDD): The ISC did not originally build these ships at the time other races did, but did observe and study the HDWs deployed by other races. When the disaster of the Andromedan Invasion hit, the ISC quickly began production of HDDs to meet the needs of the emergency situation. RA option mounts are limited by (R13.1C) and are not "adjacent centerline" mounts.

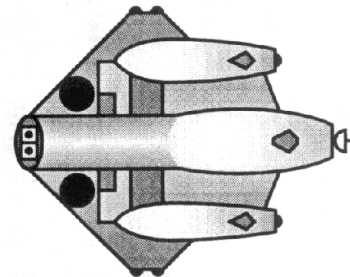
As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

SSD and counters are in Module R6.



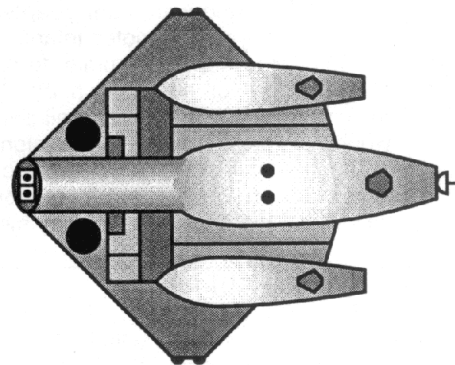
(R13.51) POLICE FLAGSHIP (FLG): One of the original ISC heavy units, these non-aggressive "emergency reaction ships" were actually operating before the main fleet ships came into service!

SSD and counter are in Module R6.



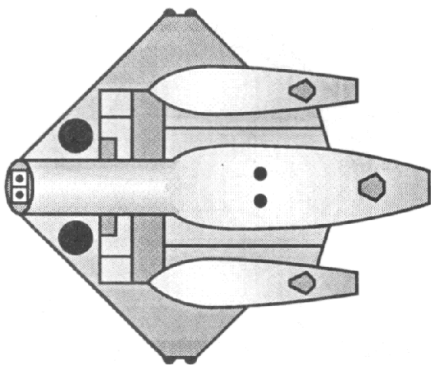
(R13.52) CONSTABULARY POLICE FLAGSHIP CRUISER (CPF): This ship was, according to some sources, the first ISC light cruiser class to be put into service, just before the first contacts with the "warlike" races of the galaxy. The ISC were able to move into heavy ship construction quickly because this large hull was already in service.

SSD and counter are in Module R6.



(R13.53) MEDIUM CRUISER (CM): This ship class entered service in Y167 as the testbed for the PPD. It was phased out of production after larger ships came into service. The handful of CMs were used in combat as substitutes for heavier CAs until that class was available in sufficient numbers. Most were eventually converted to standard CLs or CSs, although there are indications that one or two ships were still in this configuration when the Andromedan War began. CMs cannot have the S-torp refit.

SSD and counter are in Module R6.



EXPANDED SHIP AND UNIT SYMBOL LIST

☐☐	■☐	■☐	■☐	■☐	■☐	■☐	■☐	■☐	☐☐	☐☐
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S	L	P	S	C	M	S	E	M	S	
t	d	F	u	V	S	C	s	a	p	
k	r	r					c	r	c	

This expanded list of ISC unit tactical symbols includes additional hull types (BB, BC, Pol) and mission modifiers (escort, infantry, marshal, and special). Some symbols began as class symbols (e.g., Tug) and were later adapted as mission modifiers. The Infantry symbol denotes infantry units but is also used as a modifier to denote commando ships. The "special" symbol was used for ships such as the heavy destroyer and medium cruiser that fit no overall pattern. The infantry symbol would be combined with the mission symbols for strike (artillery and armor), leader, survey (science teams), scout (recon teams), escort (bodyguards), or police. The symbol for Marshalls was a modifier to the infantry symbol.

(R13.M2) ISC CONSTABULARY BATTALION ORGANIZATION

- Headquarters, 1 non-combat crew unit
- 3 Constabulary Companies, each:
 - 1 Headquarters Squad
 - 2 Patrol Platoons, 3 Squads each
 - 1 Support Platoon, consisting of:
 - 2 squads + 1 Heavy Weapons Squad

(R13.M2) ISC MARSHALL TEAMS

Marshall Teams, the ISC "equivalent" of Federation Prime Teams, are usually made up of five to six members with a good selection of skills and abilities shared equally amongst the members. While there is usually a recognized leader on each team, Marshall Team composition is very flexible, allowing command to pass from member to member between missions. (Federation Prime Team leaders, on the other hand, tend to keep a firm grip on their command position once they assume the post!)

Veltressai are rarely attached to a Marshall Team, but on missions of particular intensity or importance, one or more of a Veltressai quad-link may join the team to allow immediate contact and information dispersal with ISC forces outside the mission zone. (Their telepathic/empathic bond with other members of their foursome allows psionic contact up to a range of 25km.) The mission would need to be very critical, though, for them to take this risk.

Korlivilers, the small feline race within the ISC, and Pronhoulites, the small (but swift!) reptilian humanoids, often make up the bulk of Marshall Teams as their missions are considered too dangerous for Q'Naabians (with their need to maintain their oxy/chlorine atmosphere) or Rovilians (with their need for a "liquid-environment" suit whenever they are away from their ship). These "weaknesses" are deemed too easy for the opposing forces to exploit. Of course, some special purpose teams exist which include such individuals, or are composed entirely of such individuals.

There are three distinct types of Marshalls, defined by the time periods in which they operated: First Contact in Y169 through the end of the General War; the two years between Y186 and Y188 of their so-called "Pacification Program" (also known as the ISC Conquest); and finally, the chaotic regrouping period following the Andromedan Invasion in which fully two-thirds of the ISC forces were destroyed.

From the first appearance of the ISC in Y169 until the end of the General War in Y185, Marshall Teams were in evidence but were usually confined to small, ship-to-ship missions and the occasional incursion into enemy territory. During this time, Marshalls would rarely, if ever, fight to the death . . . over anything . . . preferring to leave the theater of conflict before they suffered serious losses and then to return when they had remobilized. They worked extensively with several Orion Cartels during this time, preferring to pay them for the information they desired rather than risking their Marshall Teams on the same missions.

Marshall Teams truly came into their own, however, during the "ISC Conquest" between Y186 and Y188 when they were incredibly active throughout the galaxy. Aided by the Organians (?), they succeeded in maintaining their own brand of Peace for two long years (during which time, unbeknownst to the ISC and their Intelligence Service, warship construction among the "pacified" races continued unabated). The ISC Marshalls believed themselves to be the True Peacekeepers, and their arrogance was infamous.

Their arrogance was not enough to prepare them for the Andromedan Invasion, though, and they were almost entirely wiped out along with their ships. As they regrouped during the Andromedan War, their galactic outlook began to change, and deciding that they needed to re-establish their own territory, they became very aggressive and much less "peaceful". They had, in fact, become almost indistinguishable in outlook and actions from the very same races they had detested only decades before.—*Tim Olsen*

(R14.0) LDR SHIPS

LDR UNIFORMS

The uniform of the LDR Defense Command is essentially a combination of the Lyran Naval uniform and the plain smock worn during the period of the Democratic Dark Star County. The shirt is mustard yellow with a red ring collar and a red diagonal stripe extending from the center of the neck to the right hip. The collar and the stripe are trimmed in black. A single epaulette is on the left shoulder. The epaulette displays the rank insignia, but is covered by a piece of black cloth. The black cloth is removed for dress occasions, but during normal duty it is theoretically impossible to tell a petty officer from an admiral. This is a throwback to the 'equal' military. The left sleeve carries the LDR emblem, and medals and badges are worn over the left breast. (See pages 23 and 25 of Module C3.)

The uniform looks the way it does because one of the heroes of the Vandha campaign was wounded in close combat with a noble of Duke Larzhak's house. The right side of the hero's shirt was slashed away by the enemy's knife, wounding him from the neck to the waist. After killing the enemy, the hero went immediately into space combat with his wounded right side exposed. Today this is reflected in the red diagonal stripe and the fact that there are no insignia or accouterments on the right side of the uniform. The hero in question was then ship Captain Kiroth. —*Jon Cleaves*

LDR WARSHIPS

(R14.28) COMMANDO WAR DESTROYER (CDW): A design exercise by the LDR military, the ship was never built. The LDR did not feel a need for an obviously offensive unit, and could not spare a hull for such a ship in any case.

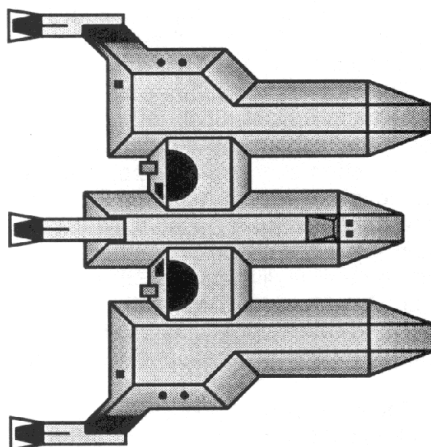
The Lyran Empire reportedly considered the design (without the gatlings) and may have built one or more of them. To experiment with this concept, use the SSD but fire the gatlings as standard phaser-3s and replace the side ph-1s with ph-2s. Such a ship would not have the phaser refit.

Data: 28 BPs include 2 Commando, 3 HWS; 2 GCVs; 2 GAS, 1 HTS.

Refits: Power pack never used. Plus refit standard by Y175. Mech links would have been very common after Y178; used for commando PFs.

UIM: Not available.

SSD and counter are in Module M.



(R14.29) MILITARY POLICE COMMANDO CORVETTE (CMP):

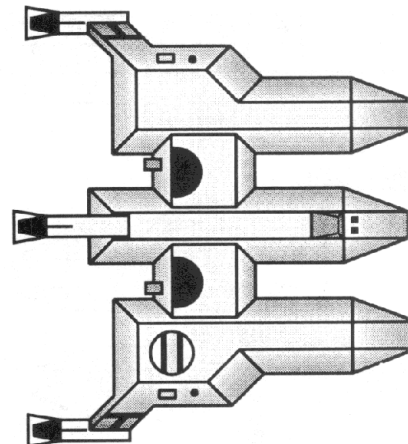
It is believed that one of these units may actually have been built, but there is no definitive proof that this is so. The design drew heavily from experience in the construction of the MPV design to provide for a larger contingent of ground support shuttles.

Data: 28 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

Refits: Power pack never used. Shield refit standard by Y175. Mech links would have been very common after Y178; used for commando PFs.

UIM: Not available.

SSD and counter are in Module M.

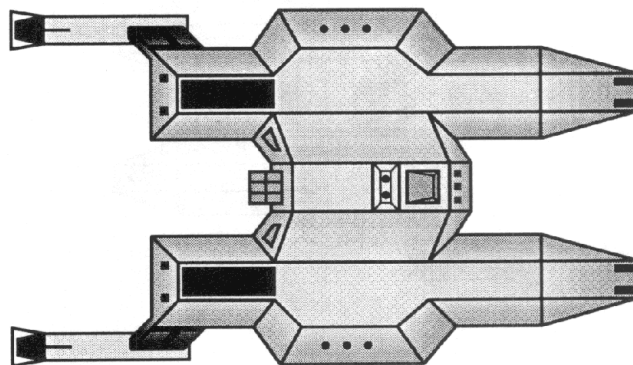


(R14.30) JAVA TIGER HEAVY COMMAND CRUISER (CCH):

This ship is the LDR equivalent of the Lyran Heavy Command Cruiser. The LDR's sole CC was upgraded to this design in Y180, then reconverted to a CCX in Y182. It is of interest that the LDR was able to take their key units out of service for such conversions, but with all the surrounding empires engaged in a bitter war, the threat to the security of the LDR was limited. None of the surrounding empires could afford to add another enemy, no matter how small, to its list of troubles. Indeed, the Klingons, Lyrans, and even the Hydrans provided resources to the LDR in the late war period in an effort to buy its continued neutrality. These resources may have provided the funding and technology for the series of conversions conducted by the LDR.

UIM: Standard.

SSD and counter are in Module R6.



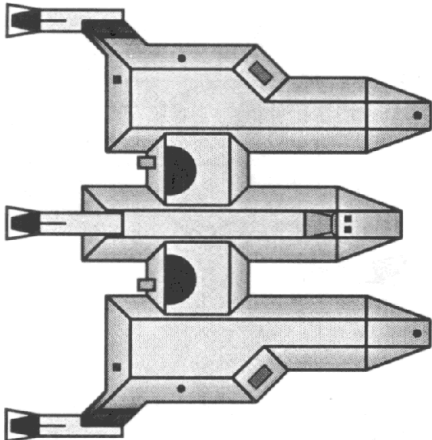
(R14.31) MOBILE CARRIER (DWV): Built on the hull of the war destroyer, the LDR completed one of these conversions in Y180, perhaps as a replacement for an MPV. This continued the LDR concept of utilizing numbers of attrition units to back up their small force of real warships. The ship is in excess to those DWs known to have been in service. It was included as part of a trump reaction force, including one of the LDR HDWs configured as a carrier and with an FCR as an escort. This force was attacked by the Andromedans in Y183, and whatever its purpose was came to an end.

UIM: Not available, no disruptors.

REFITS: The plus refit was included in the design. The mech-link refit was standard.

YEAR	ESCORTS	FIGHTERS
Y180+	FCR	8xZ-V
Y184+	MPA	8xZ-YC

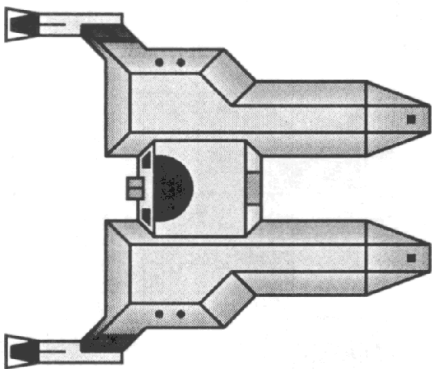
SSD and counter are in Module R6.



(R14.32) FAST CARRIER RESUPPLY SHIP (FCR): Based on a Frigate that was not converted to a DW, the ship served as the escort for a special LDR reaction force. The reason for this was unclear, but the ship type (especially given the small size of the LDR) was obviously intended for offensive operations. The gatling phasers made this a particularly well armed and effective ship for an FCR.

UIM: Not available, no disruptors.

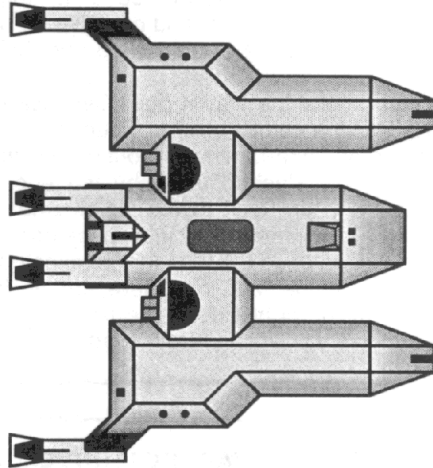
SSD and counter are in Module R6.



(R14.33) HEAVY WAR DESTROYER (HDW): The LDR apparently converted all of its DWs (except perhaps one that operated as a DWV) to this design in their eternal attempt to maintain enough combat power to defend their small area of space. The ships were outstanding examples of their type with their phaser-Gs. They did not remain in this design long before they were again pulled into the shipyard for conversion to DWX. For a while in Y183, one of these ships acted as a carrier as part of a unique LDR reaction force. LDR HDWs had ready racks for two fighters but only rarely carried them if not fitted as a carrier or escort.

UIM: Available under (S2.3).

SSD and counters are in Module R6.



(R14.M1) LDR TARAKAZ MARINE (HALF-BATTALION) ORGANIZATION

- 1 HQ Element, 1 Squad
- 2 Ground Companies
 - HQ Element, 1 Squad
 - 2 Platoons, each 5 Squads
 - 1 Heavy Weapons Squad
- 1 Assault Platoon
 - 4 Marine Squads
 - 1 Heavy Weapons Squad
- 1 Commando Platoon
 - 2 Commando Squads

(R14.M2) LDR REVOLUTIONARY GUARD TEAMS

LDR Revolutionary Guard Teams are organized similarly to the Lyran Stalker Teams except that there is no "Leader". One of the six team members will be selected to serve in that function for each mission (although sometimes one member of a team becomes an informal permanent leader). The team consists of six individuals:

Talker: A negotiator and the actual government representative. He often serves as the political watchdog of the team and never serves as team leader. This individual is sometimes trained as (or replaced by) an assassin.

Thinker: A science division specialist.

Mother: A medical division specialist.

Spotter: A scout/recon specialist, often with intense intelligence and covert operations training.

Slasher: A marine combat specialist, often trained as a sniper.

Fixer: The engineering specialist.

Revolutionary Guard Teams are often assigned missions to destabilize the governments of neighboring Lyran counties, particularly the arch-rival Hidden Dagger County.

(R15.0) SELTORIAN SHIPS

(R15.1A) ADDITIONAL BACKGROUND: The Seltorians possess an unusual naval force because of the genetic makeup of the individuals that comprise it. The distinction between officer and enlisted corps is determined at birth. Seltorian Sages are officers while Workers are, by nature, enlisted. Indeed, the Seltorians do not really use the concepts of "officer" and "enlisted" in the same sense that other galactic races do, but the effect is the same. Rams do not enter military service unless they survive to become Sages. Queens have considerable social influence but hold no military rank or power.

All Workers are infertile females. They comprise the "enlisted" ranks. There are two ranks in the enlisted forces aboard a starship: Standard and Expert.

"Standards" are the typical Workers, assigned to a ship section based on their individual skills, as determined at birth and through various tests and training shortly thereafter. Workers do not have ranks among themselves, but respect each other based on age or skill and nothing more. Standards are trained and drilled by their Lieutenants and Experts and quickly learn to operate as a team, rarely having disputes among themselves and working together for the good of the ship. Those who cannot fit in are quietly deleted.

"Experts" are the equivalent of non-commissioned officers and are the oldest, most respected Workers in their areas. More than this, though, they are the rare Workers that have developed a measure of leadership ability. Experts are usually mutations, accidentally possessing one or more random "Queen" genes that provide a longer lifespan (although no fertility). Thanks to this longer lifespan, which can nearly equal that of the Sages, the Expert Workers gain more experience and have time for more training. There are never enough "Experts" to go around. Lieutenants graced with an Expert under their command quickly learn to appreciate her skills and even learn to delegate some authority to her, but no Expert, however skilled, would ever actually be promoted to officer levels (which are reserved for the all-male Sages).

Seltorian Queens are the only fertile females. They have no military rank or authority, although they are often highly regarded in a social context.

Rams which have just metamorphosed into Sages are immediately given the rank of Ensign. After enduring a battery of aptitude tests, the new Ensign is assigned to a ship where his skills are needed, where he comes under the command of a Lieutenant in that section. As other Lieutenants in that section are promoted, Ensigns are slowly absorbed into the Lieutenant ranks, usually after ten or more years of training. Some Ensigns never develop the skills needed for their duties, and these are transferred to other areas to try again, or into other walks of life, such as the Seltorian Army. Ensigns, who are more equivalent to galactic Cadets than true Ensigns, usually have little or no power to give orders and are often treated with scorn by Workers in their area, who know their jobs well and resent being looked down on by "the new hatchling on the block". Besides, the Workers know they will be dead and gone before any new Ensign is promoted to the rank of Lieutenant. This "hazing" is tolerated by the officer corps as it helps teach the young Ensign the difference between Workers and Sages. If the Ensign cannot learn to command respect from these upstart Workers, he will never be capable of holding a Lieutenant's position and is usually rejected from starship duty.

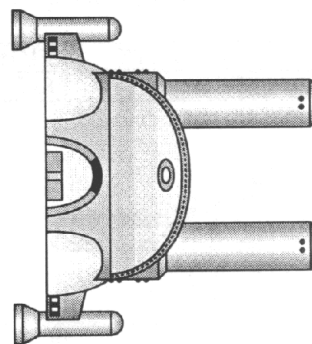
Lieutenants direct the day-to-day operations of one compartment or section. Commanders are in charge of entire departments (engineering, navigation, weapons). Captains command starships.

Flight Admiral is a temporary rank equivalent to a Commodore, in charge of a temporary grouping of ships. Squadron Admirals command squadrons; there are several subdivisions of this rank. Hive Admirals command all of the forces of a given hive. —*Bruce Graw*

**FAST SELTORIAN WARSHIPS**

(R15.18) FAST CRUISER (CF): One cruiser of this type was built as a fast raider for special missions using half-forgotten Klingon engine technology. Its missions were secret, and little is known of its operations.

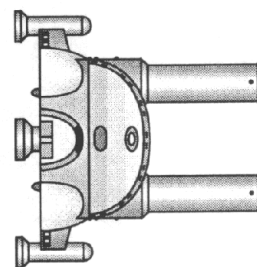
SSD and counters are in Module R6.



(R15.19) HEAVY DESTROYER (HDD): Built in Y185 as a consort for the CF, the HDD has good power and multi-mission flexibility.

As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

SSD and counters are in Module R6.

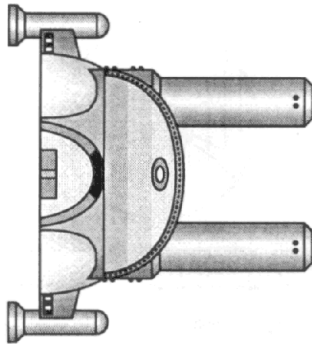


(R15.20) STRIKE CARRIER (CVS): While the original data files on the Seltorians included flat statements that the Tribunal did not operate fighters or carriers, later research has determined that this was not the case. A single Seltorian CVS (and one DDV) were built to provide fighter support to counter the Tholian fighters then in service.

The Klingons provided both the fighter designs (which the Seltorians produced in sufficient numbers to keep their two carriers in operation) and the pilots as well (since Seltorian workers were not able to handle the fast three-dimensional combat regime of fighters). The pilots were, for the most part, non-Klingons who had volunteered to serve the Empire but who were not entirely trusted by their masters.

SSD (combined with the ECL and DDE) and counter are in Module R6.

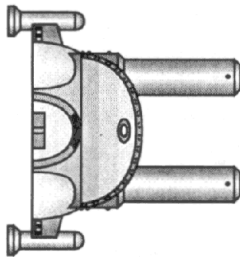
YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	12xZ-YC



(R15.21) LIGHT CARRIER (DDV): This ship was converted from an existing (but damaged) DD while the CVS was in the shipbuilding docks in order to provide advanced pilot and operational training.

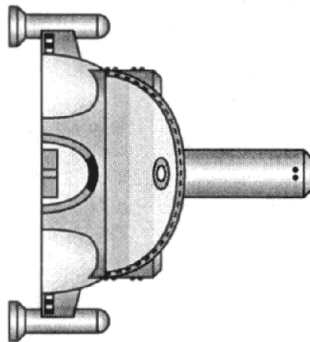
YEAR	ESCORTS	FIGHTERS
Y184+	DDE	8xZ-YC

SSD and counter are in Module R6.



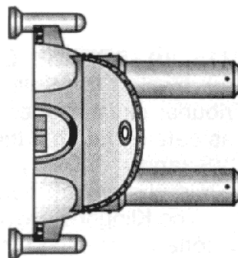
(R15.22) ESCORT LIGHT CRUISER (CLE): This ship was converted from a damaged CL to provide escort support for the CVS.

SSD (combined with the CVS and DDE) and counter are in Module R6.



(R15.23) DESTROYER ESCORT (DDE): This ship class was an obvious conversion used to defend both the CVS and the DDV. Several were built (apparently to replace losses).

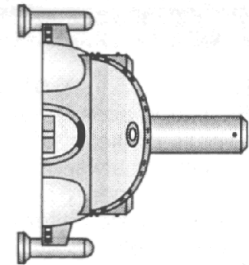
SSD (combined with the ECL and CVS) and counters are in Module R6.



(R15.24) FAST CARRIER RESUPPLY SHIP (FCR):

Based on the frigate, one of these ships was built in Y184; a second was built the next year as a replacement when the first was ambushed and destroyed.

SSD and counter are in Module R6.



(R15.N1) GROUND DEFENSES: An SSD is provided for the defense satellites and ground defenses used by the Seltorians to defend their installations. As with the DefSats of other races, the particle cannons of Seltorian DefSats cannot be overloaded, although they can fire twice in a turn under normal restrictions, i.e., 12-impulse delay between shots.

SELTORIAN FIGHTERS

The Seltorians used Klingon fighter designs of the Z-YC type. They were able to produce their own fighters and thus were in the anomalous position of providing top-of-the-line fighters to pilots that the Klingon Empire did not trust to fly them!

SELTORIAN BATTALION ORGANIZATION

- Headquarters
 - 1 Marine Squad, 1 Heavy Weapons Squad
- 2 Companies, each:
 - 2 Platoons (6 Squads each)
 - 1 Heavy Weapons Squad
 - Commando Platoon (2 Squads)

(R15.M2) SELTORIAN SAGE TEAMS

The Seltorians were only players in our galactic arena for a short time, from their first contact with the Klingons in Y182 until their elimination at the hands of their former allies in Y186 as they fled the ISC *Echelon of Judgement*. In this short period of time, however, their Sage Teams gained a level of respect with the other races as they fulfilled their missions with a high level of efficiency.

Sage Teams are usually composed of five to seven members with a strong emphasis on intelligence gathering. All of these will be male Sages, although it is not impossible for one member to be a sterile female of the "Expert" sub-species. Sages (and Experts) live extremely long lives and, while willing to fight when they have to, regard their primary goal as accomplishing the mission without ever being detected or engaged.

Each ship of significant size carries a five-member commando team, known as Avengers, but they differ significantly from the Federation concept of an Action or Strike Team. Seltorian Avengers are trained to kill . . . period. The racial hatred against their former oppressors, the Tholians, which permeates their entire society finds its outlet here. No time is wasted training them for diplomacy, tact, or negotiation, and most assignments they are sent on turn into suicide missions. They are trained killers, pure and simple, and are dedicated to the elimination of all Tholians. Avenger Teams are usually composed of the sterile females of the "Worker" class, although there will sometimes be one male Sage or female "Expert" included as the leader (usually not present on "suicide" missions). These teams appear in SFB as commando teams purchased through the Commander's Options.—*Tim Olsen*

(R16.0) JINDARIAN SHIPS

(R16.1) ADDITIONAL BACKGROUND: Sometimes the best way to understand a people is to observe them going about their lives and business. One opportunity for such observation is the following story.

Cataclysm

by A William Cookson

The chamber was warm and bright as the Jinbaro held audience. The walls were decked with thick, richly colored tapestries, each full of enormous texture, color, and pattern. Above, the high domed ceiling was an ancient architectural masterpiece, and upon the floor, forming an isle to a great dais, there lay a deep amber shaded carpet, running the length of the hall. On the dais, there sat a large chair, its ancient nature marked by the fact that it was carved out of a single piece of wood. Real wood, not material synthetically made, but a product that once, ages ago, stood tall in a deep forest on a now forgotten land.

In the hall were the Tasla, the most trusted advisers to the Jinbaro, as well as the Draynor, the priests of the Jindaral, and the Birls, those who remembered the customs and taught them, as well as arbitrated minor matters that were not significant enough to bring before the Jinbaro.

Lost in thought, the Jinbaro reached over to the table beside him and picked up a small, clear, crystalline sphere, just the right size to fit in his hand, with his long delicate fingers and thumbs wrapped around it. With a snap of his fingers and wrist, he set it spinning, whirling about in the air, floating where he left it, the low gravity of the worldship barely affecting it at all. The sphere was ancient, as was the worldship, as was the chair, and as was the Jinbaro.

The chair had no name, only respect. Respect that was given it for what it was, for what it represented, and for whom it held. The Jinbaro was, as well, after so many cycles, without a real name, at least one that was openly remembered. The people of the worldship, the Jindaral, affectionately called him 'Ganal ti Tar', or 'The Great Rock', but by most he was 'Jinbaro', and he, too, had respect.

The sphere was perhaps the oldest of all, having been a gift from his father and his father before him, and his father, and so on. It was not a tool. It served no purpose. It merely was. Just like the worldship, and the chair, and in many ways, the Jinbaro himself. He looked deep inside the whirling globe at the picture beginning to form, the image produced by the kinetic energy of spinning. As the Jinbaro watched, a pattern developed. Eventually, it could be discerned to be a miniature sun burning bright, with several planets surrounding it.

Around and around the planets spun, until they started to slow and the sun started to fade. Eventually, one of the largest planets in the middle of its brothers began to change, fracturing, as slowly, pieces spun away beyond the scope of the crystal globe, never to be seen again. As the Jinbaro watched, he wondered of the horror that it would be to have your world shattered, split apart, never to be whole again. The globe slowly touched down, onto the amber carpet, and doing so, the images did slowly fade. The Jinbaro motioned for one of his attendants to retrieve it for him as he looked over to the chief most of his Tasla and spoke, "Send him in."

The huge round doors at the opposite end of the chamber swung wide, and a dark hued, lean young man dressed in gilt red brocades glided into the chamber, moving with currents of air, swimming, so to speak, as was the fashion of all Jindarians, the low gravity making this the most efficient method of movement.

He settled gently a few paces in front of the dais, touched the back of his left hand to his lips, then his forehead, and then bowed deeply to the man seated in the chair.

"My beloved Jindavo," the Jinbaro spoke in loving tones to his son, "rise."

"How may I serve my Jinbaro?" the young man asked, nodding his head slightly as he stood.

The Jinbaro took a moment to look over the young man who now stood before him.

He was slight, even for a Jindarian, and darkly complected, like most of his kind. He was dressed in a maroon tunic and trousers, with wrap around sandals that tied above his ankles, as was the fashion for the young men these days. His hair was alabaster white and shorn close, save for a long shock that started in the middle, at the front, and was combed back along the entire length of his head, forming a long tail behind him, stretching nearly the length of his back.

He stood with a confidence of one who knew that his place was secure.

"Beloved," the Jinbaro began, "you know that you shall one day have this chair and that you shall lead the Jindaral."

"If it is, as you would so wish," the youth replied.

"I do," the Great Rock continued, "You know, though, that this is not an easy task that I set before you. Being born into this responsibility is not enough. You must earn it. You must show the character, the willingness, the skill, the cunning, the intelligence, and the ability to take on this lonely watch.

"Many in this room will tell you that this is not the envied position that most think that it is. There are so many that you must protect and defend. You must protect them from starvation and ruin by finding new resources for the worldship. You must protect them from those who are not Jindarian, those who do not understand our way, and those who want to put an end to those ways and to us.

"You must defend the rights that each individual has. Rights that are necessary to each of us, even if those rights are at the expense of your own. You must defend them from those Jindarian who would cause destruction and ruin from within. You shall take a low station in the operation of the worldship, and as you learn each position, then you shall rise to more responsibility and opportunity, having proven yourself so that you and others may see your worthiness.

"Do you think that you are ready to prove yourself? Do you think that you can accept the chance to show that you are as responsible as I have spoken?"

"I am," said the Jindavo.

"Then," the older man asked, as he reached beneath a cloth on the table next to him and pulled out two items, "you may explain these." The Jinbaro pitched the two items into the air, a long dagger and a metal vial, so that they hung briefly, then slowly started the long decent to the floor.

"I-I d-do not know what they are," the youth stammered, his eyes fixed on the objects as they dropped gently through the air.

"Really? They were found in your room," the Jinbaro's voice toned, now turning steely. "The vial holds a poison of a nature unknown, foreign to the Jindaral, even alien to Jindarians, but lethal, nevertheless. Further, the dagger and the vial both show evidence of your touch upon them. As well, if that is not enough, I can have witnesses come before this assembly to swear to blasphemous statements that you have made in recent weeks.

"Now, perhaps you would like to explain these items from your chamber and these things that you have said?"

"You have no right . . ." the youth screamed.

"No right!" the Jinbaro roared, leaping from his chair to land at the front of the dais where the arrogant youth stood.

"NO RIGHT!" he roared again, backhanding the Jindavo with such force that it sent him flying into a nearby column.

Shaking his head in an attempt to clear the effects of the massive blow, the Jindavo stood, quivering with fury, his hands clenched into fists as he screamed at the old man.

"The chair is mine by right. I was born to ascend it. This place, these people, they are mine! There is no reason that I should have to prove myself to the likes of you, old man! Were you dead and out of the way, I would not have to stand any of these menial positions. I would be Jinbaro. It would all be mine!" With that, the dusky youth drew himself up and, bracing against the column that he had been dashed against, launched himself full force towards the Jinbaro.

With an ease that belied his age, the Jinbaro side stepped the enraged youth, grabbed him by the collar, and redirected him, driving him face first into the front of the stone dais. The young man hit with incredible force and bounced, blood coloring the spot of his impact on the dais, his body going limp as unconsciousness closed around him and he sank to the floor.

"Take him," the Jinbaro, said, as his advisors hurried to do his bidding. "Remove him from my sight."

He then motioned, and the chief of his Tasla drew near.

"Keep him sedated until our scheduled brief meeting with the other worldships next week. Then sell him as a slave for as low a price as you can manage without raising suspicion. I will arrange the papers by then."

"And if he should tell his story?" the man asked.

"True," the Jinbaro said, stopping to think for a moment, "tell them that as he was treasonously collapsing a tunnel, he was buried in the rubble. Despite our best efforts to sooth his addled senses, we cannot cure him of his madness.

"That is even, in some ways, true."

The Tasla nodded and withdrew.

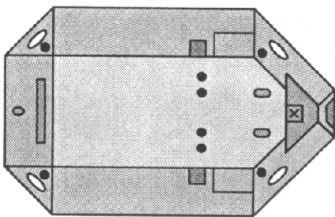
Turning slowly, the Jinbaro floated onto the dais. As his unconscious son was carried from the hall, he settled into his seat. He closed his eyes against the impending tears.

Eventually, he took a long, deep, measured breath, trying hard to clear his mind of the horror of having his world shattered, split apart, never to be whole again. ★★★

NEW JINDARIAN WARSHIPS

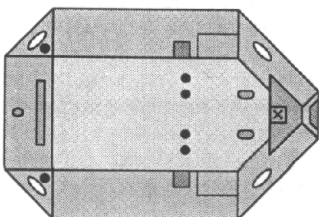
(R16.40) HEAVY STRIKE CRUISER (HCS): These cruisers were unique in Jindarian service, in that they were size-3 ships but were not built from asteroids. They are, as seen on the SSD, non-rock standard warships of traditional design. Only a few Jinbaros built such ships, which were usually used for high-speed raids against the prospecting ships of other caravans.

SSD and counters are in Module R6.



(R16.41) LIGHT STRIKE CRUISER (LCS): These cruisers, stablemates of the Strike Cruisers but used by other Jinbaros, reflect differing styles and tactics of prospect raiding.

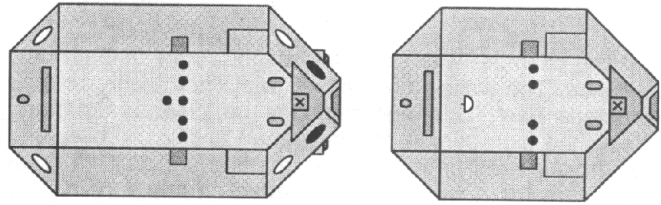
SSD and counters are in Module R6.



(R16.42) HEAVY WAR DESTROYER (HDW): Taking a lesson from the galactic powers, the Jindarians built their own HDW. These ships (below, left) were mostly built by caravans that did not have access to X-technology.

As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

SSD and counters are in Module R6.



(R16.43) PROSPECTING FLAGSHIP (PRF): Similar in many regards to the Police Flagships of the more traditional races, the Prospecting Flagship (above, right) was an all-in-one problem-solving package of capabilities used by the commander of a detached prospecting mission.

SSD and counters are in Module R6.

(R16.M1) MARINE ORGANIZATION

Every Jindarian ship organizes its Marine forces differently, at the whim of the Jindavo.

(R16.M2) JINDARIAN SALVAGE TEAMS

Every major Jindarian asteroid ship has a Salvage Team, a well-trained group of elite individuals assigned the most difficult missions. Some teams specialize in combat, others in technical skills, others in diplomatic or business negotiations, while some teams try to maintain a level of proficiency in all of these tasks. This depends on the predilections of the Jindavo and the types of missions his entire caravan undertakes. Each team consists of 5–8 individuals, uniformly in top physical condition and qualified to handle most of the available technology and weapons.

The one constant factor of the vast majority of Jindarian Salvage Teams is the use of non-lethal weapons such as "entangler" guns, sleep-darts, and flash-bang grenades. This reflects the Jindarian view of life. Jindarians live for hundreds of years, and the idea of being killed in combat over some minor matter is anathema to them (even when it comes to their enemies). A Klingon warrior in his prime may have two decades of life to look forward to and may have already produced several children. A Jindarian in his prime may have two or three *centuries* of life to look forward to and most of his children are in his future. As such, he is far less interested in heroic self-sacrifice and little more interested in dealing out death to his enemies.

Of course, when it comes to removing a treacherous relative, the ultimate penalty is not beyond the capabilities of a Jindarian. —*Tim Olsen & Steve Cole*

(E18.7) MEDIUM RAILGUN: Used by the two Strike Cruiser classes (size-4 ships cannot mount it, and asteroid ships do not need it), the Medium Railgun requires two points of warp energy to arm and one point of power to hold. While it has unlimited ammunition for the standard direct-fire mode, its ammunition for rapid fire mode (E18.4) is limited. It uses one box of ammunition (see SSD) for each defensive surge (8 impulses or less). Because of this aspect of the weapon, it was limited to raids so that it could restock its ammunition bins after each battle. The firing table for this weapon is shown on the SSD. Reduce the damage by 25% when firing through (E18.512) zones and by 50% when firing through dust (E18.513).

SCENARIOS FOR FAST WARSHIPS

Fast ships tend to go into Harm's Way and are often found at the critical points of the decisive campaigns.

(SH191.0) RETURNING TO THE SCENE OF THE CRIME

(Y160)

by Steven P. Petrick, Texas

An Orion light raider attacked the tramp steamer *Roger Maris* in Y160. Fortunately for the *Roger Maris*, the heavy cruiser patrolling that sector was nearby and arrived to see the Orion off before it could loot its prize. The *Roger Maris* was badly damaged and unable to proceed on its own power. The cruiser summoned the flagship of the local police commissioner to tow it to a planet (in case evacuation was necessary) and conduct repairs, and then left. As repairs were nearing completion, the pirate returned to reclaim his prize.

(SH191.1) NUMBER OF PLAYERS: 2; the Orion player and the Federation player.

(SH191.2) INITIAL SET UP

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

FEDERATION: TSS *Roger Maris* in 2216, facing F, speed 0 [in orbit (P8.0), orbital speed 1], WS-0.

FLG *Gianello* in 2216, facing F, speed 0 [in orbit (P8.0), orbital speed 1], docked to the TSS (C12.0), WS-II.

POL *Sipowicz* within 3 hexes of 2215, heading at the player's option, speed 3, WS-II.

ORION: LR *Enchantress* enters from any map edge, heading at the player's option, speed max, WS-III.

(SH191.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH191.4) SPECIAL RULES

(SH191.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units involved in this scenario can disengage off of any map edge or by acceleration in any direction.

(SH191.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH191.421) The FLG normally includes an MRS shuttle. Players may omit it if they wish, but this will shift the balance toward the pirate.

(SH191.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH191.423) There are no PFs in this scenario.

(SH191.43) COMMANDER'S OPTION ITEMS

(SH191.431) 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.

(SH191.432) All drones are "slow", i.e., speed-8. Type-II and type-V drones (speed-12) 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.

(SH191.433) If players wish to use the optional rules for Prime Teams (G32.0), the FLG will normally carry one such team. While the Orion LR would not normally have such a unit, one can be added to that ship for balance.

(SH191.44) REFITS: No refits had been installed on any of the units involved in this scenario. Refits might be added as balance factors.

(SH191.45) PRIOR DAMAGE: The *Roger Maris* has previously been attacked by the Orion LR. Its power systems were totally disabled and have been undergoing repair. The shields and warp engines have been fully repaired prior to the start of the scenario. Mark the following as destroyed: Phaser, Emergency Bridge, three Cargo, two Hull (in command module), two Shuttle, and Impulse. The TSS has no self-repair capability remaining at the start of the scenario.

(SH191.46) ORION: The Orion ship must use weapons available in the home territory of the Dragon Cartel. If one or more drone racks are selected, the Orion is assumed to have used two spaces of drones in the original engagement; these are deleted from his reload storage. Roll six random internals on the Orion ship as a result of fire from the heavy cruiser, then repair any four systems. Note that if a drone rack is selected and destroyed as a result of this fire, the Orion can assume that the two spaces of drones lost in the attack on the TSS came from that drone rack.

(SH191.47) SELF DESTRUCTION: The TSS cannot self-destruct due to the large number of passengers on board.

(SH191.5) VICTORY CONDITIONS: The Orion wins if he manages to capture the TSS and disengage it from any map edge without his own ship being destroyed. Any other result for the Orion is a defeat.

The Federation wins a Substantive Victory (S2.3) by preventing the capture of the TSS. This victory is reduced by one level for each Police ship (FLG or POL) that is destroyed and raised one level if the LR is destroyed, two levels if the LR is captured. If the TSS is captured and disengaged by the Orion, the Federation suffers a Tactical Defeat (S2.3), but the above modifiers still apply, e.g., if the Orion disengages the freighter but his own ship is destroyed, the Federation will have achieved a draw (although the Orion will have lost under his own conditions above).

(SH191.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH191.61) Replace the Federation FLG and POL with the FLG and POL of another race. The Orion will have to use options available to a Cartel whose home territory includes the site of the scenario.

(SH191.62) Delete the planet and instead conduct the scenario in an asteroid field (P3.0).

(SH191.63) For a larger battle, replace the LR with a CR and replace the POL with a CL.

(SH191.64) Delete the POL; replace the LR with a Slaver.

(SH191.7) BALANCE: The scenario can be balanced by one or more of the following:

(SH191.71) Change the POL to an FF.

(SH191.72) Replace the TSS with an FA-S; note that this ship will not have a shuttle under (SH191.45).

(SH191.73) Add a refit to one side.

(SH191.8) TACTICS

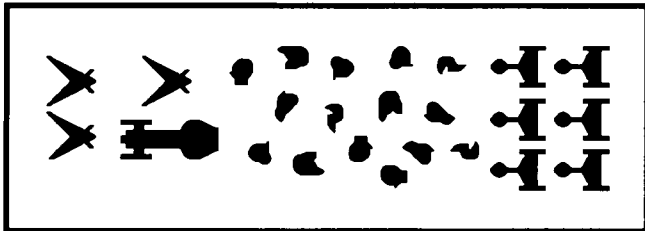
ORION: Choose your initial plan, and go for broke.

FEDERATION: Use your scout channel to lend OEW to the Orion. Alternatively, hold it in reserve to try to block any

Orion drones. Consider repairing the phaser on the TSS, or undock immediately. Launch all available shuttles as gun platforms. Make sure you have enough marines to keep the Orion from boarding.

HISTORICAL OUTCOME: The Police force was not caught flat-footed, but it was touch and go. The Orion finally opted to disengage after his warp drive began to suffer the effects of repeated doubling and a failed boarding attempt beaten off by marines from the FLG.

(SH192.0) PLAYING CATCH-UP



(Y169)

by Stephen V. Cole, Texas

As the Hydran Expedition ground into Klingon space, the plan to reach Federation space began to break down almost immediately. The Admiral-in-Command of the Expedition quickly found that the loss rate of fighters was much higher than anticipated, and that to successfully conclude the operation, more fighters must be provided (beyond those in his tug, which the plan said must be saved to break through the Klingon eastern border bases). Due to the politically critical nature (in the Hydran's view) of the operation, the Admiral's demand for more fighters was accepted. The Hydrans did not have another tug, or another conveyor pallet, available and used the only ships available (a convoy of FCRs escorted by the only fast cruiser in the sector). This was not seen as much of a risk, as the Klingons were not yet able to mount operations into Hydran space, and the supplies of fighters in storage would serve to keep the Hydran defense forces supplied for the time being.

Unfortunately for the Hydrans, their rash actions had resulted in the release of both the powerful Klingon Home Fleet and Southern Reserve Fleets to move to the aid of the embattled Western Fleet. Additional forces were being diverted from the Kzinti theater as the Hydran Expedition was at first perceived by the Klingons as a drive on Klinshai itself. Various small Klingon detachments, many of them elements of the ISF, had been ordered to try to interdict the supply lines of the Hydran Expedition (supply lines which did not exist) without success.

Now, the Hydrans provided a target for these detachments, at a most (for the Hydrans) inopportune time.

(SH192.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH192.2) INITIAL SET UP

TERRAIN: The entire map is an asteroid field (P3.0).

HYDRAN: THR *Zenith* (3x Stinger-1); 3x FCR *Capacious*, *Voluminous*, and *Copius*; all enter within 3 hexes of 4215, heading E or F, speed 10, WS-III.

KLINGON: G4B *Kalahan*, G2C #C4, G2 #32, G2 #33, enter within 3 hexes of 2201, heading C or D, speed 10, WS-III.

E4B *Adamant* and E4B *Determined* enter within 3 hexes of 0130, heading A or B, speed 10, WS-III.

(SH192.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH192.4) SPECIAL RULES

(SH192.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Hydran units can only disengage from the 01xx map edge. Klingon units can disengage from any map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH192.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH192.421) If using the optional MRS rules, the THR and G4B would normally each have one.

(SH192.422) There are no EW fighters in this scenario. In a variant in which enough fighters in a single squadron are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters).

(SH192.423) There are no PFs in this scenario.

(SH192.43) COMMANDER'S OPTION ITEMS

(SH192.431) 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.

(SH192.432) All drones are "medium", i.e., speed-20.

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

(SH192.433) If players wish to use the optional rules for Prime Teams (G32.0), the Klingon G4 and the Hydran THR each normally carry one such team.

(SH192.44) REFITS are defined in (SH192.2) above.

(SH192.5) VICTORY CONDITIONS: Victory is determined by the number of cargo boxes the Hydrans successfully exit from the map. The scenario starts as a draw (S2.3). For every three undestroyed (this means never destroyed, not destroyed and repaired) cargo boxes which the Hydrans exit from the 01xx map edge, the Hydrans gain a level of victory. Note that there are 18 cargo boxes total in the Hydran force. The Hydrans lose a level of victory for every Hydran ship destroyed.

(SH192.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH192.61) Replace the Hydrans with a Kzinti force of an BF and three FCRs. Note the Kzintis have three extra cargo boxes on their FCRs. The BF's cargo box does not count.

(SH192.62) To complicate matters, add an Ion Storm to the scenario with five-point gravity waves beginning in the 01xx hex row and moving across the map.

(SH192.63) For a smaller and faster battle, delete the E4Bs and reduce the Thoroughbred (3x St-1) to a Lancer (4x St-1).

(SH192.7) BALANCE: The scenario can be balanced by one or more of the following:

(SH192.71) Change one or both of the E4Bs to E4Is.

(SH192.72) Delete some or all of the Stinger-1 fighters.

(SH192.73) Delete or add refits to one side.

(SH192.8) TACTICS

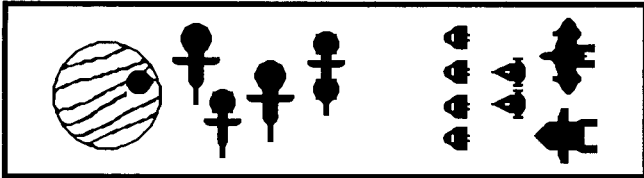
HYDRANS: Hang together, or you shall surely hang separately. Use the asteroids for drone defense as much as you can. Watch for Klingon anchor attempts with the E4s as you near the map edge. Do not stop to fight, just get through.

KLINGON: He does not have to fight you to win, but you have to fight him to win. Link up your forces, and keep them between him and the map edge. Your drones are at a

severe disadvantage unless you can concentrate their attack at close range and follow-up with direct-fire weapons.

HISTORICAL OUTCOME: Some of the Hydrans managed to break through, but it proved to be a one-way mission. The lack of the FCRs severely handicapped the Hydran First Fleet as it struggled to hold back the Klingon attack.

(SH193.0) QUICK STEAL



(Y180)

by Steve Petrick, Texas

Most Orion Pirate carriers collected their fighters through their Cartels, who in turn got the fighters from their various operators. Fighters might be taken from looted freighter holds or simply "lost" by the original owners straight out of the factory. Unfortunately, this generally meant that less than the top of the line fighter would be available and frequently that the squadron would be a mixed one (entailing lost time as the ready racks were re-configured). In Y180, however, one enterprising Orion captain shadowed a Gorn fast carrier resupply ship to its rendezvous, intent on adding some of the new Gorn G-12 fighters to his collection.

(SH193.1) NUMBER OF PLAYERS: 2; the Gorn player and the Orion player.

(SH193.2) INITIAL SET UP

TERRAIN: Gas Giant (P2.22), 7 hexes in diameter centered in hex 2215.

GORN: HDV *Snakebite* (5x G-12) in 2221, in standard orbit (radius 3) (P8.0), heading E, speed 0 (orbital speed 1), WS-0. See (SH193.46).

HDA *Preserver* in 1923, heading B, speed 4, WS-0. See (SH193.46).

BDA *Ironscale* in 2622, heading D, speed 4, WS-0. See (SH193.46).

FCR *Bearer of Grifatch* in 2122, heading A, speed 1, WS-0. See (SH193.45).

ORION: CVS *Viking Glory* (3x Gorn G-18, 2x Romulan G-SF, and 2x Romulan G-II) in 2308, heading C or E, speed max, WS-III.

DW *Scorpion* 2306, heading C or E, speed max, WS-III.

(SH193.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH193.4) SPECIAL RULES

(SH193.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units can disengage from any map edge in this scenario.

(SH193.42) SHUTTLES AND PFs: All fighters (not shuttles) and PFs have warp booster packs.

(SH193.421) The Gorn HDV would normally have an MRS. It could be included as a balance factor.

(SH193.422) If using EW fighters, one of the G-12s on the Gorn HDV and one of the G-SFs on the Orion CVS are EW variants. If not using EW fighters, they are standard fighters of their types.

(SH193.423) There are no PFs in this scenario. PFs might be added on casual mech links in a variation or as a balance factor. If so, they will be standard combat types.

(SH193.43) COMMANDER'S OPTION ITEMS

(SH193.431) Each Orion ship and the Gorn FCR 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 Gorn carrier group ships have been in action and have expended most of their stores. Each ship in the carrier group may only spend 5% of its BPV for Commander's options.

(SH193.432) All drones are "fast", i.e., speed-32.

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

(SH193.44) REFITS: The Gorn HDV has the plus and Y175 refits. The HDA and BDA have the full aegis, plus, and Y175 refits. None of the ships have received any other refits.

(SH193.45) FCR: This ship was preparing to dock to the HDV in order to transfer cargo. This cargo includes 4x G-12 fighters (stored as cargo, not ready for flight, Annex #7K), three additional T-bombs and dummies which can be broken out of their cargo boxes under (G25.3), and 90 plasma-D torpedoes. This cargo is all in addition to anything purchased under the Commander's Options and is at no cost to the Gorn player, nor does it count in the Victory Conditions. This ship cannot self-destruct unless it has been boarded and cannot disengage unless all the other (surviving) Gorn ships are disengaging in the same direction on the same turn.

(SH193.46) GORN SHIPS: The Gorn ships have all expended most of their stores in previous operations. Roll two dice for each escort to determine the total number of plasma-Ds remaining. Then roll four dice for the carrier to determine the number of plasma-Ds it has. Once the number of plasma-Ds has been determined, roll one die for each shuttle (not fighter) on each ship, with a die roll of 6 meaning the shuttle was destroyed. Include any spare shuttles in this roll. Once all destroyed shuttles are determined, the Gorn player may activate any surviving stored shuttles to replace lost shuttles. All PPTs have been reloaded, and none of the ships has any damage.

(SH193.47) ORIONS: Option mounts must be selected from those available to the Stardust Cartel.

(SH193.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that the Orion gains a 50-point bonus if he captures the FCR and disengages with it.

(SH193.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH193.61) Replace the Gorn HDV group and FCR with an ISC CVL group and FCR.

(SH193.62) Perhaps the Gorns were not surprised? Place four counters numbered zero to three in a cup. Have the Gorn choose one, examine it, and place it face down where the Orion can see it. The number on the counter is the Gorn weapon status (checked by the Orion player after the battle).

(SH193.63) For a smaller and faster battle, delete the Gorn HDA and the Orion DW from the set up.

(SH193.7) BALANCE

(SH193.71) Change the DW to an LR.

(SH193.72) Replace the BDA with a DEA.

(SH193.73) Add an Interceptor or two on mech links to the Gorn HDV group.

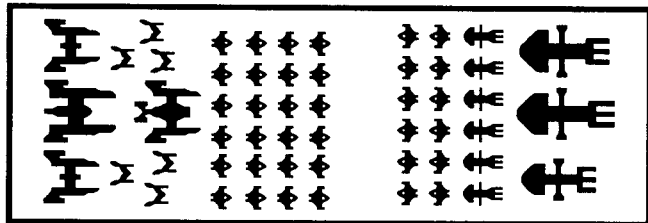
(SH193.8) TACTICS

ORION: Do not fool around. Given time to organize and arm their weapons, the Gorns can do a number on you. The DW is almost a liability after the first turn, so just get in and snag the FCR and run. This will require you to hurt the HDV badly at first and then try to cripple the HDA. Have the DW cripple the FCR, but remember you do not want to destroy all the cargo boxes. Tractor it and drag it off, and get some marines on it. You do not win by sticking around.

GORN: Caught with your pants down again! Concentrate your plasma-Ds on the Orion CVS. You have to hurt him so that he cannot escape with the FCR. Expect to be badly hurt right off, but do not give up. Given time, you can get weapons on line and get the balance of power to shift in your favor, but you have to hang on through those first turns.

(SH193.9) PLAYTESTERS COMMENTS: A quick (and deadly) game of cat and mouse along the map edge.

HISTORICAL OUTCOME: To the embarrassment of the Gorn HDV commander, the Orions snagged the FCR and escaped, leaving chewed up Gorn ships in their wake. The strategic results of this incident would, however, be staggering. The Gorn Fleet Command was forced to realign a task force to cover for the now disabled HDV group. This realignment was detected by the Romulan commander in the theater and misinterpreted, resulting in the early commitment of the Romulan 2nd Star Legion to Operation Tribune.

(SH194.0) DESPERATE STRIKE

(Y182)

by Stephen V. Cole, Texas

The Kzintis launched a series of strikes against their primary enemy, the Lyrans, in order to keep their remaining reserves tied down while Operation Cavalry was prepared. As usual, attrition units were used. During these strikes, a Kzinti CVS group broke through the Lyran front and began to raid the Lyran rear. Stretched to the breaking point, the Lyran Marshall who had taken over the sector after the death of Duke Roget of the Red Claw Duchy hastily assembled the only unengaged forces left to him. He equipped the ships with the only other assets he had and led them forth to give battle.

(SH194.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SH194.2) INITIAL SET UP

KZINTI: CVS *Scimitar* (12x TADS), MAC *Prowess*, DWA *Dizzy Star*, 6x PFs on mech links (two per ship), all within 3 hexes of 3904, heading E, speed max, WS-III.

LYRAN: JGP *Frazikar* (6x Z-YB), HDW *Spinecrusher* (12x Z-YB), FCR *Red Claw Provider* (1x Z-YB), FLG *Performance* (5x Z-YB), 6x PFs on mech links (maximum of two per ship), all within 4 hexes of 0525, heading B, speed max, WS-III.

(SH194.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH194.4) SPECIAL RULES

(SH194.41) MAP: Use a floating map. The Kzinti units can only disengage in directions B or C. The Lyran units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH194.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH194.421) If using the optional MRS rules, the CVS and FLG would normally each have one.

(SH194.422) If using EW fighters, one of the TADS on the Kzinti CVS is a TADS-E and one of the Z-YBs on the Lyran HDW is a Z-YE. If not using EW fighters, these are standard fighters of their respective types.

(SH194.423) The six PFs carried on mech links by each side are standard combat types — no leaders, scouts, or variants.

(SH194.43) COMMANDER'S OPTION ITEMS

(SH194.431) 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.

(SH194.432) All drones are "fast", i.e., speed-32.

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

(SH194.433) Prime Teams (G32.0) are not available in this scenario.

(SH194.44) REFITS: The Lyran and Kzinti ships all have mech-link refits. The Lyran FLG has the plus refit. The Kzinti ships all have the Y175 refit. None of the PFs has the shield refit.

(SH194.45) LYRAN FLG: The Lyran FLG does not have ready racks for its fighters and will have to service them under (J4.8962). The ship is assumed to have 5 deck crews and 40 spaces of drones (total, including any loaded on the fighters at the start of the scenario).

(SH194.46) LYRAN OPTIONS: All Lyran options have been configured as fighter ready racks.

(SH194.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH194.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH194.61) Replace the Kzintis CVS group with a Federation CVS (12x F-18B+), NAC, and DWA.

(SH194.62) Allow the Lyran player to configure his option boxes (but not the shuttle bay of the FLG) as he desires, eliminating a fighter (and deck crew) for each option converted from a shuttle box to something else. This will leave the Kzinti player unsure of what the capabilities of the Lyran force are.

(SH194.63) For a smaller and faster battle, delete the Lyran FLG and its fighters and the Kzinti DWA.

(SH194.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH194.71) Change the Kzinti DWA to an AFF.

(SH194.72) Replace the Kzinti CVS with a CV or an MCV.

(SH194.73) Replace some or all of the Lyran fighters with the next lower quality fighter, e.g., Z-Ys or Z-Vs.

(SH194.8) TACTICS

KZINTI: Overwhelm his ESGs with drones. Then kill him.

LYRAN: Use your fighter drones in the drone defense mode while you try to eliminate first the escorts (including the fighters) and then the carrier with your fire.

(SH194.X) DESIGNER'S NOTES: As we were working our way through the ship designs, we were impressed at the huge shuttle potential of the JagdPanther and had already been impressed by the shuttle potential of the FLGs. It was a natural extension to combine all of these large shuttle bays into a strike force, and that left us looking for an opponent.

HISTORICAL OUTCOME: The Lyrans ships were savagely mauled, and the Kzinti carrier group continued on to raid the Lyrans convoy system before returning to Kzinti-held space.

(SH195.0) HASTY CARRIER



(Y183)

by Steven P. Petrick, Texas

Perhaps one of the finest examples of the advantages and drawbacks of the HDW concept was this action in Y184. A Federation Mobile Carrier penetrated the Klingon front and threatened vital supply lines. The Klingons' only available forces were an HF5 and an F5R. The HF5, already opened up for a conversion, was instead hastily completed as a CVL and, together with the FCR as its only available escort, sent in search of the marauding Federation carrier group. From intercepted messages, the Federation commander learned that the HF5 was the only thing preventing him from raiding the Klingon rear, perhaps forcing them to withdraw from their forward positions, and he sought to remove that obstacle.

(SH195.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH195.2) INITIAL SET UP

FEDERATION: DWV *Izetbegovic* (8x F-18C) in 0125, DWA *President Kravchuk* in 0123, both heading B, speed max, WS-III.

KLINGON: HF5 *Dawnraker* (12x Z-YC) in 4205, F5R *Fire Provider* in 4207, heading E, speed max, WS-III.

(SH195.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH195.4) SPECIAL RULES

(SH195.41) MAP: Use a floating map. The Federation units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH195.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH195.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH195.431).

(SH195.422) If using EW fighters, one of the fighters on each carrier is an EW version. If not using EW fighters, they are standard fighters of their respective types.

(SH195.423) There are no PFs in this scenario.

(SH195.43) COMMANDER'S OPTION ITEMS

(SH195.431) 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.

(SH195.432) All drones are "fast", i.e., speed-32.

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

(SH195.433) Prime Teams (G32.0) are not available in this scenario.

(SH195.44) REFITS: There are no refits available to the ships involved in the basic version of this scenario.

(SH195.45) HF5 MODIFICATIONS: This ship has been configured as a carrier. All option boxes and the APRs marked with an asterisk are shuttle boxes. However, due to the hasty nature of the conversion, only four of these have fighter ready racks. The other boxes can use (J4.8962) to reload the fighters; the ship was provided with a total of 18 deck crews to make up for this deficiency.

(SH195.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH195.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH195.61) Replace the Klingon HF5 and F5R with a Lyrans HDW and FCR.

(SH195.62) Allow the Federation player to replace his two DWs with any other two DW hulls, and require the Klingons to use Tactical Intelligence (D17.0) to figure out what they are.

(SH195.63) Reverse the roles, replacing the Klingon force with an FWV and an F5A, and the Federation ships with an HDW configured as a carrier and an FCR.

(SH195.7) BALANCE: The scenario can be balanced by one or more of the following:

(SH195.71) Have one side use an earlier fighter type, e.g., Federation replace F-18Cs with F-18B+s or F-18Bs.

(SH195.72) Replace the Federation DWA with an FFA.

(SH195.73) Delete one or more fighters from one side.

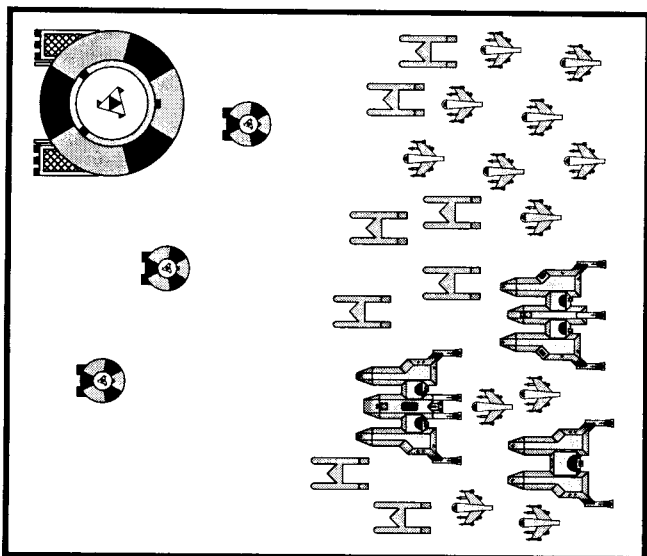
(SH195.8) TACTICS

FEDERATION: The HF5 is the real firepower of the Klingon squadron. Your DWA gives you excellent drone defense against the Klingon's superior drone launch ability, but you only have as many heavy weapons as he does. You cannot close to use the DWA's gatlings for a devastating close in strike until you can make his fighters go away.

KLINGON: You only have as many heavy weapons as the Federation has, and your superior drone-launch ability may be canceled by his drone defenses. This is not going to be an easy battle.

(SH195.X) DESIGNER'S NOTES: I wanted to include an HDW carrier scenario and simultaneously display the strategic flexibility of the ship. With many of the bays not fitted with ready racks, the ship's carrier abilities are compromised and the scenario is not just an "HDW as CVM" battle but a unique challenge.

HISTORICAL OUTCOME: The Klingons exhausted their drones and most of their fighters, but succeeded in also exhausting the drone supply of the Federation carrier, forcing it to return to its own lines. The action was otherwise a long tedious affair with little damage done to either side.

(SH196.0) STRIKE FORCE**(Y183)**

by Michael Kuzak, California

The LDR noted the weakening of the Lyran Star Empire as the General War dragged on and began considering more open methods of exporting revolution. To this end, the LDR formed what amounted to a strike carrier group. While publicly the LDR force was designed to react to any incursion into their space, analysts noted that it tended to operate near the LDR border with the Foremost Duchy, far from the active theater of war between the Lyrans and the Hydrans.

There are no surviving records, after the Andromedan conquest of the LDR, to indicate if the LDR was actually going to send the force to help "revolutionary brothers" in other counties. It is known that the Andromedans took an interest in the squadron in Y183, to the squadron's detriment.

(SH196.1) NUMBER OF PLAYERS: 2; the Andromedan player and the LDR player.

(SH196.2) INITIAL SET UP

ANDRO: Instigator (with 3x Cobra) in 2230, heading A, speed max, WS-III.

LDR: HDW *Mediation* in 1010 (4 Z-V fighters, 4 PFs).

DWV *Tribunal* in 1212 (8 Z-V fighters, 2 PFs).

FCR *Governor Zarell* in 1012 (Fi-Con PF, Cargo PF).

All are heading C, speed 5, WS-I.

(SH196.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH196.4) SPECIAL RULES

(SH196.41) MAP: Use a floating map. Any units in the scenario can disengage in any direction.

(SH196.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH196.421) If using the optional MRS shuttles, the HDW has one MRS.

(SH196.422) If using EW fighters, one of the Z-Ys on the DWV is a Z-YE. If not using EW fighters, it is a standard Z-Y. Note that all the fighters in this force are considered to be part of a single squadron (SH196.46).

(SH196.423) The six PFs on the HDW and DWV are a standard flotilla including one leader and one scout. The two PFs on the FCR are casual PFs.

(SH196.43) COMMANDER'S OPTION ITEMS

(SH196.431) 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.

(SH196.432) All drones are "fast", i.e., speed-32.

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

(SH196.433) If players wish to use the optional rules for Prime Teams (G32.0), the HDW and the INS each normally carry one such team.

(SH196.44) REFITS: All LDR ships have the mech-link refit. The Mobile Carrier has the power-pack refit. All PFs have the shield refit.

(SH196.45) HDW: The HDW is outfitted as follows:

APRs converted to repair boxes for the PFs.

OPTs are phaser-Gs (RA).

NWOs include two fighter and two tractor with repair-capable mech-links. (This ship has four total mech links.)

(SH196.46) OPERATIONS: This squadron represents an exception to several normal rules, in that the fighter squadron and PF flotilla are divided between two ships. This was almost never done in the Star Fleet Universe, but this short-lived squadron was a totally integrated unit, and in the small LDR fleet there was no other theater that might demand the breakup of the force to transfer ships.

(SH196.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SH196.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH196.61) Replace the LDR ships with a DWV, FCR, and HDW from any other race, outfitted similarly or differently.

(SH196.62) Move the action to an Asteroid Field (P3.1).

(SH196.63) For a smaller scenario, delete the HDW and its fighters and PFs and replace the Instigator and three Cobras with a Ravager and one Cobra.

SH196.64) Replace the three Cobras with other satellite ships, and use tactical intelligence.

(SH196.7) BALANCE: The scenario can be balanced for players of different skill levels by one or more of the following:

(SH196.71) Add a Python to the Andromedan force.

(SH196.72) Replace the HDW with a CCH or DW.

(SH196.73) Delete or add some fighters, or delete a Cobra.

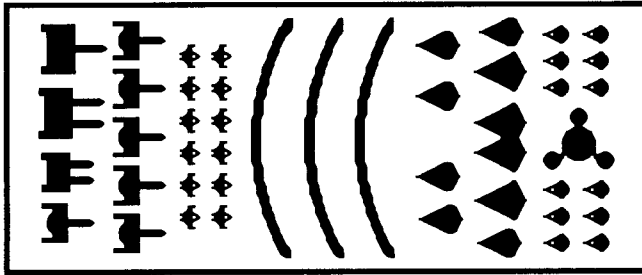
(SH196.8) TACTICS

LDR: Use standard counter-Andromedan tactics, except you want to get close to optimize your phaser-Gs as well.

ANDROMEDAN: The LDR has a lot of close up fire-power, and the fighters and scatter-packs can put enough drones out to make life interesting. You will have to try to attrit the LDR forces while not being attrited yourself.

HISTORICAL OUTCOME: All three LDR ships were wrecked. The HDW was destroyed, and the DWV was converted to a DWX. The FCR was destroyed; it had been the last frigate hull in LDR service. The Andromedans apparently had regarded the destruction of this strike group to be one key pre-requisite to their conquest of the LDR (although it would be 12 years before they actually invaded the LDR). While they had not yet decided whether the WYns or LDR would be their first conquest, they were clearly creating some strategic options.

(SH197.0) WEBFIGHTER



(Y184) *by Leland McKenzie, California*

The short-lived Seltorian carrier squadron fought only a few inconclusive battles and one major one. The Tholians had re-established their bases by Y184 (with the reduced pressure from the Klingons), and the Seltorians found that they did not have enough attrition units to make attacking such bases a good option. It was hoped that by bringing their own fighters, they would be able to counter the Tholian's defending fighters.

(SH197.1) NUMBER OF PLAYERS: 2; the Seltorian player and the Tholian player.

(SH197.2) INITIAL SET UP

SELTORIAN: CVS *Wind of Judgment* (12x Z–YC), CLE *River of Floating Fire*, DDE *Mountain of the Final Dawn*, two PFs on mech links attached to each ship, enter from the 01xx map edge of Map A, heading B or C, speed max, WS–III.

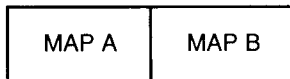
THOLIAN: BATS [2x Hangar Modules (12xSpider–III), 1x PF Module (6x Arachnid), 3x Cargo Modules) in hex 2215 of map B, initial facing and rotation rate at the Tholian Player's option, WS–III. The base is surrounded by three layers of strength 30 web.

CPA *Webfighter*, PC+ *Covenant*, PC+ *Solitary*, set up anywhere within 4 hexes of hex 2215 on map B, initial heading at the Tholian Player's option, speed 10, WS–III.

(SH197.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH197.4) SPECIAL RULES

(SH197.41) MAP: The double map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Seltorian units can only disengage from the 01xx map edge of Map A. The Tholian units can only disengage from the 42xx map edge of Map B. Units which disengage in unauthorized directions or areas are considered destroyed.



(SH197.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH197.421) If using the optional MRS shuttles, the CVS and the BATS have one MRS.

(SH197.422) If using EW fighters, one of the Z–Ys on the CVS is a Z–YE and one of the Spider–IIIs on the BATS is a Spider–E. If not using EW fighters, these are standard fighters.

(SH197.423) The six Arachnid PFs are a standard flotilla including one leader and one scout. The six PFs carried by the Seltorians are standard PFs.

(SH197.43) COMMANDER'S OPTION ITEMS

(SH197.431) 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.

(SH197.432) All drones are "fast", i.e., speed=32.

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

(SH197.433) Prime Teams (G32.0) are not available.

(SH197.44) REFITS: All Seltorian ships have the mech-link refit (R1.R1). The Tholian PCs have the plus refit (PC+). The BATS has the Y170 and Y175 refits.

(SH197.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SH197.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH197.61) Replace the Seltorian ships and fighters with Klingons to see (in reverse) the effect of the web breakers on the historical battle.

(SH197.62) Add a scout to each side (Tholian Scout, Seltorian DDS).

(SH197.63) Replace the Seltorian CVS and its escorts with the DDV (8x Z–YC) and a DDE. Reduce the Tholian forces to the BATS and its fighters (no PFs or webs).

(SH197.7) BALANCE: The scenario can be balanced by one or more of the following:

(SH197.71) Change the CPA to a CA.

(SH197.72) Replace the BATS with a base station.

(SH197.73) Delete PFs from one side.

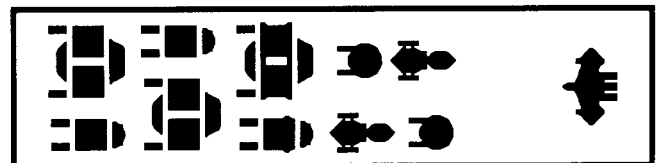
(SH197.8) TACTICS

SELTORIAN: Reduce the webs and then the base.

THOLIAN: Stop the Seltorians by attacking them. Sacrifice the outer layers of web, but once the inner strand goes down, the drones will make short work of the BATS.

HISTORICAL OUTCOME: The Tholians successfully repulsed the attack, destroying all of the fighters and PFs and damaging the CVS. Both Tholian PCs were badly damaged, and the BATS received moderate, but not crippling, damage.

(SH198.0) THE ORION IN QUESTION



(Y184) *by Steven P. Petrick, Texas*

Convoys were used by all races to move critically needed material to the combat zones. Unfortunately, late in the General War, most races seldom had enough ships available to provide substantial escorts to every convoy, no matter how critical the supplies it carried. Newly constructed ships were needed at the front so badly that they would usually move at maximum possible warp, far too fast for the plodding merchant men. If the pace of front-line operations was fairly slow, sometimes an FCR might accompany a convoy until it was

summoned forward to resupply a carrier. Convoy commanders were always grateful for the little extra firepower.

The Orions, of course, were eager to capitalize on these vulnerable convoys, and their HDWs added a new level of uncertainty to the lives of Convoy commanders, who could never be sure just what the Orion ship was until it chose to reveal its capabilities. And then it was often too late.

(SH198.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH198.2) INITIAL SET UP

FEDERATION: Convoy consisting of 2x F-L, 3x F-S, 1x FA-L, and 1x FA-S, all within 3 hexes of 2215, heading F, no more than one ship in any one hex, speed 8, WS-I.

ESCORTS: FCR *Flying Dutchman*, FLG *Janet Reno*, 2x POL *McKeehan* and *LeBeau*, within 5 hexes of 2215, heading F, speed 8, WS-II.

ORION: HDW *Volute* enters from any map edge, heading at the option of the Orion player, speed max, WS-III.

(SH198.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH198.4) SPECIAL RULES

(SH198.41) MAP: Use a floating map. The Police units can only disengage in directions A, E, or F. The Orion units can only disengage in directions B, C, or D. Units which disengage in unauthorized directions are considered destroyed.

(SH198.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH198.421) If using the optional MRS rules, the FLG would normally have one. The Orion could be allowed an equal number of extra Commander's Option points to balance the scenario.

(SH198.422) If fighters are used, use the standard deployment patterns (one EWF for each squadron of 8-12 fighters) for EW fighters.

(SH198.423) There are no PFs in this scenario. PFs added in a variation without a PFT will be standard combat types, no leaders or scouts. If a variation adds a true PFT, the PFs can include a leader and a scout.

(SH198.43) COMMANDER'S OPTION ITEMS

(SH198.431) 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.

(SH198.432) All drones are "fast", i.e., speed-32.

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

(SH198.433) Prime Teams (G32.0) are not available.

(SH198.44) REFITS: Both Federation POLs and the FLG have the plus refit. All Federation ships have the Y175 refit.

(SH198.45) ORION: The Orion must select optional weapons available in the home territory of the Capital Cartel. In a variation, the Orions must choose options from a Cartel whose home territory includes territory of the race of the convoy. The Orion player can configure his HDW within the limits of the rules for HDWs (G33.0). He must record the configuration of the ship before the scenario begins and place his records face down in view of the Federation player so that he may examine them after the scenario. The Orion may not configure his ship as a PFT.

(SH198.46) FCR: The FCR has one fighter in place of one of its shuttles. This fighter is fully loaded. Note that this is an

exception in that FCRs do not normally have a fighter loaded up unless they are about to transfer it to a carrier.

(SH198.47) SELF DESTRUCTION: Freighters cannot self-destruct or sublight disengage unless all of their warp boxes have been destroyed.

(SH198.5) VICTORY CONDITIONS: The Orion wins if he captures and successfully disengages one large freighter or two small freighters without his own ship being destroyed. Any other result is a defeat for the Orion (the cost of the raid will not be covered by the profits).

The Federation player wins if the Orion does not win.

(SH198.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH198.61) Replace the Orion HDW with an HDW of any race with a common border with the convoy player's race.

(SH198.62) Add two PFs on mech links to the Orion HDW (casual PFT) and one or two PFs to the Federation force (one each carried on a mech link of a POL).

(SH198.63) Delete the FCR, FLG, and both POLs, down grade both armed freighters to standard freighters of their respective sizes, and add an Ax-PFS to the convoy with a flotilla of PFs.

(SH198.7) BALANCE: The scenario can be balanced by one or more of the following:

(SH198.71) Change one or both of the armed freighters to unarmed freighters, or change one or more unarmed freighters to armed freighters.

(SH198.72) Replace one of the POLs with an FF.

(SH198.73) Delete or add a POL to the convoy.

(SH198.8) TACTICS

FEDERATION: Circle the wagons, find out what the HDW is, and then figure out how to deal with it.

ORION: You have an element of surprise in that your enemy does not know how your ship is configured, but once past that, you will not be able to stand and fight. Choose a plan of attack, and configure your ship to support it. Then get in and get out. Remember, after you grab a freighter, you are going to have to hold off the convoy's escorts while you move it to disengage.

HISTORICAL OUTCOME: This scenario represents several similar incidents with different outcomes.

(SH199.0) LONG LEGS



(Y185)

by Steven P. Petrick, Texas

As the General War ground to a stalemate, the ISC began its pacification campaign. Stretched to the limit opposing each other, the Gorns and Romulans could do no more than conduct harassment raids into the ISC's rear areas. The favored ships for this were small X-ships, armed well enough to do major damage and fast enough to avoid contact with almost anything they could not fight, except another X-ship.

The ISC had an ace in the hole, however. Like all races, they had briefly considered the Fast Cruiser concept, and these ships, while otherwise a failed experiment, were found fast enough to run down raiding X-ships.

(SH199.1) NUMBER OF PLAYERS: 2; the ISC player and the Romulan player.

(SH199.2) INITIAL SET UP

ROMULAN: SKX *Dagger* in 2215 with two Centurion PFs on mech links, heading F, speed max, WS—III.

ISC: CF *Cavalry* in 4227 with two PFs on mech links, heading F, speed max, WS—III.

(SH199.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH199.4) SPECIAL RULES

(SH199.41) MAP: Use a floating map. The Romulan units can only disengage in directions E or D. The ISC units can only disengage in directions B or A. Units which disengage in unauthorized directions are considered destroyed.

(SH199.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH199.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH199.431).

(SH199.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH199.423) The PFs carried by the two ships are standard combat PFs, no variants.

(SH199.43) COMMANDER'S OPTION ITEMS

(SH199.431) 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.

(SH199.432) There are no drone-armed ships in this scenario. In a variation where drone-armed ships are present, all drones are "fast", i.e., speed-32.

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

(SH199.433) If players wish to use the optional rules for Prime Teams (G32.0), the Romulan SKX and the ISC CF each normally carry one such team.

(SH199.44) REFITS: All PFs include the shield refit. The ISC and Romulan ships have the mech-link refit.

(SH199.45) DISENGAGEMENT: The Romulan ship is attempting to break contact with the ISC ship. This cannot be accomplished unless, at the end of any given turn, the Romulan ship is able to achieve a maximum speed of at least double the maximum speed of the ISC ship based on remaining warp power. At the start of the scenario, the Romulan ship has a theoretical maximum speed of 48 (24 warp and a movement cost of 1/2), while the ISC ship has a theoretical maximum speed of 36 (36 warp and a movement cost of 1). Once this speed advantage is achieved, the Romulan ship may disengage by acceleration by the normal means.

(SH199.46) SUBLIGHT DISENGAGEMENT: If the Romulan sublight disengages, he is considered destroyed for all purposes.

(SH199.5) VICTORY CONDITIONS: If the Romulan successfully disengages, he wins. If the Romulan destroys the ISC ship and is still able to achieve disengagement by acceleration, he wins a decisive victory. If the Romulan ship captures the ISC ship and is still able to disengage by acceleration, he wins an Astounding victory.

The ISC player wins if the Romulan is not able to disengage by acceleration as additional ISC forces will arrive to destroy or capture the crippled Romulan ship. If the ISC ship

is destroyed and the Romulan ship is not able to disengage by acceleration, the ISC player considers the scenario to be a draw. The Romulan ability to disengage is computed after the end of the scenario based on (G17.131) Combat Repairs [(D9.7) repairs and (D14.0) repairs] if the ISC ship has been destroyed or captured. There is not sufficient time for Tactical Repairs (G17.132) before additional ISC forces will arrive.

(SH199.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH199.61) Replace the SKX and Centurion PFs with a Gorn BDx and Pterodactyl PFs.

(SH199.62) Fight inside an Ion Storm with no gravity waves.

(SH199.63) For a smaller battle, delete all PFs.

(SH199.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:

(SH199.71) Change the SKX to an SPX.

(SH199.72) Delete the shield refits from one side's PFs.

(SH199.73) Delete one or both PFs from one side.

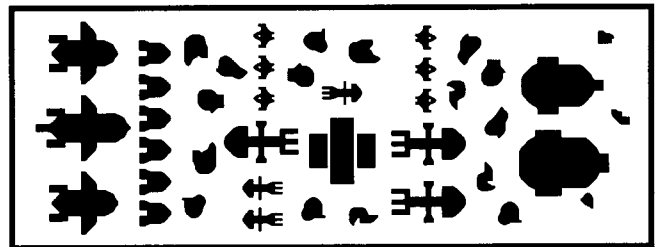
(SH199.8) TACTICS

ISC: Your ship is about matched with the Romulan ship in firepower, but he is better able to defend against your plasma torpedoes and has better PFs. If you can penetrate his shields, the smaller internal volume of his ship should pave the way for victory.

ROMULAN: You have no real choice. To disengage, you must engage the enemy ship. You have to capitalize on your superior maneuverability and reserve power to win.

HISTORICAL OUTCOME: This scenario represents several similar incidents with different outcomes.

(SH200.0) THE PRICE TO PAY



(Y187)

by Ron Perlman, California

When the Usurper and his forces left the WYN Cluster, there were unfinished ships in the shipyard, including the first WYN HDW. After the palace coup of 31 October Y186, the new council pledged continued support for the Usurper (in the hopes that he would stay in Kzinti space). When the HDW was completed in January Y187, the council allowed it to leave to join the Usurper's forces.

The Usurper had plans for the HDW and its consorts. Rather than having them follow his own forces (and spend months catching up to the war), the Second Liberation Fleet was sent to attack a series of Crown Prince mining stations and other economic assets, the first of which were much closer to the Cluster and thus could be attacked almost immediately. This was to put pressure on the Crown Prince by forcing him to divert ships from the main effort to protect his other assets.

When the Second Liberation Fleet arrived at the first target, the mining station in the Badger system, they found the station already under attack from a Jindarian strike force. The WYN commander, knowing that he had to have the supplies

from the mining station to attack the next target, leaped into the battle with fangs bared.

(SH200.1) NUMBER OF PLAYERS: 3; the WYN-Usurper player, the Kzinti-Crown Prince player, and the Jindarian player.

(SH200.2) INITIAL SET UP

TERRAIN: Asteroid field (P3.2).

CROWN PRINCE: SAMS [1x Cargo Module, 1x Hangar Module (6xTAAS fighters)] in hex 2215, initial facing and rotation rate at player's option.

FLG #14, 2xPOL #64 and #80, 3x Needle PFs, set up anywhere within 5 hexes of 2215, initial heading at the player's option, speed 6, WS-III.

USURPER: HDW *Orange Knight*, FF *Black Beast* and FF *Black Dragon*, each ship has two Freedom Fighter PFs on mech links, enter anywhere along the 01xx map edge, heading B or C, speed max, WS-III.

JINDARIAN: HCS *Stonecutter* and LCS *Stoneslammer*, enter from anywhere along the 42xx map edge, heading E or F, speed max, WS-III.

(SH200.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH200.4) SPECIAL RULES

(SH200.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Crown Prince units can only disengage in directions A or B. The Usurper units can only disengage in directions E or D. The Jindarian units can disengage in any direction. Units which disengage in unauthorized directions are considered destroyed.

(SH200.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH200.421) If using the optional MRS shuttles, the HDW, FLG, and HCS each have one MRS.

(SH200.422) If using EW fighters, and the HDW is configured to carry eight or more fighters, one of the fighters can be an EW version. If not using EW fighters, it will be a standard fighter.

(SH200.423) The six PFs carried by the Usurper ships are all standard combat types. The three Needle PFs of the Crown Prince force are all standard combat types.

(SH200.43) COMMANDER'S OPTION ITEMS

(SH200.431) 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.

(SH200.432) All drones are "fast", i.e., speed-32.

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

(SH200.433) If players wish to use the optional rules for Prime Teams (G32.0), the HDW, FLG, and the HCS, each normally carry one such team.

(SH200.44) REFITS: The WYN player can define the optional systems on the HDW as he chooses within the rules. All Usurper and Crown Prince ships have mech-link refits. All Crown Prince ships have the plus and Y175 refits. At least half of the option boxes on the Jindarian ships must be cargo boxes. The Jindarian player may configure the other half of the option boxes as he desires within the rules.

(SH200.45) CARGO: The Jindarians are attempting to loot the cargo stored at the SAMS in addition to destroying the

base. To accomplish this, the station must be captured and the cargo transferred under (G25.0).

(SH200.5) VICTORY CONDITIONS: The levels of victory are defined in (S2.3).

JINDARIAN: If the mining station is destroyed, he wins a substantive victory. If the mining station is not destroyed, he receives a brutal defeat. Reduce the victory level by three for each of his cruisers destroyed. The Jindarian victory level is raised by one if at least eight boxes of cargo are captured and transferred to his ships before the station is destroyed.

CROWN PRINCE: If the mining station remains under his control, the Crown Prince wins a decisive victory. If it is destroyed, he receives a draw. If it is captured by the Usurper, he receives a tactical defeat. Increase the victory by one level for each Usurper ship destroyed (by either enemy).

USURPER: If the mining station is captured, he wins a decisive victory. If the mining station is destroyed, he receives a draw. Reduce the level of victory by two levels if the HDW is destroyed, and by one level for each Usurper frigate which is destroyed, no matter who destroys them.

(SH200.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SH200.61) Replace the WYN-Usurper and Kzinti-Crown Prince forces with ships from two Lyran counties or from the Romulan Republic and Empire.

(SH200.62) To make the battle more interesting, assume that an Ion Storm (P14.0) with no gravity waves has sprung up covering the entire map.

(SH200.63) For a smaller scenario, delete the Usurper PFs and one FF; the Kzinti PFs, FLG, and a POL; and the Jindarian HCS.

(SH200.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:

(SH200.71) Change the LCS to a DW.

(SH200.72) Replace one or both of the POLs with DWs.

(SH200.73) Delete or add a POL from/to the Crown Prince, or an FF from/to the Usurper.

(SH200.8) TACTICS

CROWN PRINCE: You are hopelessly out gunned by both sides, and you must ally yourself with the Usurper, at least initially, to withstand the attack by the Jindarians. Your only trump is your limited EW ability, but the Jindarian MRGs are not badly degraded by EW.

USURPER: You need the Crown Prince's forces to ally with your own ships to have any chance of turning back the Jindarians. And the Jindarians must be your first and primary concern as you have no chance to defeat them without the Crown Prince's help. But you cannot afford to allow your own forces to be weakened too much. Carefully consider just what you are going to configure your HDW as in your battle plan.

JINDARIAN: You would love to just go in and destroy everything in your path, but you need to capture the base to get your best victory level, and you do not know what that Usurper HDW is. Some Barracks and/or extra transporters might be good options. In any case, get in and kill the enemy as quickly as you can, but do not hazard your ships as losing one will make victory very difficult indeed.

HISTORICAL OUTCOME: The mining station was destroyed, forcing the WYN ships to return to the Cluster and rejoin its forces. The failure of this flanking attack had major implications for the main WYN effort, which faced the undiluted Crown Prince Fleet.

Ship Type	G9.0 Crew	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
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GENERAL UNITS (R1.0)

SMALL FREIGHTER VARIANT

TSS	3+30	0	28/16	1-6	0.33	1	4	C	44	135	3	2	0	
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BASES

DefSat	-	-	20	-	■	-	7	-	15.N1	182	-	0	-	
GBPC	5	2	10	-	■	-	5	-	15.N1	182	4	0	0	

THE FEDERATION STAR FLEET (R2.0)

HEAVY CRUISER VARIANTS

CF	43	10	161	5-6	1.00	3	3	D	82	167	8	20	8	Y1, L
CAD	43	10	140	5-6	1.00	3	3	D	87	172	8	19	8	◆, DB, L, Y1
CAD+	43	10	154	5-6	1.00	3	3	D	87	173	8	19	8	◆, DB, R, L

LIGHT CRUISER VARIANTS

CLD	37	8	104	4-6	0.75	2	3	C	88	173	6	14	6	◆, DB, L, Y1
CLD+	37	8	109	4-6	0.75	2	3	C	88	174	6	14	6	◆, DB, R, L
CLV	37	8	110/88	4-6	0.75	2+4	3	C	89	169	6	13	7	V, D%, L, Y1
CLV+	37	8	115/93	4-6	0.75	2+4	3	C	89	171	6	13	7	V, D%, R, L

WAR DESTROYER VARIANTS

DWV	25	8	105	5-6	0.50	1+2	4	C	83	177	5	11	6	V
HDW	30	8	115	5-6	0.67	1	4	C	85	180	6	16	6	

FRIGATE VARIANTS

FCR	12+6	2	76/58	5-6	0.33	-	4	B	84	173	4	7	3	LA, E
FLG	26	26	80/65	5-6	0.33	1	4	B	86	134	4	8	4	◆, MS
FLG+	26	26	83/68	5-6	0.33	1	4	B	86	170	4	8	4	◆, MS, R

THE KLINGON DEEP SPACE FLEET (R3.0)

BATTLECRUISER VARIANT

FD7	45	14	147	5-6	1.00	1	3	B	92	162	7	22	8	Y1, L
FD7K	45	14	150	5-6	1.00	1	3	B	92	169	7	22	8	R, L

E7 HEAVY CRUISER

E7	45	14	130	5-6	1.00	1	3	B	102	174	7	19	8	Y1, L
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WAR DESTROYER AND VARIANTS

F5W	28	12	99	5-6	0.50	-	4	A	97	176	4	13	4	
F5WK	28	12	102	5-6	0.50	-	4	A	97	177	4	13	4	R
FWC	28	12	104	5-6	0.50	-	4	A	98	176	4	13	5	
FWL	28	12	107	5-6	0.50	-	4	A	98A	177	4	13	5	R
FWV	30	10	108/98	5-6	0.50	1+2	4	A	93	176	4	12	5	V, Y1
FWVK	30	10	111/101	5-6	0.50	1+2	4	A	93	176	4	12	5	V, R
HF5	38	12	107	5-6	0.67	1	4	A	95	180	5	17	5	

FRIGATE VARIANT

F5R	16+6	4	81/56	4-6	0.50	-	4	A	94	173	4	9	4	LA, E
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ESCORT VARIANTS

E6	19	10	90	4-6	0.50	-	4	A	101	177	4	11	4	Y1, L
G4	24	26	65/45	4-6	0.33	1	4	A	96	130	3	7	4	◆, MS
G4B	24	26	68/48	4-6	0.33	1	4	A	96	169	3	7	4	◆, MS, R

SMALL ESCORT VARIANT

G2C	12	6	53	5-6	0.33	-	4	A	99	130	2	7	4	N
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STARBASE VARIANT

SBA	250	50	Varies	-	■	6	1	-	100	169	-	55+	10	◆, Y2, A, LA
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Ship Type	G9.0 Crew	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
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THE IMPERIAL ROMULAN FLEET (R4.0)

FIREHAWK HEAVY CRUISER VARIANTS

FFH-A	40	12	183	5-6	1.00	1	3	C	87A	172	8	21	8	Y1, L
FFH-K	40	12	188	5-6	1.00	1	3	C	87	173	8	21	8	Y1, L
RG-K	40	12	179	5-6	1.00	1	3	C	90	173	8	20	8	Y2, L

SKYHAWK WAR DESTROYER VARIANT

SBH	25	10	115	5-6	0.67	-	4	A	89	181	5	17	6	
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SEAHAWK FRIGATE VARIANT

SEL	18	8	90	6	0.33	-	4	A	91	176	4	10	4	N, Y1, L
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BATTLEHAWK VARIANT

BHF	10+6	4	97/78	5-6	0.50	-	4	D	88	174	5	10	6	LA, E
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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).

THE KZINTI BATTLE FLEET (R5.0)

HEAVY CRUISER VARIANT

BF	40	16	142	5-6	1.00	2	3	C	66	165	7	23	8	Y1, L
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WAR DESTROYER VARIANTS

HDW	30	10	120	5-6	0.67	1	4	B	69	182	5	18	5	
DWV	29	6	90	5-6	0.50	1+2	4	B	67	176	4	11	5	Y2
SDW	28	4	105	5-6	0.50	1	4	B	71	177	4	12	4	◆, DB, Y1

FRIGATE VARIANTS

FCR	10+6	2	63/43	5-6	0.33	-	4	A	68	168	4	7	3	LA, E
FLG	25	16	77/57	5-6	0.33	1	4	A	70	139	4	8	4	◆, MS
FLG+	25	16	78/58	5-6	0.33	1	4	A	70	168	4	8	4	◆, MS, R

All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).

THE GORN CONFEDERATION FLEET (R6.0)

HEAVY CRUISER VARIANTS

BF	48	16	169	5-6	1.00	3	3	D	55	168	8	20	8	Y1, L
HSR	48	16	180/120	5-6	1.00	3	3	D	60	181	8	17	8	◆, L
HSRV	48	16	180/120	5-6	1.00	3+3	3	D	60A	181	8	17	8	◆, V, L

BATTLE DESTROYER VARIANTS

BDV	24	6	101/86	5-6	0.50	1+2	4	B	56	176	4	10	6	V, Y1
HBD	28	12	115	5-6	0.67	1	4	B	58	181	5	16	6	

DESTROYER VARIANTS

FCR	18+6	6	66/56	4-6	0.50	-	4	C	57	176	4	9	4	LA, E
FLG	25	16	75/55	4-6	0.50	1	4	C	59	138	4	8	5	◆, MS
FLG+	25	16	77/57	4-6	0.50	1	4	C	59	171	4	8	5	◆, MS, R

Ship Type	G9.0 Crew	D7.0 Brdg	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE THOLIAN DEFENSE FLEET (R7.0)

HEAVY CRUISER VARIANT

CPA	34	10	128	4-6	0.67	1	3	B	43	179	7	16	8	Y1, L
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PATROL CORVETTE VARIANT

FCR	10+6	4	59/54	5-6	0.33	-	4	A	42	172	4	7	3	N, TG, LA, E
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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. See (S8.223) for command ratings of Tholian ships in Tholian space.

THE ORION PIRATES (R8.0)

DOUBLE RAIDER CRUISER

DCR	38	16	167	4-6	1.00	3	3	B	31	172	8	29	8	Y1, L
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WAR DESTROYER VARIANTS

DWV	26	10	85	6	0.50	1+2	4	A	32	177	4	19	5	N, V
HDW	24	12	117	6	0.67	1	4	A	34	182	5	25	5	

LIGHT RAIDER VARIANT

FCR	10+6	4	87/70	6	0.33	-	4	AA	33	173	3	17	3	N, LA, E
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Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.

THE ROYAL HYDRAN FLEET (R9.0)

HEAVY CRUISER VARIANTS

THR	36	14	160	5-6	1.00	2+1	3	C	67	167	9	22	8	V, Y1, L
PIC	33	12	107/77	5-6	1.00	2+3	3	C	68	171	9	15	8	V, ♦, Y1, L
PIC+	33	12	125/95	5-6	1.00	2+3	3	C	68	172	9	15	8	V, ♦, R, L
PICV	33	12	119/89	5-6	1.00	2+3	3	C	68A	171	9	15	8	V, ♦, Y1, L
PICV+	33	12	137/107	5-6	1.00	2+3	3	C	68A	172	9	15	8	V, ♦, R, L

WAR DESTROYER AND VARIANTS

DWF	20	10	85	5-6	0.50	1+1	4	B	74	176	5	11	5	V, Y1
DWL	28	12	110	5-6	0.50	1+1	4	B	75	176	5	14	6	V, Y1
DWH	20	10	95	5-6	0.50	1	4	B	77	176	5	12	5	Y1
DWV	24	10	105	5-6	0.50	1+2	4	B	76	177	5	11	6	V, N1, Y1
DWS	20	10	90/70	5-6	0.50	1+1	4	B	78	177	5	10	5	♦, V, Y1
DWE	20	10	83	5-6	0.50	1+1	4	B	79	173	5	11	5	E, LA, V, Y1
DWA	20	10	93	5-6	0.50	1+1	4	B	79A	175	5	11	5	E, A, V
HDW	30	12	110	5-6	0.67	1+2	4	B	80	182	6	16	6	V

DESTROYER VARIANTS

DDS	22	6	90/60	6	0.50	1+1	4	B	71	171	5	10	4	♦, V, L, Y1
DDS+	22	6	99/69	6	0.50	1+1	4	B	71	172	5	10	4	♦, V, L, R
DDP	22	6	80/50	6	0.50	1+1	4	B	72	179	5	9	4	♦, V, L, P, Y2
LNH	30	12	90	5-6	0.67	1+2	4	B	73	172	6	15	5	V, Y1, L

FRIGATE VARIANT

FCR	8+6	4	62/44	6	0.33	-	4	A	69	169	4	7	3	LA, E
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POLICE SHIP VARIANT

INS	14	14	57/35	6	0.33	1+1	4	A	70	150	3	5	4	♦, N, MS
INS+	14	14	59/37	6	0.33	1+1	4	A	70	167	3	5	4	♦, N, MS, R

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

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE ANDROMEDANS (R10.0)

DREADNOUGHT VARIANT

DMX	49	20	507	5-6	1.50	-	2	D	40	188	54	44	10	
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HEAVY CRUISER VARIANT

INS	24	10	262	6	1.00	-	3	C	41	176	36	26	8	
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LIGHT CRUISER VARIANT

RAV	20	8	170	6	0.67	-	3	B	42	176	12	19	6	
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HEAVY DESTROYER VARIANT

ELM	12	4	170	6	0.67	-	4	B	43	188	6	18	5	S, +
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NOTES: All service dates are when the ships were first observed in action in this galaxy.

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)

HEAVY CRUISER VARIANT

CF	42	12	161	5-6	1.00	1	3	C	56	165	7	21	8	Y1, L
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LIGHT CRUISER VARIANT

JGP	38	12	112	5-6	0.75	1	3	C	61	163	7	16	6	Y1, L
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WAR DESTROYER VARIANTS

HDW	30	10	124	5-6	0.67	1	4	A	59	180	6	17	6	
DWV	30	6	94/80	6	0.50	1+2	4	A	57	173	5	12	6	V

FRIGATE VARIANTS

FCR	12+6	4	71/54	6	0.33	-	4	A	58	172	4	7	3	LA, E
FLG	23	14	75/59	6	0.33	1	4	A	60	136	4	7	4	◆, MS
FLG+	23	14	77/61	6	0.33	1	4	A	60	168	4	7	4	◆, MS, R

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)

CAPTURED AND CONVERTED SHIPS RECEIVED FROM OTHER RACES

ZDW	36	8	105	5-6	0.50	2	4	B	39	183	4	15	4	CP, N2
PBC	31	6	129	6	0.50	1	4	A	38	186	7	17	6	CP, N2

HEAVY CRUISER VARIANT

CF	42	16	163	5-6	1.00	2+1	3	C	34	185	10	26	9	Y1, L
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WAR DESTROYER VARIANTS

HDW	36	12	110	5-6	0.67	1	4	C	37	187	6	15	5	Y1
DWV	24	6	103	6	0.50	1+1	4	B	35	186	5	13	5	V, Y1

FRIGATE VARIANT

FCR	10+6	6	96/76	6	0.33	-	4	A	36	184	3	9	3	N, LA, Y1, E
-----	------	---	-------	---	------	---	---	---	----	-----	---	---	---	--------------

NOTES

N2: Limited deployment. See (R12.1F).

All WYN ships (excepting PFs) have an assumed command rating of 10 while inside the Cluster.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE INTERSTELLAR CONCORDIUM FLEET (R13.0)

HEAVY CRUISER VARIANT

CF	46	14	177	5-6	1.00	3	3	D	48	184	10	23	8	Y1, L
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LIGHT CRUISER VARIANTS

CPF	46	32	155/125	5-6	0.67	2	3	C	52	155	6	14	7	◆, MS
CM	36	12	150	5-6	0.67	2	3	C	53	167	6	18	6	Y1, L

DESTROYER VARIANTS

HDD	36	12	105	5-6	0.67	2	4	C	50	189	5	17	5	Y1
FLG	34	28	108/80	6	0.50	2	4	B	51	142	4	10	5	◆, N, MS

FRIGATE VARIANT

FCR	10+6	6	87/67	6	0.33	-	4	A	49	174	4	8	3	N, LA, E
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THE LYRAN DEMOCRATIC REPUBLIC (R14.0)

HEAVY CRUISER VARIANT

CCH	50	20	178	5-6	1.00	1	3	C	30	180	7	22	9	
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WAR DESTROYER VARIANTS

HDW	30	10	136	5-6	0.67	1	4	A	33	181	6	17	6	
DWV	30	6	104/90	6	0.50	1+2	4	A	31	180	5	12	6	V

FRIGATE VARIANT

FCR	12+6	4	83/63	6	0.33	-	4	A	32	181	4	7	3	LA, E
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THE SELTORIAN TRIBUNAL (R15.0)

HEAVY CRUISER VARIANTS

CF	50	20	158	4-6	1.00	1+1	3	D	18	185	8	22	8	Y1
CVS	56	20	157	4-6	1.00	1+1+4	3	D	20	184	8	21	8	V, Y1

LIGHT CRUISER VARIANT

CLE	43	20	139	4-6	0.67	1+1	3	D	22	184	7	16	8	E, A, Y1
-----	----	----	-----	-----	------	-----	---	---	----	-----	---	----	---	----------

DESTROYER VARIANTS

DDE	25	10	109	4-6	0.50	1+1	4	C	23	184	5	12	4	E, A, Y1
HDD	43	20	105	4-6	0.67	1+1	4	D	19	185	6	17	4	Y1
DDV	25	10	100	4-6	0.50	1+1+2†	4	C	21	184	5	12	4	V, Y1

† One administrative shuttle, one ground assault shuttle, and two fighters.

FRIGATE VARIANT

FCR	20+6	10	78/65	4-6	0.33	-	4	C	24	184	4	9	4	LA, Y1, E
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THE JINDARIAN NOMADS (R16.0)

HEAVY STRIKE CRUISER

HCS	39	16	180	5-6	1.00	2	3	C	40	1	10	18	8	L
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LIGHT STRIKE CRUISER

LCS	32	12	135	5-6	0.67	2	3	C	41	1	8	15	6	L
-----	----	----	-----	-----	------	---	---	---	----	---	---	----	---	---

WAR DESTROYER VARIANT

HDW	28	25	110	6	0.67	2	4	B	42	183	7	18	5	L
-----	----	----	-----	---	------	---	---	---	----	-----	---	----	---	---

FRIGATE VARIANT

PRF	26	16	90/70	6	0.33	2	4	A	43	1	4	9	4	◆, MS
-----	----	----	-------	---	------	---	---	---	----	---	---	---	---	-------

Ship Type	G9.0 Crew	D7.0 Brdg	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
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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.

♣ = Mauler.

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.

ANNEXES

This extract covers only the ships in this product (R6).

ANNEX #1: INDEX

Note: Acronyms and abbreviations are in Annex #5.

MRG	E18.7
NWO	G33.3
APR*	G33.2
AWR*	G33.21

ANNEX #3: MASTER SHIP CHART

See Separate file. No changes to Master PF Chart. Add the Tholian FCR to the CPC and PR line of Annex #3A TUGS.

ANNEX #5: ABBREVIATIONS

ANNEX #5A: ABBREVIATIONS FOR TERMS

BDV	Gorn Mobile Carrier, Battle Destroyer Carrier
BF	Kzinti or Gorn Fast Battlecruiser
BHF	Romulan Fast Carrier Resupply ship built on a BattleHawk hull
CAD	Federation Drone Bombardment Heavy Cruiser
CF	Fast Cruiser
CLD	Federation Drone Bombardment Old Light cruiser
CLV	Federation Medium Carrier on Old Light cruiser hull
CM.....	ISC Medium Cruiser, a CL hull with a PPD and two plasma-Gs
CPF	ISC Constabulary Flagship, a police flagship built on a CL hull
DCR.....	Orion Double Raider Cruiser, a heavy cruiser created by combining two CRs in the same manner as the DBR
DDE	Seltorian carrier escort built on a destroyer hull
DDP	Hydran PFT based on the Lancer
DDS	Hydran Scout Destroyer, a version of the Lancer
DDV	Seltorian carrier built on a destroyer hull
DMX.....	Andromedan Dominatrix, a Dominator variant with reduced hangar and repair capacity but double the usual number of TRHs
DWF.....	Hydran Buffalo Hunter fusion war destroyer
DWH	Hydran Rhino Hunter hellbore war destroyer
DWL.....	Hydran Lion Hunter war destroyer leader
DWS	Hydran Buffalo Scout, a scout war destroyer
DWV	Hydran Mobile Carrier, a carrier version of the Buffalo Hunter DWF
DWV	Kzinti Mobile Carrier/War Destroyer Carrier
DWV	War Destroyer Carrier, or Mobile Carrier
E6.....	Klingon three-engined E4 variant
E7.....	Klingon heavy cruiser assembled from parts of an E4, and an F5W
ELM	Andromedan Eliminator, a Mamba mauler
F5R.....	Klingon Fast Carrier Resupply F5

F5W.....	Klingon War Destroyer
FCR.....	Fast Carrier Resupply ship
FD7	Klingon Fast Battlecruiser
FFH	Romulan Fast Firehawk, with either A (FFH-A) or K (FFH-K) modules
FLG	Police Flagship
FWC.....	Klingon War Destroyer Leader
FWL.....	Klingon War Destroyer Leader with K refit
FWV	Klingon Mobile Carrier version of F5W
G2C.....	Klingon Police Leader on G2 hull
G4	Klingon Internal Security Forces Police Flagship on E4 hull
HBD.....	Gorn Heavy Battle Destroyer/Heavy War Destroyer
HCS.....	Jindarian Heavy Strike Cruiser, a non-asteroid cruiser built for raiding
HDD.....	ISC or Seltorian heavy destroyer
HDW.....	Heavy War Destroyer
HDW.....	Hydran Demon Hunter heavy war destroyer
HF5	Klingon Heavy War Destroyer
HSR.....	Gorn Heavy Survey Cruiser, BC version of SR
INS	Andromedan Instigator, an Intruder variant armed with one TRH and four TRLs
INS.....	Hydran Inspector police flagship
JGP	Lyran trimaran using the center section of a Jaguar CW and the side sections of a Panther CL, called a JagdPanther
LCS	Jindarian Light Strike Cruiser, a non-asteroid cruiser built for raiding
LNH.....	Hydran Heavy Lancer
MRG.....	Medium Rail Gun, Jindarian version of the warp augmented rail gun found on size class three non-asteroid cruisers
PBC.....	WYN Pocket Battlecruiser, a WYN conversion of a Lyran DW
PIC.....	Hydran Picket heavy survey cruiser
PRF.....	Jindarian Prospecting Flagship, a Jindarian frigate variant used to control prospecting operations in distant asteroid fields
RAV.....	Andromedan Ravager, a Conquistador variant armed with one TRH and two TRLs
RG.....	Romulan RegalHawk, plasma-R armed Firehawk
SBA.....	Klingon starbase equipped with stasis field generators
SBH.....	Romulan SaberHawk heavy war destroyer
SDW.....	Kzinti Drone Bombardment War Destroyer.
SEL	Romulan Seahawk Leader, a frigate leader
THR.....	Hydran Thoroughbred Fast Cruiser, a variant of the Dragoon
TSS	Small Tramp Steamer
ZDW	WYN conversion of a Kzinti DW

ANNEX #7: DATA ON SHIPS

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions.

GRAVITY: The following ships can use the Gravity Landing System: All Orion warships (not otherwise noted†), Tholian PC/CoM hull types; detached troop transport pods.

AERODYNAMIC: The following ships can use the Aerodynamic Landing System: Romulan WB, WE (all variants), H+, BH (all variants including WH), Falcon, Snipe (all variants); Orion AR, BC, BR, BRH, BRP, CA, CR, CV, CVL, CVS, DBP, DBR, DW, DWV, HDW, HR, LR, FCR, MR, PFT, SAL, SLV, VIK, PFs and INTs, variants of the above, and WYN versions of those ships; all fighters except Jindarian fighters.

ENGINE: The following ships can land under engine power: All ships capable of aerodynamic landings; Free Trader, Free Traitor, Federation Express; Federation Commando Cruiser; Andromedan Bull Snake, King Snake, Diamondback, Rattler; all PFs; all shuttles.

BONUS: All ships that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.431).

†ORION ships which cannot land by the Gravity System include: OFT, Freighters (any type), Q-ships, OK6, BCH, DN, DCR.

ANNEX #7D: SYSTEMS DEFINED AS "WEAPONS"

ALWAYS: Medium Railgun.

ANNEX #7E: DAMAGE CONVERSION CHART

HIT FROM CHART SCORED ON

Torpedo †..... Medium Railgun
 †..... Subject to Damage Priority Rule.

(D4.322) DAMAGE PRIORITY RULE UPDATE

(D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is: special sensor replacing torpedo, MRG, plasma-R, plasma-M, plasma-S, TRH, TRL, photon, plasma-L, LRG, plasma-G, PC, disruptor (in order from greatest range to shortest), fusion beam, plasma-F, plasma-D rack (including a magazine), Prospecting cannon.

ANNEX #7F: NIMBLE UNITS

The following units are considered to be nimble for the purposes of (C11.1):

- Klingon G2C.
- Romulan SEL.
- Tholian FCR.
- Orion FCR, DWV.
- Hydran INS.
- WYN FCR.
- ISC FCR.

ANNEX #7R: SHIPS ABLE TO PINWHEEL

PC CLASS (C14.211): FCR

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	DWV	8	3	1	150	8
	CLV	12	2	1	200	12
	HDW	2-12	2	2	G33.42	2-12
Klingon	FWV	8	2	1	100	8
	HF5	2-12	2	1	G33.42	2-12
Romulan	SBH	2-12	2	1	G33.42	2-1
Kzinti	DWV	8	2	1	100	8
	HDW	2-12	2	1	G33.42	2-12
Gorn	BDV	8	1	1	100¥	8
	HRV	6	2	2	100¥	6
	HBD	2-12	2	1	G33.42	2-12
Orion	DWV	8	1	1	100†	8
	HDW	2-12	2	1	G33.42	2-12
Hydran	THR	3	3	1	0	3
	PIC	3	9	3	0	3
	PIV	9	3	3	0	9
	INS	2	6	1	0	2
	DDS	4	1	3	0	4
	DDP	2	1	1	0	2
	LNH	6-16	3	1	0	6-16
	DWF	2	1	1	0	2
	DWL	2	2	1	0	2
	DWV	8	2	1	0	8
Lyran	DWV	8	2	2	100	8
	HDW	2-12	2	1	G33.42	2-12
	JGPV	0-6	2	2-4	G33.42	0-6
	WYN	DWV	8	2	100	8
ISC	HDW	2-12	2	2-1	G33.42	2-12
	HDD	2-12	2	1	G33.42	2-12
LDR	DWV	8	2	2	100	8
	HDW	2-12	2	2	G33.42	2-12
SEL	CVS	12	4	1	150	12
	DDV	8	2	1	100	8
	HDD	2-12	2	1	G33.42	2-12
JIN	HDW	2-12	6	1	G33.42	2-12

¥ These are type-D plasma torpedoes, not drones.

‡ This is a Tug+Pod combination.

MRS shuttles are not shown or included.

For casual carriers, see (J4.62).

ANNEX #7N: DRONE RELOADS

RULE	SHIP	TYPE	STORAGE
R2.87	Federation CAD	DB	200
R2.88	Federation CLD	DB	200
R5.71	Kzinti SDW	DB	100
R5.66	Kzinti BF	R	50
R6.60A	Gorn HSRV	SR	¥100

DB = Drone Bombardment Ship. R = Unusual storage.
 SR = Survey ship operating as a carrier, uses (R2.R5).

¥ = Type-D plasma torpedoes.

NOTE: The storage is in addition to normal drone rack reloads. The Federation CLD has a total of 272 drone spaces (200 in storage, 36 in the six B-racks, 36 in reloads for the racks), and will have 308 after the Y175 refit doubles the rack reloads.

ANNEX #7S: SHIPS SUBJECT TO SHOCK

RULE	SHIP	WEAPON	RATING
R10.43	Andro Eliminator	Mauler	17

ANNEX #9: COST OF REPAIR CHART

Data is used with (D9.7) and (G17.0).

SYSTEM	REPAIR COST
Medium Railgun	7

ANNEX #10: TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

GENERAL SHIPS AND UNITS

Small Freighter ... TSS

FEDERATION SHIPS

CA	CF, CAD
CL	CLV, CLD
HDW	Unique
DW	DW, (DW variants), FFB§
FF	FCR, FLG

KLINGON SHIPS

D‡	FD7
E7	Unique
E6	Unique
HF5	Unique
F5W‡	F5W, FWV§, FWC
F5	F5R
E4	G4
E3	G2C§.

ROMULAN SHIPS

FH	FFH, RG§
SBH	Unique
SEH	SEL§
WH	BHF

KZINTI SHIPS

C	BF§
HDW	Unique
FF	FCR, FLG§
DW	DWV, SDW, WYN-ZDW§

GORN SHIPS

CA	BF, HSR.
HBD	Unique
BDD	BDV
DD	FCR, FLG

Note: Presence of the F refit will be detected at level F.

THOLIAN SHIPS

C	CPA
PC	FCR

ORION SHIPS

LR	FCR
DW	DWV
DCR	Unique
HDW	Unique

HYDRAN SHIPS

General	Thoroughbred, Picket
HDW	Demon Hunter
DW	Buffalo Hunter-DWF, Rhino Hunter-DWH, Antelope Hunter-DWE, Buffalo Scout-DWS, Lion Hunter-DWL, Vampire Hunter-DWV
DD‡	DDS, DDP
HDD	Heavy Lancer
Gendarme	Inspector
Hunter	FCR

ANDROMEDAN SHIPS

DOM	Dominatrix
INT	Instigator
COQ	Ravager
SS-Large	Eliminator

LYRAN SHIPS

CA	Running Tiger
JGP	JagdPanther
HDW	Unique
FF	FCR, FLG
DW‡	DWV, WYN-PBC§

LDR ships are distinguished from Lyran ships at Level "I" when their phaser-Gs are discernible (assuming that they have phaser-Gs) or when other changes are noted.

WYN SHIPS

CA	CF
DW	DWV
HDW	Unique
FF	FCR
See also	Kzinti DW; Lyran DW.

INTERSTELLAR CONCORDIUM SHIPS

CA	CF
CL	CM, CPF
HDD	Unique
DD	FLG
FF	FCR
PPD	Variants with this weapon are often detected at level F.

LDR SHIPS

CA	CCH
DW	DWV
HDW	Unique
FF	FCR

SELTORIAN SHIPS

CA	CF, CVS
CL	CLE
HDD	Unique
DD	DDE, DDV
FF	FCR

JINDARIAN SHIPS

HCS	HCS
LCS	LCS
HDW	Unique
FF	PRF

TACTICAL INTELLIGENCE NOTES

- Each classification includes all refits and any unlisted variants.
 - 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§.)
 - Pods (each race) are a single hull type; "heavy" pods are distinguishable as §. This includes base augmentation modules.
 - 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.

GENERAL UNITS

SMALL FREIGHTERS (R1.B1)

CLASS	A (COMMAND MODULE)	B (POD, FORWARD)	C (POD, AFT)
TSS	Entire Command Module	4xCenter Hull, 2xShuttle, 10xCargo Boxes	10xCargo boxes, 1xImpulse

FEDERATION SHIPS

HEAVY CRUISERS, HEAVY WAR DESTROYER (R2.B1)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)	D (A HULL)
CF	1xBtty, 4xLab, 2xPh-1 (LF+L), 6xF Hull	2xPhoton, 4xPh-1 (FH), 2xBridge, 2xEmer, 2xTran, 4xImpulse	1xBtty, 4xLab, 2xPh-1 (RF+R), 6xF Hull	2xAux, 2xBtty, 2xTrac, 1xTran, 1xProbe, 4xShttl, 4xA Hull, 2xPh-1 (RH), 2xAPR/AWR, 2xPh-3 (360°), 1xDrone
CAD	Same as CF	6xDrone, 2xPh-1 (FH), 2xBridge, 2xEmer, 2xSensor, 4xCargo, 4xImpulse	Same as CF	2xAux, 2xBtty, 2xTrac, 1xTran, 1xProbe, 4xShttl, 4xA Hull, 2xPh-1 (RH), 2xAPR, 2xPh-3 (360°), 1xDrone
HDW	4xF Hull, 2xAWR, 1xPh-1 (LS), 1xPh-3 (LS), 1xTran, 1xDrone, 1xEmer, 1xTrac	3xPhoton, 2xPh-1 (FH), 2xBridge, 3xLab, 3xShttl, 3xImpulse, Warp Access	4xF Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xAux, 1xTran, 1xTrac, 1xProbe	4xAWR*, 4xAft Hull, 4xNWO, 2xOption, 1xShuttle, C Warp Access.

OLD LIGHT CRUISERS (R2.B3)

CLASS	A (FORWARD)	B (AFT)
CLD	2xSensor, 6xPh-1, 1xTran, 2xBridge, 1xProbe, 1xEmer, 2xBtty, 1xTrac, 6xLab, 6xF Hull	6xA Hull, 1xTrac, 2xShttl, 1xTran, 2xAux, 4xCargo, 6xDrone, 4xImp
CLV	2xDrone, 6xPh-1, 1xTran, 2xBridge, 1xProbe, 1xEmer, 2xBtty, 1xTrac, 6xLab, 6xF Hull	4xA Hull, 1xTrac, 14xShttl, 1xTran, 2xAux, 2xBtty, 4xImp

WAR DESTROYERS (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)
DWV	4xC Hull, 2xAWR, 1xPh-1 (LS), 1xPh-3 (LS), 1xProbe, 2xLab, 1xTrac	2xPhoton, 1xDrone, 2xPh-1 (FH), 2xBridge, 11xShttl, 3xImpulse	4xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 2xTran, 1xAux, 1xTrac

FRIGATES (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)
FCR	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-3 (LS), 1xTrac, 1xAux, 1xDrone	2xBTTY, 2xBridge, 7xCargo, 2xShttl, 3xImpulse	3xC Hull, 2xLab, 1xPh-1 (RS), 1xPh-3 (RS), 1xTrac, 1xEmer, 1xProbe
FLG	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-3 (LS), 1xTrac, 1xAux, 1xSensor	1xPh-1 (FH), 2xCargo, 2xBridge, 2xLab, 1xDrone, 7xShuttle, 2xBarracks, 2xRepair, 3x Impulse	3xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xTrac, 1xEmer, 1xProbe

KLINGON SHIPS

D7 BATTLECRUISER AND E7 HEAVY CRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
FD7	3xPh-2K, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xScty	1xBtty, 4xLab, 4xF Hull, 1xImp	3xPh-2, 1xPh-1, 1xDisr	2xBtty, 2xAux, 1xScty, 4xTran, 1xProbe, 7xA Hull, 2xADD	3xPh-2, 1xPh-1, 1xDisr	2xShtl, 4xAPR, 4xImp, 2xDrn, 1xTrac
E7	Entire Boom	Not used	1xDisr, 2xPh-3, 2xAPR, 3xBtty, 1xADD, 1xTrac, 1xImp	1xTran, 1xScty, 1xAux, 1xBtty, 4xAft Hull	1xDisr, 2xPh-3, 2xAPR, 1xImp, 3xTran, 1xADD, 1xTrac	2xDrone, 2xShuttle, 2xPh-1, 2xDisr

F5 FRIGATE, F6 BATTLE FRIGATE, E5 ESCORT, F5W WAR DESTROYER (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIN HULL, REAR)
F5R	Entire Boom	2xTran, 1xScty, 1xAPR, 1xAux, 2xBtty, 1xADD, 7xCargo, 1xProbe	5xAft Hull, 3xPh-2, 2xShuttle, 2xImpulse
F5W	Entire Boom	2xPh-3, 1xADD, 1xScty, 1xAux, 1xTrac, 2xTran, 3xAPR, 2xBtty	2xDisruptor, 5xAft Hull, 2xDrone, 2xShuttle, 3xPh-2K, 2xImpulse
FWC FWL	Entire Boom	2xPh-1, 1xADD, 1xScty, 1xAux, 1xTrac, 2xTran, 3xAPR, 2xBtty	Same as F5W
FWV	Entire Boom	2xPh-3, 1xADD, 1xScty, 1xAux, 1xTran, 2xAPR, 5xAft Hull, 2xBattery	2xDisruptor, 10xShuttle, 2xTractor, 3xPh-2K, 2xImpulse
HF5	Entire Boom	2xPh-3, 1xADD, 1xScty, 1xAux, 1xTrac, 2xTran, 4xNWO, 2xBtty, 4xC Hull, 4xAPR*	2xDisruptor, 2xOption, 4xShuttle, 5xAft Hull, 2xImpulse, 2xDrone, 2xAPR, 3xPh-1

E4 ESCORTS, E6 BATTLE ESCORT (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIN HULL, REAR)
E6	Entire Boom	3xDisr, 1xAux, 2xTran, 2xBtty	2xImpulse, 4xA Hull, 2xPh-2, 2xDrone, 2xShttl
G4	Entire Boom	2xTran, 1xSensor, 1xAux, 1xBtty, 2xCargo	2xImpulse, 4xAft Hull, 1xDrone, 2xBarracks, 2xPh-2, 6xShuttle, 2xRepair

E3 ESCORTS (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL)
G2C	Entire Boom	Entire Rear Hull

SBA: On the Klingon SFG starbase the SFGs (one each) are in the Flag control and Aux Control areas.

ROMULAN UNITS

HEAVY HAWK (HEAVY CRUISERS) (R4.B2)

CLASS	A (BOOM)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
FFH-A FFH-K	2xPh-1, 2xPh-3, 2xBridge, 4xF Hull, 1xEmer, 2xAPR, 3xBtty	Module, 5xA Hull, 1xLab, 1xProbe, 1xTrac, 1xPh-3, 1xPh-1 (FA+L)	3xTran, 4xShttl, 4xImp, 1xPh-1 (RX), 2xPI-S	Module, 5xA Hull, 1xLab, 1xAux, 1xTrac, 1xPh-3, 1xPh-1 (FA+R)
RG	Same as FHA	Same as FHA	3xTran, 4xShttl, 4xImp, 1xPh-1 (RX), 1xPI-R	Same as FHA

SKYHAWK DESTROYERS (R4.B3)

CLASS	A (COMMAND BOOM)	B (A HULL)	C (MODULE, AFT)
SBH	Entire Boom	6xA Hull, 2xPh-3 (LS), 2xPh-3 (RS), 2xTran, 2xBtty, 2xAPR, 2xTrac, 4xNWO, 2xPh-1 (360°)	3xBtty, 4xAPR*, 3xC Hull, 2xPI-F, 2xImpulse, 2xOpt, 4xShuttle

SEAHAWK FRIGATES (R4.B4)

CLASS	A (FORWARD)	B (AFT)
SEL	Entire Boom	Entire Rear Section

WAR HAWKS (R4.B5)

CLASS	A (LEFT HULL)	B (C HULL)	C (RIGHT HULL)
BHF	1xPI-D, 2xPh-1 (FA+L), 2xC Hull, 2xBtty, 2xTrac, 1xPh-3 (L+RA)	2xBridge, 1xTran, 2xShttl, 6xImpulse	1xPI-D, 2xPh-1 (FA+R), 2xC Hull, 5xCargo, 1xPh-3 (R+RA)

KZINTI UNITS**BATTLECRUISERS (R5.B1)**

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
BF	3xBridge, 5xF Hull, 4xPh-1, 2xTrac, 2xDisr, 3xAPR, 1xTran, 1xBtty, 1xEmer, 1xCargo	4xPh-3, 6xA Hull, 4xBtty, 3xDrone	3xAux, 2xShttl, 2xPh-1, 1xProbe, 6xLab, 3xImpulse	4xPh-3, 6xA Hull, 4xTran, 3xDrone

WAR DESTROYERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
DWV	1xPh-1, 1xProbe, 1xEmer, 4xF Hull, 2xBridge, 2xDisr	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 3xBtty, 1xLab, 1xAPR	10xShttl, 2xAux, 2xDrone, 2xImpulse	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 3xTran, 1xLab, 1xAPR
SDW	3xSensor, 1xProbe, 1xEmer, 2xBridge, 4xF Hull	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 3xBtty, 2xLab, 1xAPR	2xShttl, 2xAux, 4xDrone, 2xPh-3, 1xADD, 2xImpulse	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 3xTran, 2xCargo, 1xAPR
HDW	1xPh-1, 1xProbe, 1xEmer, 4xF Hull, 2xBridge, 2xDisr	1xPh-1, 2xDrone, 1xTrac, 2xNWO, 4xAft Hull, 3xBtty, 1xLab, 1xAPR	4xShuttle, 4xAPR*, 2xOption, 2xAux, 2xPh-3, 2xADD, 2xImpulse	1xPh-1, 2xDrone, 1xTrac, 2xNWO, 4xAft Hull, 3xTran, 1xLab, 1xAPR

FRIGATES (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
FCR	1xProbe, 1xEmer, 1xPh-1, 1xBridge, 2xBtty, 3xF Hull	1xPh-3, 1xDrone, 1xTrac, 3xAft Hull, 2xLab, 1xImpulse	2xShuttle, 7xCargo	1xPh-3, 1xDrone, 1xAux, 3xAft Hull, 2xTran, 1xImpulse
FLG	1xSensor, 1xBridge, 1xEmer, 1xTran, 1xBtty, 1xPh-1, 3xF Hull	1xPh-3, 1xDrone, 2xTrac, 1xProbe, 3xAft Hull, 2xBtty, 1xImpulse	6xShuttle, 1xPh-1, 2xLab, 1xBarracks, 2xRepair	1xPh-3, 1xDrone, 1xAux, 2xCargo, 3xAft Hull, 2xTran, 1xImpulse

GORN UNITS**BATTLECRUISERS, MEDIUM CRUISERS, AND TUGS (R6.B1)**

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (MIDSHIPS)	D (RIGHT WING)	E (REAR BUBBLE)
BF	1xTrac, 2xPh-1, 2xBridge, 1xAPR, 4xF Hull, 2xBtty, 1xTran	1xPI-S, 3xPh-1, 2xImp, 1xProbe, 3xShttl, 1xPh-3	2xEmer, 4xLab, 8xC Hull	1xPI-S, 3xPh-1, 2xImpulse, 1xTran, 3xShttl, 1xPh-3	2xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 1xTrac, 2xPh-1
HSR HSRV	1xTrac, 2xPh-1, 2xBridge, 1xAPR, 4xF Hull, 2xBtty, 1xTran	2xPh-1, 1xPI-F, 2xSensor, 1xPh-3, 2xImp, 2xProbe, 4xShuttle	2xEmer, 8xLab, 8xC Hull, 6xCargo	2xPh-1, 1xPI-F, 2xSensor, 1xPh-3, 2xImpulse, 2xTran, 4xShuttle	2xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 1xTrac, 2xPh-1

BATTLE DESTROYERS (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (MIDSHIPS)	D (RIGHT WING)	E (REAR BUBBLE)
BDV	Entire Forward Bubble	1xPh-1, 1xPI-D, 1xTrac, 1xImpulse, 1xEmer, 2xC Hull	1xPI-G, 9xShuttle, 1xProbe	1xPh-1, 1xPI-D, 1xTrac, 1xImpulse, 1xTran, 2xC Hull	Entire Rear Bubble
HBD	Entire Forward Bubble	1xPh-1, 1xPI-F, 2xPh-3, 1xImpulse, 1xProbe, 2xShuttle, 2xNWO	1xPI-G, 1xEmer, 4xAPR*, 2xOption, 6xAft Hull	1xPh-1, 1xPI-F, 2xPh-3, 1xImpulse, 1xTran, 2xShuttle, 2xNWO	Entire Rear Bubble, and 2xTrac

DESTROYERS AND FRIGATES (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (A HULL-CENTER) (DOCKING POINT #4)	D (RIGHT WING)
FCR	Entire Forward Bubble	1xPh-1, 1xPh-3, 1xPI-D, 1xImpulse, 1xTran, 2xShuttle	1xEmer, 5xCargo, 6xAft Hull, 2xAPR	1xPh-1, 1xPh-3, 1xPI-D, 1xImpulse, 1xTran, 2xShuttle
FLG	Entire Forward Bubble	1xPh-1, 1xRepair, 1xImp, 1xProbe, 4xShuttle	1xSensor, 3xTran, 2xLab, 1xBarracks, 5xCargo, 6xAft Hull	1xPh-1, 1xRepair, 1xImp, 1xEmer, 4xShuttle

THOLIAN UNITS

HEAVY CRUISERS (R7.B3)

CLASS	A (LEFT HULL)	B (RIGHT HULL)	C (A HULL)
CPA	3xPh-1 (FA/L), 2xBridge, 1xTrac, 1xProbe, 1xPh-1 (FA), 7xC Hull, 1xPh-1 (LF+L)	3xPh-1 (FA/R), 2xAux, 1xTrac, 1xEmer, 1xPh-1 (FA), 7xC Hull, 1xPh-1 (RF+R)	3xBtty, 3xTran, 3xAPR, 4xLab, 4xShttl, 2xWeb, 4xPh-3, 4xImpulse

PATROL CORVETTES AND DESTROYERS (R7.B1)

CLASS	A (FORWARD)	B (AFT)
FCR	4xPh-1, 2xBridge, 1xAux, 1xTran, 2xBtty, 4xC Hull	8xCargo, 1xProbe, 1xEmer, 1xTrac, 1xShuttle, 2xImp

ORION UNITS

RAIDER CRUISER AND MEDIUM RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
DCR	4xOption, 8xPh-1, 2xBridge, 2xAux, 5xF Hull, 5xAft Hull, 2xTrac	2xLab, 7xCargo, 5xBtty, 2xTrac, 3xTran, 6xShttl, 6xImpulse, 4xPh-3

WAR DESTROYER (R8.B5)

CLASS	A (C HULL)	B (LEFT WING)	C (RIGHT WING)
DWV	1xPh-1, 1xOption, 1xBridge, 1xAux, 9xShttl, 4 C Hull, 1xPh-3	1xPh-1, 1xPh-3, 1xOption, 1xTrac, 1xImpulse, 2xTran	1xPh-1, 1xPh-3, 1xOption, 1xTrac, 1xImpulse, 2xBtty
HDW	2xPh-1, 2xOpt (FA), 2xOpt (RA), 2xAux, 2xBridge, 2xLab, 8xCargo, 6xChull, 4xShuttle, 2xPh-3	1xOpt, 1xPh-1, 1xPh-3, 2xTrac, 2xImpulse, 4xTran	1xOpt, 1xPh-1, 1xPh-3, 2xTrac, 2xImpulse, 4xBtty

LIGHT RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
FCR	2xOption, 1xBridge, 1xAux, 3xC Hull, 2xTrac, 6xCargo	3xPh-1, 3xBtty, 2xShttl, 2xTran, 2xImpulse

HYDRAN UNITS

HEAVY CRUISERS, COMMAND CRUISER, TUG (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
THR	4xPH-1, 4xPh-2, 2xHellbore, 1xProbe, 2xBridge, 3xAPR	2xAux, 3xAPR, 4xLab, 2xTrac, 1xPh-G	2xTran, 21xC Hull, 6xShttl, 4xImpulse	2xEmer, 3xAPR, 4xBtty, 2xTrac, 1xPh-G
PIC	2xPh-2/1, 4xPh-2, 1xProbe, 2xBridge, 3xLab, 4xSensor	2xAux, 3xShttl, 4xLab, 2xTran, 2xTrac, 1xPh-G	2xTran, 21xC Hull, 6xCargo, 6xShttl, 4xImpulse	2xEmer, 3xShttl, 4xBtty, 2xTran, 2xTrac, 1xPh-G

DESTROYERS (R9.B2)

CLASS	A (FORWARD)	B (AFT)
DDS	2xPh-2, 1xPh-G, 1xBridge, 3xSensor, 3xAPR, 3xBtty, 1xTran, 1xTrac, 5xShttl	4xLab, 1xProbe, 1xEmer, 1xAux, 2xPh-G, 3xImpulse, 13xC Hull
DDP	2xSensor, 1xBridge, 3xShuttle, 3xAPR, 3xBattery, 1xPh-1, 6xTractor, 3xRepair	2xLab, 2xTran, 1xEmer, 1xAux, 2xPh-G, 3xImpulse, 13xC Hull.
LNH	3xPh-2, 3xFusion, 4xLab, 3xBattery, 1xProbe, 2xTran, 2xAPR, 2xBridge, 2xPh-1, 2xTrac, 9xShuttle	4xAPR*, 4xNWO, 2xOption, 1xEmer, 1xAux, 13xC Hull, 2xPh-G, 3xImpulse

WAR DESTROYERS (R9.B3)

CLASS	A (FORWARD)	B (AFT)
DWF	3xFusion, 2xPh-1 (FA), 2xBridge, 1xTran, 1xTrac, 1xProbe, 3xBtty, 2xPh-G, 3xLab	10xC Hull, 2xPh-2, 2xAPR, 4xShuttle, 1xAux, 1xEmer, 1xTrac, 1xTran, 2xImpulse
DWL	2xHellbore, 2xFusion, 3xPh-1 (FA), 2xBridge, 1xTran, 1xTrac, 1xProbe, 4xBattery, 2xPh-G, 4xLab	10xC Hull, 2xPh-1, 6xAPR, 4xShuttle, 1xAux, 1xEmer, 1xTrac, 1xTran, 2xImpulse
DWV	Same as DWF	10xC Hull, 2xPh-2, 10xShuttle, 1xAux, 1xEmer, 1xTrac, 1xTran, 2xImpulse
DWH	3xPh-1, 2xHellbore, 2xBridge, 1xTran, 1xTrac, 1xProbe, 3xBattery, 2xPh-G, 3xLab	10xC Hull, 2xPh-2, 4xAPR, 2xShuttle, 1xAux, 1xEmer, 1xTrac, 1xTran, 2xImpulse
DWS	3xSensor, 2xPh-1 (FA), 2xBridge, 1xTran, 1xTrac, 1xProbe, 3xBattery, 2xPh-G, 3xLab	Same as DWF
DWE DWA	5xPh-G, 2xPh-1 (FA), 2xBridge, 1xTran, 1xTrac, 1xProbe, 3xBattery, 3xLab	Same as DWF
HDW	3xFusion, 2xPh-1 (FA), 2xBridge, 1xEmer, 2xTran, 2xTrac, 1xProbe, 3xBattery, 2xPh-G, 3xLab	15xC Hull, 4xPh-2, 4xNWO, 8xShuttle, 4xAPR*, 2xAux, 3xImpulse, 2xAPR, 2xOpt

FRIGATES (R9.B4)

CLASS	A (FORWARD)	B (AFT)
FCR	3xph-2, 1xPh-G, 1xBridge, 1xTran, 1xProbe, 2xBtty, 2xLab, 6xCargo	9xC Hull, 1xAPR, 1xAux, 1xTrac, 2xShttl, 2xImpulse

POLICE SHIP (R9.B2)

CLASS	A (FORWARD)	B (AFT)
INS	2xTrac, 2xBridge, 2xBtty, 3xCargo, 4xLab, 8xShuttle	1xSensor, 1xAux, 1xPh-2, 1xProbe, 1xBarracks, 4xC Hull, 1xPh-G, 2xImpulse, 2xTran, 2xRepair

ANDROMEDAN UNITS

DEVASTATOR AND DOMINATOR (R10.B3)

CLASS	A (FORWARD)	B (LEFT HULL)	C (C HULL)	D (RIGHT HULL)	E (HANGAR)	F (A HULL)
DMX	4xTRH (FH), 5xPh-2 (FH), 2xBridge, 2xFlag, 13xPA	9xLab, 4xPh-2 (LS), 2xTRH (LS), 14xC Hull, 1xProbe	19xAPR, 2xAux, 2xEmer, 4xDis Dev	9xCargo, 4xPh-2 (RS), 2xTRH (RS), 1xTrac, 14xC Hull	Hangar	12xBtty, 4xRepair, 3xPh-2 (RH), 4xTran, 8xPA, 7xImp

INTRUDER (R10.B2)

CLASS	A (FORWARD)	B (LEFT HULL)	C (HANGAR)	D (RIGHT HULL)	E (A HULL)
INS	1xTRH (FH), 2xBridge, 8xPA, 2xDis Dev, 2xAux, 2xEmer	6xLab, 7xCargo, 1xProbe, 4xPh-2 (LS), 2xTRL (LS)	Hangar	16xC Hull, 2xTRL (RS), 4xPh-2 (RS), 1xTrac	4xImpulse, 6xPA, 8xBtty, 4xAPR, 3xTran 2xRepair

CONQUISTADOR (R10.B2)

CLASS	A (FORWARD)	B (LEFT HULL)	C (HANGAR)	D (RIGHT HULL)	E (A HULL)
RAV	1xTRH, 2xTRL, 2xPh-2 (FH), 6xPA, 2xBridge	12xC Hull, 3xPh-2 (LS), 1xAux	Hangar	6xBtty, 3xPh-2 (RS), 6xCargo, 1xEmer	4xPA, 2xLab, 2xAPR, 2xImp, 2xTran, 1xProbe, 2xDis Dev, 1xRepair

LARGE SATELLITES (R10.B1)

CLASS	A (FORWARD)	B (AFT)
ELIMINATOR	6xPower Absorber, 12xBattery, 1xBridge, 1xEmer	4xPh-2, 1xProbe, 1xTran, 4xC Hull, 2xAPR, 2xImpulse, 4xPower Absorber

LYRAN SHIPS

HEAVY CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
CF	1xDisr, 3xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac, 1xShttl	1xDisr, 3xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 3xEmer, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac, 1xShttl	1xProbe, 3xBridge, 3xImpulse

LIGHT CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
JGP	1xDisr, 2xPh-1, 2xLab, 4xF Hull, 1xAux	1xESG, 2xF Hull, 1xPh-3, 1xPh-1, 2xBtty, 1xTrac, 1xShttl	1xDisr, 2xPh-1, 2xTran, 4xA Hull, 1xEmer	1xESG, 2xA Hull, 1xPh-3, 1xPh-1, 2xAPR, 1xTrac, 1xShttl	2xPh-1, 2xBridge, 1xProbe, 6xNWO, 2xLab, 4xC Hull, 2xImpulse

WAR DESTROYER (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
DWV	1xPh-2, 1xTran, 5xShuttle, 4xF Hull, 1xPh-3, 1xTrac, 1xAPR	2xPh-1, 2xESG, 2xBridge, 2xLab	1xPh-2, 1xTran, 5xShuttle, 4xAft Hull, 1xPh-3, 1xTrac, 1xBtty	1xProbe, 1xAux, 1xEmer, 2xImpulse, 2xC Hull, 1xPh-2, Power Pack
HDW	1xDisr, 1xTran, 2xPh-2, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 1xPh-3	2xPh-1, 2xESG, 2xBridge, 2xLab, 4xNWO, 1xProbe, 4xAPR*	1xDisr, 1xTran, 2xPh-2, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 1xPh-3	3xC Hull, 4xShuttle, 4xImpulse, 1xDisruptor, 2xBtty, 2xOption

FRIGATE (R11.B4)

CLASS	A (LEFT SIDE)	B (CENTER)	C (RIGHT SIDE)
FCR	1xTrac, 1xBtty, 1xPh-2, 1xAux, 4xF Hull, 1xPh-3, 1xPh-3/2, 3xCargo	1xESG, 2xBridge, 1xProbe, 2xShttl, 2xImpulse	1xTrac, 1xTran, 1xPh-2, 1xEmer, 4xAft Hull, 1xPh-3, 1xPh-3/2, 3xCargo
FLG	1xTrac, 2xLab, 1xPh-2, 1xAux, 4xF Hull, 1xPh-3, 1xPh-3/2, 3xCargo	1xESG, 2xBridge, 1xProbe, 6xShttl, 1xSensor, 2xRepair, 2xImpulse	1xTrac, 2xTran, 1xPh-2, 1xEmer, 4xAft Hull, 1xPh-3, 1xPh-3/2, 1xBarracks, 1xBattery

WYN SHIPS

WHITE SHARK (R12.B2)

CLASS	A	B	C
CF	3xPh-3, 6xPh-1, 2xBridge, 2xFlag, 1xProbe, 1xEmer, 2xTran	2xOption, 2xDrone, 2xTrac, 8xF Hull, 8xA Hull, 4xLab, 4xBtty	6xShttl, 1xTran, 2xAux, 4xAPR, 4xImpulse, 2xPh-3, 2xDisr, 2xPh-1

MAKO AND THRESHER (R12.B2)

CLASS	A	B	C
DWV	1xPh-3, 4xPh-1, 2xBridge, 2xDisr, 2xLab, 2xAux	4xDrone, 2xTrac, 1xProbe, 2xTran, 4xBtty, 8xC Hull	2xPh-3, 10xShuttle, 2xAPR, 2xImpulse
HDW	1xPh-3, 4xPh-1, 2xBridge, 2xDisr, 2xLab, 2xAux, 2xDrone, 2xTrac, 2xOpt	8xC Hull, 4xBtty, 1xProbe, 2xTran, 2xPh-3	4xNWO, 4xAPR*, 6xCargo, 4xShuttle, 2xOption, 2xAPR, 2xImpulse

BARRACUDA (R12.B1)

CLASS	A (FRONT SECTION)	B (REAR SECTION)
FCR	2xPh-3, 4xPh-1, 2xDrone, 2xTrac, 2xAPR, 1xTran, 1xBridge	1xAux, 3xBtty, 6xC Hull, 2xShttl, 7xCargo, 2xImp

POCKET BATTLECRUISER (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
PBC	2xDisr, 1xTran, 2xPh-1, 1xAux, 4xF Hull, 2xTrac, 2xAPR, 1xPh-3	2xPh-1, 2xESG, 2xBridge, 2xLab	2xDisr, 1xTran, 2xPh-1, 1xEmer, 4xA Hull, 2xTrac, 2xAPR, 1xPh-3	4xShttl, 4xImpulse, 2xC Hull, 2xDisr, 4xBattery

KZINTI WAR DESTROYER (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
ZDW	1xADD, 1xEmer, 4xF Hull, 2xBridge, 4xDisr	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 3xBtty, 1xLab, 1xAPR	6xShttl, 2xAux, 2xDrone, 2xPh-1, 2xImpulse	1xPh-1, 1xDrone, 3xA Hull, 1xTrac, 3xTran, 1xLab, 1xAPR

ISC SHIPS

HEAVY CRUISER (R13.B1)

CLASS	A (CENTER FRONT)	B (LEFT SIDE)	C (MIDSHIPS)	D (RIGHT SIDE)	E (CENTER REAR)
CF	4xPh-1, 2xBridge, 8xF Hull	1xPI-S, 2xPh-1, 2xEmer, 2xTran, 2xLab, 2xAPR, 3xPh-3, 1xPI-F	4xTrac, 2xPh-1, 1xProbe, 4xBtty	1xPI-S, 2xPh-1, 2xAux, 2xTran, 2xLab, 2xAPR, 3xPh-3, 1xPI-F	8xA Hull, 6xShttl, 4xImpulse

LIGHT CRUISERS (R13.B1)

CLASS	A (CENTER FRONT)	B (LEFT SIDE)	C (MIDSHIPS)	D (RIGHT SIDE)	E (CENTER REAR)
CPF	2xBridge, 4xF Hull, 4xLab	2xPh-1, 2xEmer, 2xCargo, 2xRepair, 1xSensor, 2xTran, 2xPh-3	4xTractor, 2xPh-1, 1xFlag, 4xBattery	2xPh-1, 2xAux, 2xTran, 1xProbe, 2xBarracks, 2xPh-3, 2xCargo	8xAft Hull, 8xShuttle, 4xImpulse
CM	2xPI-G, 1xPPD, 4xLab, 4xF Hull, 2xBridge	2xPh-1, 2xEmer, 2xTran, 2xAPR, 2xPh-3, 2xPI-F	4xTrac, 2xPh-1, 1xProbe, 4xBtty	2xPh-1, 2xAux, 2xTran, 2xAPR, 2xPh-3, 2xPI-F	8xA Hull, 4xShttl, 4xImpulse

DESTROYERS (R13.B2)

CLASS	A (FRONT)	B (LEFT SIDE)	C (RIGHT SIDE)	D (REAR)
FLG	2xCargo, 2xBridge, 2xTran, 1xAPR, 2xTrac	2xPh-1, 1xSensor, 2xCargo, 1xEmer, 2xLab, 2xPh-3, 2xBarracks	2xPh-1, 1xProbe, 2xBtty, 1xAux, 2xLab, 2xPh-3, 2xRepair	10xC Hull, 2xImp, 8xShuttle
HDD	2xPI-F, 2xBridge, 2xTran, 1xProbe, 2xTrac	2xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 2xPh-3, 4xNWO	2xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 2xPh-3, 4xAPR*	14xC Hull, 2xImp, 2xOption, 2xPI-F, 4xShuttle

FRIGATE (R13.B2)

CLASS	A (FRONT)	B (LEFT SIDE)	C (RIGHT SIDE)	D (REAR)
FCR	2xLab, 2xBridge, 2xTran, 2xTrac	2xPh-1, 1xBattery, 2xC Hull, 2xPh-3	2xPh-1, 1xAux, 2xC Hull, 2xPh-3	6xCargo, 2xShttl, 2xImpulse

LYRAN DEMOCRATIC REPUBLIC SHIPS

HEAVY CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
CCH	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	1xProbe, 2xAPR, 2xBattery, 2xPh-1, 3xBridge, 6xImp

WAR DESTROYER (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
DWV	1xPh-1, 1xTran, 5xShuttle, 4xF Hull, 1xPh-G, 1xTrac, 1xAPR	2xPh-1, 2xBridge, 2xLab, 2xESG	1xPh-1, 1xTran, 5xShuttle, 4xAft Hull, 1xPh-G, 1xTrac, 1xBtty	1xProbe, 1xAux, 1xEmer, 2xImpulse, 2xC Hull, 1xPh-1, Power Pack
HDW	1xDisr, 1xTran, 1xPh-1, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 2xPh-G	2xPh-1, 2xESG, 2xBridge, 2xLab, 4xNWO, 1xProbe, 4xAPR*	1xDisr, 1xTran, 1xPh-1, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 2xPh-G	3xC Hull, 4xShuttle, 4xImpulse, 1xDisruptor, 2xBtty, 2xOption

FRIGATE (R11.B4)

CLASS	A (LEFT SIDE)	B (CENTER)	C (RIGHT SIDE)
FCR	1xTrac, 1xBtty, 1xPh-1, 1xAux, 4xF Hull, 2xPh-G, 3xCargo	1xESG, 2xBridge, 1xProbe, 2xShttl, 2xImpulse	1xTrac, 1xTran, 1xPh-1, 1xEmer, 4xAft Hull, 2xPh-G, 3xCargo

SELTORIAN SHIPS

HEAVY CRUISERS (R15.B1)

CLASS	A (LEFT BOOM)	B (RIGHT BOOM)	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
CF	1xAux, 3xPh-1, 4xF Hull, 2xAPR	1xAux, 3xPh-1, 4xF Hull, 2xAPR	4xLab, 2xWeb Breaker, 2xBridge, 2xEmer, 2xPC, 4xBtty	6xTran, 6xShttl, 1xProbe, 2xTrac	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse
CVS	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	Same as CF	3xTran, 16xShttl, 1xProbe, 3xTrac	Same as CF	Same as CF

LIGHT CRUISER (R15.B2)

CLASS	A (BOOM)	B	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
CLE	3xPh-1, 1xAux, 4xF Hull, 2xAPR	NOT USED	4xLab, 2xWB, 2xBridge, 2xPh-1, 4xBtty, 2xEmer	6xTran, 6xShttl, 1xProbe, 2xTrac	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse

DESTROYERS (R15.B1)

CLASS	A (LEFT BOOM)	B (RIGHT BOOM)	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
DDE	2xPh-1, 1xAux, 3xF Hull, 2xAPR	2xPh-1, 1xAux, 3xF Hull, 2xAPR	2xLab, 1xWeb Breaker, 1xBridge, 1xEmer, 1xProbe, 3xBtty	4xTran, 4xShttl, 2xTrac	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse
DDV	1xPC, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	1xPC, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	2xLab, 1xWeb Breaker, 1xBridge, 1xEmer, 1xTrac, 3xBtty	4xTran, 1xTrac, 10xShuttle	Same as DDE	Same as DDE
HDD	Same as DDV	Same as DDV	2xLab, 2xWeb Breaker, 1xBridge, 1xEmer, 1xProbe, 4xBtty	4xTran, 2xOption, 4xShttl, 2xTrac	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse, 4xAPR*	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse, 4xNWO

FRIGATE (R15.B2)

CLASS	A (BOOM)	B	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
FCR	1xProbe, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	NOT USED	2xLab, 1xWeb Breaker, 1xBridge, 1xEmer, 2xBattery, 7xCargo	4xTran, 4xShttl, 2xTrac	1xPh-1, 2xPh-3, 2xA Hull, 1xImpulse	1xPh-1, 2xPh-3, 2xA Hull, 1xImpulse

JINDARIAN SHIPS

HEAVY STRIKE CRUISER

CLASS	A (BRIDGE)	B (RIGHT FRONT)	C (RIGHT REAR)	D (CNTR REAR)	E (LEFT REAR)	F (LEFT FRONT)
HCS	2xMRG, 3xPh-1, 2xBridge, 4xTran	12xA Hull, 4xAPR	2xEmer, 4xOption, 1xTrac, 1xPh-1, 1xMRG	8xShuttle, 4xPh-1, 1xProbe, 8xLab, 4xImpulse	2xAux, 4xOption, 1xPh-1, 1xTrac, 1xMRG	12xF Hull, 4xBattery

LIGHT STRIKE CRUISER

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
LCS	2xPH-1, 2xMRG, 1xProbe, 2xBridge, 2xTran	9xAft Hull, 4xAPR	2xEmer, 4xOption, 1xMRG	8xShuttle, 4xPh-1, 4xLab, 2xTrac, 4xImpulse	2xAux, 4xOption, 1xMRG	9xF Hull, 4xBattery

DESTROYER

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
HDW	2xLRG, 1xWpn Option, 1xProbe, 2xBridge, 2xLab, 4xTran	6xAft Hull, 6xAPR, 2xEmer	2xPh-1, 2xTrac, 4xAPR*, 1xLRG	2xImp, 2xPh-1, 8xShuttle, 1xWeapons Option	2xPh-1, 2x Brks, 4xNWO, 1xLRG	6xF Hull, 6xBtty, 2xAux

FRIGATE

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
PRF	1xBarracks, 1xProbe 2xTran, 1xSensor, 2xLab, 2xBridge	4xAft Hull, 4xAPR	2xPh-1, 1xEmer, 3xCargo	2xTrac, 1xRepair, 2xImp, 8xShuttle	2xPh-1, 1xAux, 3xCargo	4xF Hull, 4xBtty

ACADEMY AT TIDEWATER: Larry E. Ramey and Dave Washburn.

BATTLE GROUP BERLIN: Ken Kazinski, Dale Robertson, Eric Vahlkamp, and Justin Hamm.

BATTLE GROUP CHICAGO: John D Berg, Mike Incavo, Randy Demsetz, and Dave Jahnkee.

BATTLE GROUP DENVER: Scott Moellmer, Pat Moellmer, Craig McRae, Mike Raehal, Dan Hoffacker, John Bowers, and Kie Kreuger.

BATTLE GROUP MADISON: Ken Burnside, Dane Jespersion, Ken Rotar, Mike Greenholdt, Rob Baranowski, Brian Hoeft, John Hilgers, and Bob Banks.

BATTLE GROUP NAPERVILLE: Cliff Yahnke, Alex Pundy, Paul Pundy, Andy Pundy, Steve Flegel, and Lysander Lysandron.

BATTLE GROUP OHIO: Mike Filsinger, Kyle Marcroft, Todd Warnken, and Todd Walters.

BATTLE GROUP STOCKTON: Mike Stoker, Steve Dolcater, Arnold Clarke, and Joe Prawdzik.

BATTLE GROUP SYRACUSE: Richard Citti and Jeff Reiser.

BATTLEGROUP ENGLAND: John Crawford and Victoria Dyke.

CONFEDERATE STAR FORCE: Stewart W Frazier, Catherine Lizama, Greg DeLaat, John Goering, Dave Marsh, Richard McQuire, Steve Glasgo, and Dave Yusten.

As this product goes to press, several further R-modules are in preparation. Your submissions are welcome!

MODULE R7 included heavy DNs, Light DNs, Early DNs, DN variants, Battleship carriers, and Battleship SCS variants.

MODULE R8 may include sector bases, National Guard ships, intelligence ships, fast Q-ships, variants, and more.

MODULE R9 may include "ships that never flew" but could have, including interesting variants. If you ever had an interesting ship turned down by ADB just because the owners didn't really *need* it, you might want to dust it off and send it back.

MODULE C4R will include more ships for the Frax, Triaxians, Barbarians, Sharkhunters, and Qaris from Module C4.

MODULE C4X will include X-ships for all nine races in Module C4.

MODULE C4F will include more ships for the Flivvers, Britanians, Canadi'ens, and Deltans, plus the new Hispanolans!

2000 EDITION

STAR FLEET BATTLES



CAPTAIN'S MODULE R6 SSD BOOK – 2000

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SMALL TRAMP STEAMER

CREW UNIT		ADMINISTRATIVE SHUTTLE			
IDENT	HIT POINTS	NOTES		CNTR	
* 3					

SHIP DATA TABLE	
TYPE =	TSS
POINT VALUE =	28/16
BREAKDOWN =	1-6
SHIELD COST =	1/2+1/2
LIFE SUPPORT =	1/2
SIZE CLASS =	4
REFERENCE =	R1.44

TURN MODE	SPEED
C	1 2-4
NO	2 5-9
HET	3 10-14
BONUS	4 15-20
BD	5 21-27
	6 28+

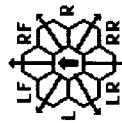
TWO BAYS — NO (JLS9) TRANSFERS.

NO MORE THAN 10% OF PASSENGERS CAN BE FORMED INTO MILITIA SQUADS.

EACH HULL BOX IN THE POD SECTION WHICH IS DESTROYED RESULTS IN SIX PASSENGER UNITS BEING DESTROYED.

TYPE III DEFENSE PHASER

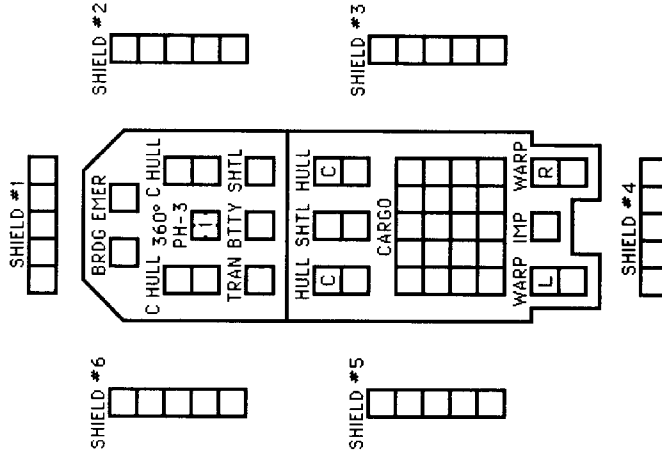
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
1	4	4	4	3	1	1											
2	4	4	4	2	1	0											
3	4	4	4	1	0	0											
4	4	4	3	0	0	0											
5	4	3	2	0	0	0											
6	3	3	1	0	0	0											



THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.



SENSOR	SCANNER	DAM CON	EX DAM
60	09	20	00

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	2	2	3	3	4	4	4	5	5	6	6	6	6	7	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10	10		

FEDERATION MOBILE CARRIER

CREW UNITS

10	20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

8

DECK CREWS

8

TRANSPORTER BOMBS

D	D

PROBES

5

SHIP DATA TABLE

TYPE = DWV
 POINT VALUE = 105
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R2.83

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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

TYPE III DEFENSE PHASER

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

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
DNGE, OVERLOAD	-----	VARIES	-----	NA	NA	NA

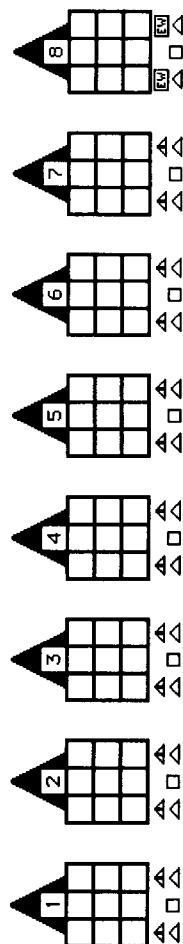
DRONE RACK

1	2	3	4	5	6
---	---	---	---	---	---

RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

ANTI-DRONE TABLE

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



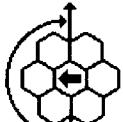
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	2	2	3	3	4	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	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

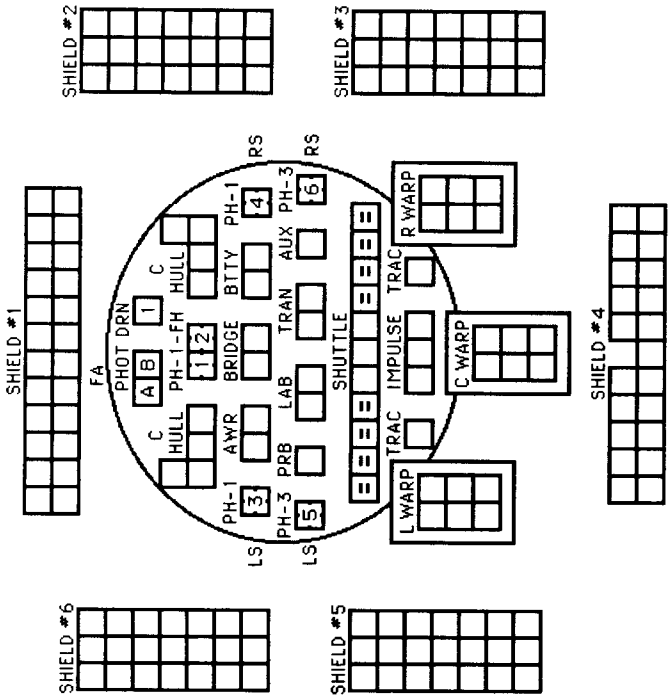
Ⓢ = HET COST
 Ⓣ = ERRATIC MANEUVER WARP COST

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

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



CNTR



SENSOR

6	6	5	3	1	1	0
---	---	---	---	---	---	---

SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

DAM CON

2	2	2	0
---	---	---	---

EX DAM

--	--	--	--

FEDERATION FAST CARRIER RESUPPLY FRIGATE

CREW UNITS		10
ADMINISTRATIVE SHUTTLES	HIT POINTS	NOTES
IDENT		
REPL CREW	6	
DECK CREWS	2	
BOARDING PARTIES	2	
PROBES	5	
TRANSPORTER BOMBS	D D	
DRONE RACK	1	

THIS SHIP HAS ONE SHUTTLE BAY.

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

SHIP DATA TABLE

TYPE = FCR
 POINT VALUE = 76/58
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R2.84
 Y175 REFIT = +0
 LIMITED AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

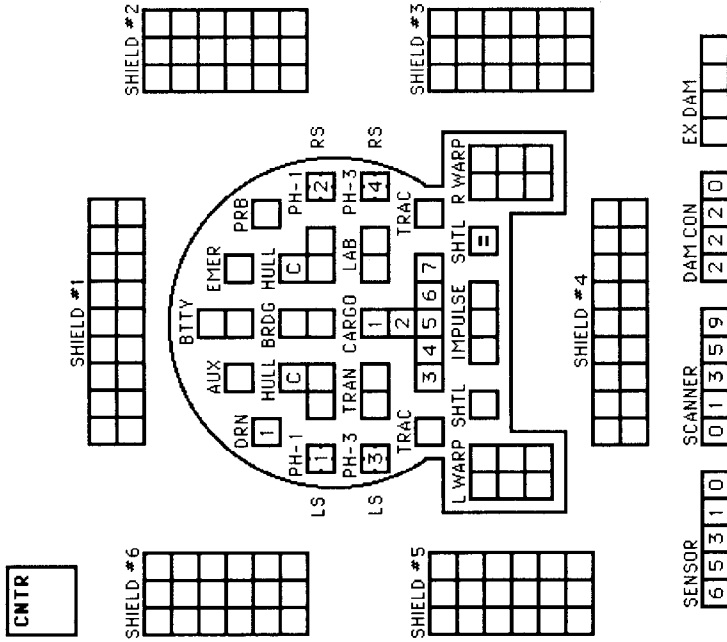
TYPE III DEFENSE PHASER

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

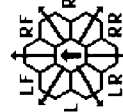
ANTI-DRONE TABLE

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

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.



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



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

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5	#6	#7

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX ⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	7	7	7	8	8	8	9	9	9	10	10	
Fractions	1/3	1/3	1/3	1/3	1/3	2/3	2/3	2/3	2/3	3/3	3/3	3/3	3/3	4/3	4/3	4/3	5/3	5/3	6/3	6/3	6/3	7/3	7/3	7/3	8/3	8/3	8/3	9/3	9/3	

FEDERATION HEAVY WAR DESTROYER

SHIP DATA TABLE	
TYPE	= HDW
POINT VALUE	= 115
BREAKDOWN	= 5-6
LIFE SUPPORT	= 1/2 + 1/2
SIZE CLASS	= 4
REFERENCE	= R2.85
INCLUDES Y175 REFIT	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS, NO TRANSFERS POSSIBLE.		
T BOMBS	PROBES	
DRONE RACK		
RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.		

CREW UNITS	
	10
	20
	30
BOARDING PARTIES	
	8
DECK CREWS	
	10
EACH ADDED FIGHTER COMES WITH ONE DECK CREW.	

TURN MODE	
C	1 2-4
HET	2 5-9
	3 10-14
BD	4 15-20
	5 21-27
	6 28+

TYPE I OFFENSIVE PHASER TABLE											
ROLL	0	1	2	3	4	5	6	9	16	26	51-
1	9	8	7	6	5	4	3	2	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER						
ROLL	0	1	2	3	6	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	1-4	1-4	1-3
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DNGE, OVERLOAD	---VARIES---					

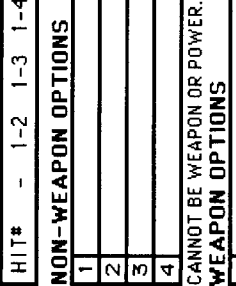
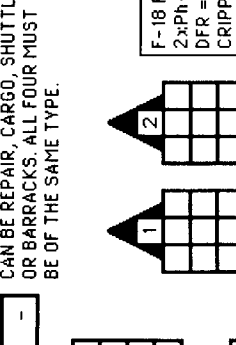
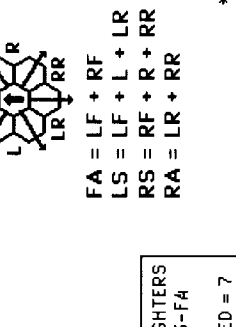
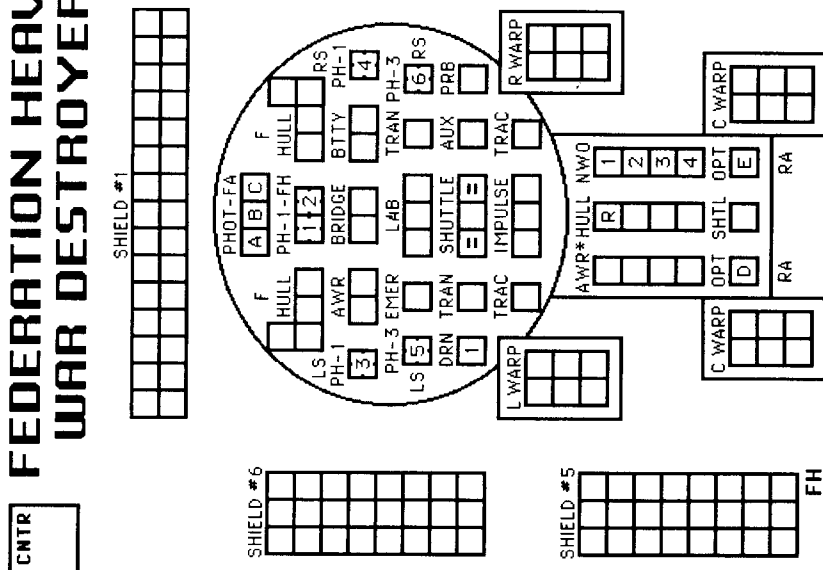
ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

NON-WEAPON OPTIONS	
1	
2	
3	
4	

AWR REPLACEMENT	
CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.	

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 3 4 4 5 6 6 7 8 8 9 10 10 11 12 12 13 14 14 15 16 16 17 18 18 19 20 20
Fract.	2/3 1 1/2 2 2 2/3 3 3/4 4 4 4/5 5 5 1/2 6 6 6 2/3 7 7 1/2 8 8 8 2/3 9 9 1/2 10 10 2/3 11 11 1/2 12 12 2/3 13 13 1/2 14 14 2/3 15 15 1/2 16 16 2/3 17 17 1/2 18 18 2/3 19 19 1/2 20

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
5	5 = HET COST
6	6 = ERRATIC MANEUVER WARP COST



*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS AWR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BOX IN THE REAR SECTION.

FEDERATION POLICE FLAGSHIP

CNTR

SHIP DATA TABLE

TYPE = FLG
 POINT VALUE = 80/65
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R2.86

PLUS REFIT = +3
 Y175 REFIT = +0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

			10	
			20	

PROBES

			5
--	--	--	---

TRANSPORTER BOMBS

			D	D
--	--	--	---	---

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

DRONE RACK

1											
---	--	--	--	--	--	--	--	--	--	--	--

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

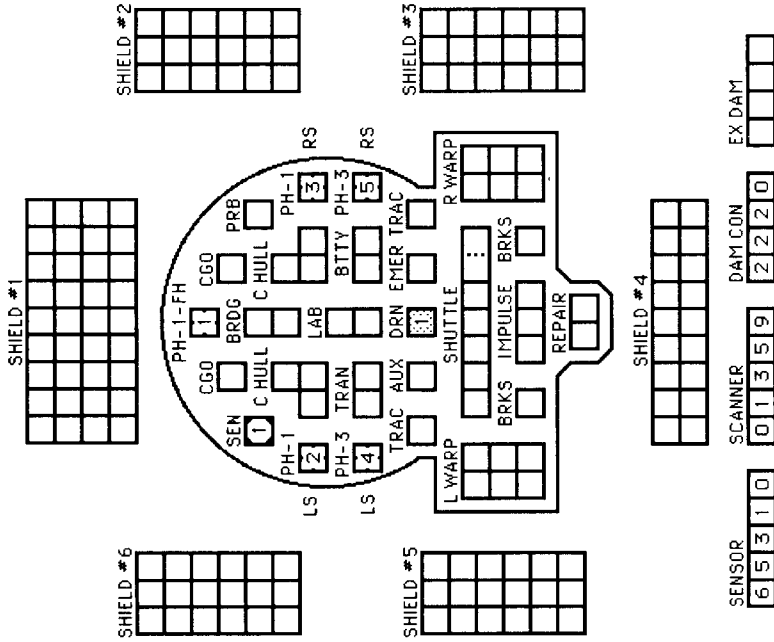
ANTI-DRONE TABLE

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

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 SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.



SHADED BOX IS ADDED BY THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

FEDERATION (OLD) LIGHT DRONE CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10				
20				
30				

TRANSPORTER BOMBS

BOARDING PARTIES

8				

PROBES

5			

SEE (D4.12) FOR ARMOR RULES.

CNTR

SHIP DATA TABLE	
TYPE	= CLD
POINT VALUE	= 104
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2:88
PLUS REFIT	= + 5
Y175 REFIT	= + 0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

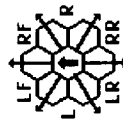
TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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

DRONE RACKS

1																			
2																			
3																			
4																			
5																			
6																			

TYPE-B DRONE RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, TWO RELOADS THEREAFTER. THIS SHIP HAS 200 SPACES OF DRONES IN ITS CARGO BOXES.

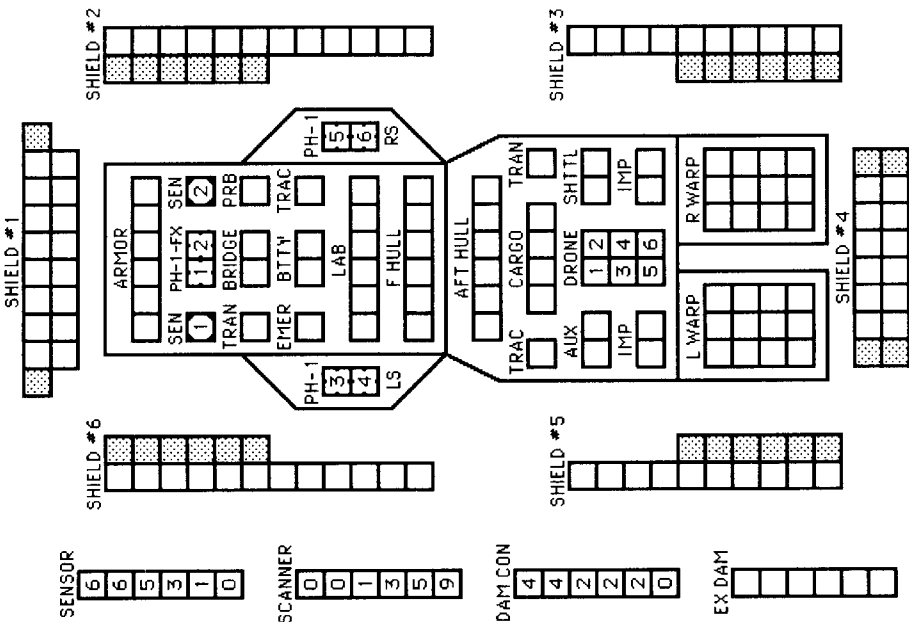


FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



SHADED BOXES ARE THE CLD+ REFIT.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23	
Fract.	3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 3/4	13 1/4	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2

FEDERATION MEDIUM CARRIER

CNTR

SHIP DATA TABLE

TYPE	=	CLV
POINT VALUE	=	110/88
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.89
PLUS REFIT	=	+ 5
Y175 REFIT	=	+ 0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

--	--	--	--	--	--

TRANSPORTER BOMBS

--	--	--	--	--	--	--	--

DECK CREWS

SEE (D4.12) FOR ARMOR RULES.

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

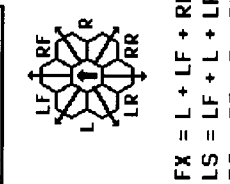
ANTI-DRONE TABLE

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	26	51-75
1	9	8	7	6	5	4	3	2	1	1	1	1	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

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



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

DRONE RACK

1										
2										

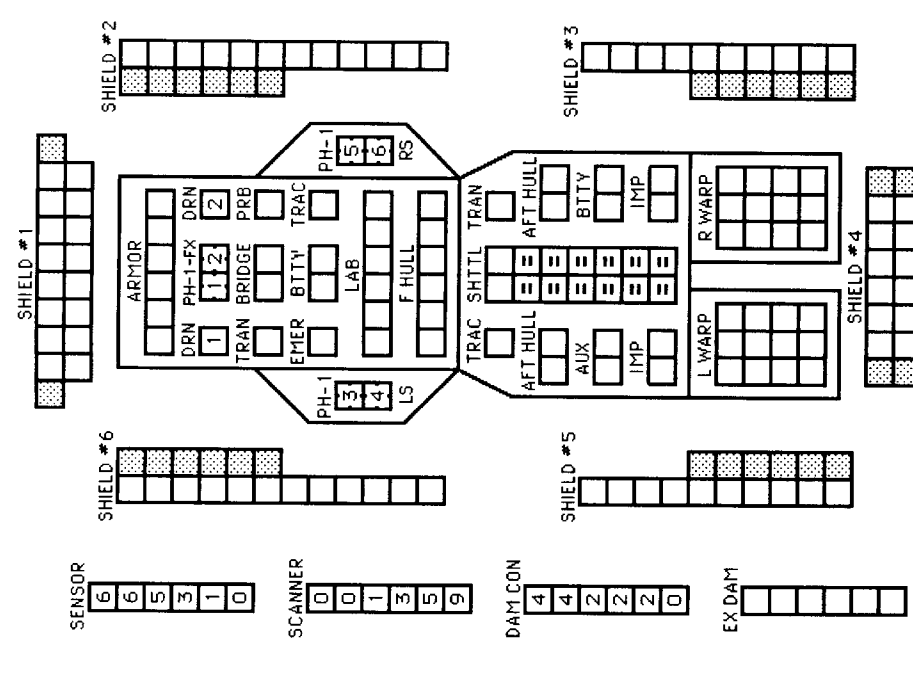
RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

WARP ENERGY MOVEMENT COST = 3/4 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	3	3	4	5	6	7	8	9	9	10	11	12	12	13	14	15	16	17	18	19	20	21	21	22	23	23	24	24
Fract.	3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 1/4	13 1/4	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

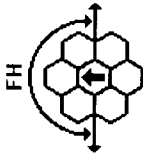


KLINGON FWV
MOBILE CARRIER

CNTR	
SHIP DATA TABLE	
TYPE	= FWV
POINT VALUE	= 108/98
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.93
K REFIT	= +3
UIM REFIT	= +5

CREW UNITS						
ADMINISTRATIVE SHUTTLE						
IDENT						
HIT POINTS						
NOTES						
BOARDING PARTIES						
PROBES						
T-BOMBS						
DECK CREWS						
ANTI-DRONES						
ANTI-DRONE TABLE						
RANGE 0	1	2	3	4+		
HIT*	-	1-2	1-3	1-4	-	
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING						

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
BD	3	13-19
	4	20-26
	5	27+



TYPE III DEFENSE PHASER	
DIE ROLL	RANGE
0	1
1	2
2	3
3	4
4	5
5	6
6	7

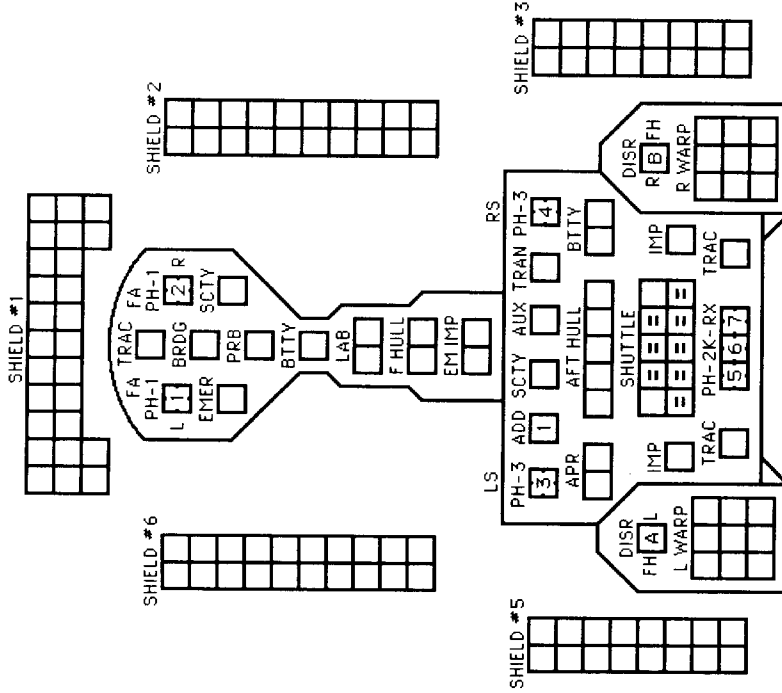
Z-Y FIGHTERS	
ZxPH-3-FA	
DFR = 4	
CRIPPLED = 8	
SPEED = 15	
Z-YB OR C	

TYPE II PHASER TABLE	
DIE ROLL	RANGE
0	1
1	2
2	3
3	4
4	5
5	6
6	7

DISRUPTOR TABLE	
RANGE	
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10

TYPE I OFFENSIVE PHASER TABLE	
DIE ROLL	RANGE
0	1
1	2
2	3
3	4
4	5
5	6
6	7

HIT (STD)	
HIT (UIM)	
HIT(OVERLOAD)	
DAMAGE, STD	
DAMAGE, OULD	



SENSOR	6	5	3	0
SCANNER	0	1	3	9
DAMCON	2	2	2	0
EXDAM				

PHASER-2's MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT. THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

WARP ENERGY MOVEMENT COST = 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	2	2	3	3	4	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	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

KLINGON F5W WAR DESTROYER

CREW UNITS		ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS	IDENT	NOTES
10			
20			

BOARDING PARTIES		TRANSPORTER BOMBS	
IDENT	HIT POINTS	IDENT	NOTES
10		D	D

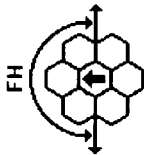
ANTI-DRONES		PROBES	
IDENT	HIT POINTS	IDENT	NOTES
1		S	

DRONE RACKS		TYPE-B DRONE RACKS	
IDENT	HIT POINTS	IDENT	NOTES
1		B	
2		B	

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

SHIP DATA TABLE	
TYPE	F5W
POINT VALUE	99
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R3.97
K REFIT	+3
UIM REFIT	+5

TURN MODE SPEED	
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+

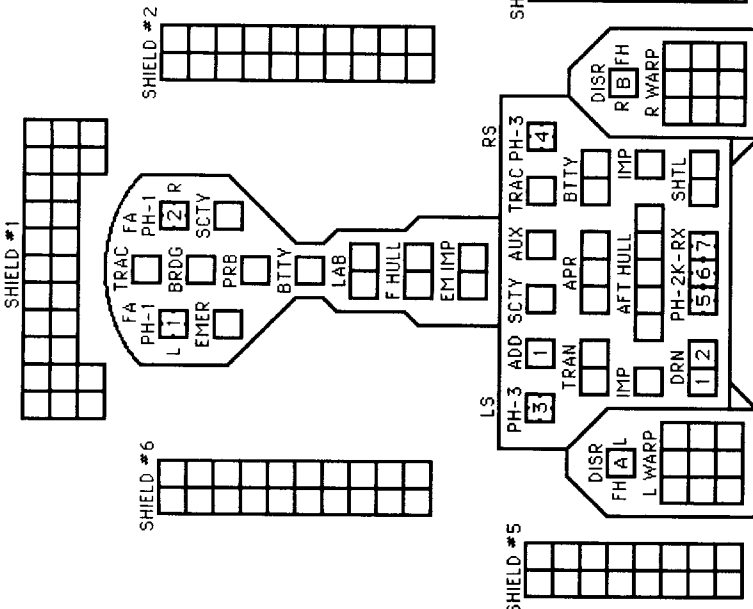


TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-50
ROLL 0	1 2 3 8 15 30 50
1	6 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	4 4 3 0 0 0 0 0
6	5 3 3 0 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

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

CNTR



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
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 3 3 2
DAMAGE, OULD	10 10 8 8 6 0 0

SENSOR [6]5[3]0
 SCANNER [0]1[3]9
 DAMCON [2]2[2]0
 EX DAM [] [] [] []

PHASER-2's MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT. THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE THE (D2.32) CROSS DECK ARCS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	
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 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 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2 10 10 1/2 11 11 1/2 12 12 1/2 13 13 1/2 14 14 1/2 15

⑥ = ERRATIC MANEUVER WARP COST

KLINGON G2C POLICE LEADER

CNTR

SHIP DATA TABLE	
TYPE	= G2C
POINT VALUE	= 53
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.99
Y175 REFIT	= +4

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTES
10		

BOARDING PARTIES

6					
---	--	--	--	--	--

T-BOMBS

		D	D
--	--	---	---

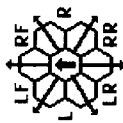
DRONE RACKS

1						A					B
2						A					B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). THIS SHIP IS ALWAYS ABLE TO LAUNCH ONE DRONE FROM EACH OF ITS RACKS EACH TURN.

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31					
ROLL 0	1	2	3	6	15	30	50
1	6	5	4	3	2	1	1
2	6	5	4	4	2	1	1
3	6	4	4	4	1	1	0
4	5	4	4	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0



FX = L + LF + RF + R

TURN MODE SPEED

A	1	2-6
HET	2	7-12
BD	3	13-19
	4	20-26
	5	27+

NIMBLE SHIP

TYPE III DEFENSE PHASER

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

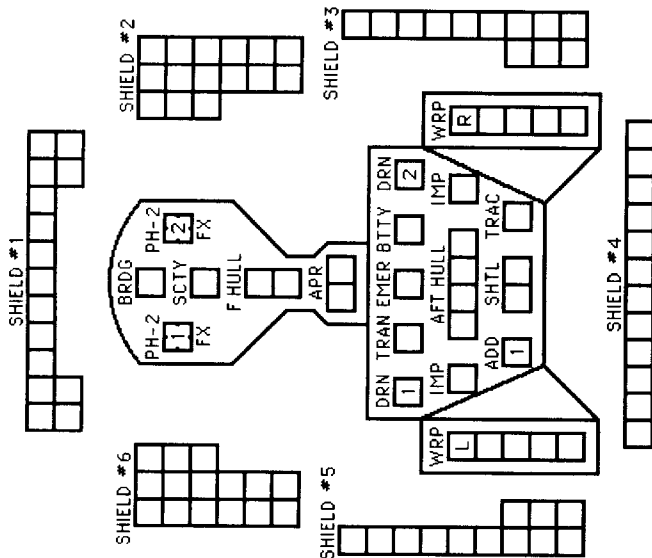
ANTI-DRONES

1										
---	--	--	--	--	--	--	--	--	--	--

6 ROUNDS BEFORE Y175 REFIT.

ANTI-DRONE TABLE

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



SENSOR

6	5	3	0
---	---	---	---

SCANNER

0	1	3	9
---	---	---	---

DAM CON

2	2	2	0
---	---	---	---

EX DAM

--	--	--	--

THE PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

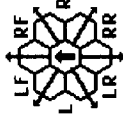
KLINGON E6 BATTLE ESCORT

CNTR

SHIP DATA TABLE	
TYPE	= E6
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.101
1 UIM STANDARD	

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS

TRANSPORTER BOMBS	
D	D



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

TURN MODE SPEED	
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+

ANTI-DRONES	
1	2

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

H&R UIM

DRONE RACK	
1	2

SHIP WAS BUILT WITH TYPE-B DRONE RACKS AND INCORPORATES THE B AND Y175 REFFITS.

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

TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-ROLL 0 1 2 3 8 15 30 50
1	6 5 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	4 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0

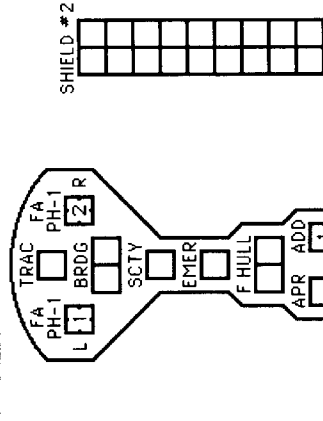
TYPE III DEFENSE PHASER	
DIE RANGE	4-9-ROLL 0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

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 1-3
HIT (UIM)	NA 1-5 1-5 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 3 3 2
DAMAGE, OVL	10 10 8 8 6 0 0

CREW UNITS	
*	

BOARDING PARTIES	
10	

SHIELD #1	
10	



SHIELD #6	
10	

SHIELD #5	
10	

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

TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-ROLL 0 1 2 3 8 15 30 50
1	6 5 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	4 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-ROLL 0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

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 1-3
HIT (UIM)	NA 1-5 1-5 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 3 3 2
DAMAGE, OVL	10 10 8 8 6 0 0

SPECIAL FIRING ARCS: (D2.33)

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	4	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	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

DRONE RACK #1 (H) grid with 5 rows and 5 columns.

DRONE RACK #2 (H) grid with 5 rows and 5 columns.

DRONE RACK #3 (H) grid with 5 rows and 5 columns.

DRONE RACK #4 (H) grid with 5 rows and 5 columns.

DRONE RACK #5 (H) grid with 5 rows and 5 columns.

DRONE RACK #6 (H) grid with 5 rows and 5 columns.

SEE (FD3.8).

ANTI-DRONE #1 grid with 5 rows and 5 columns.

ANTI-DRONE #2 grid with 5 rows and 5 columns.

ANTI-DRONE #3 grid with 5 rows and 5 columns.

SEE (FD3.86).

KLINGON SFG STARBASE

CREW UNITS

Large grid for crew units with a vertical scale from 10 to 300.

BOARDING PARTIES

Grid for boarding parties with a vertical scale from 10 to 50.

PROBES

Grid for probes with a vertical scale from 10 to 10.

UIM HIT & RUN

Grid for UIM hit & run with numbers 1-6.

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

TYPE IV PHASER TABLE

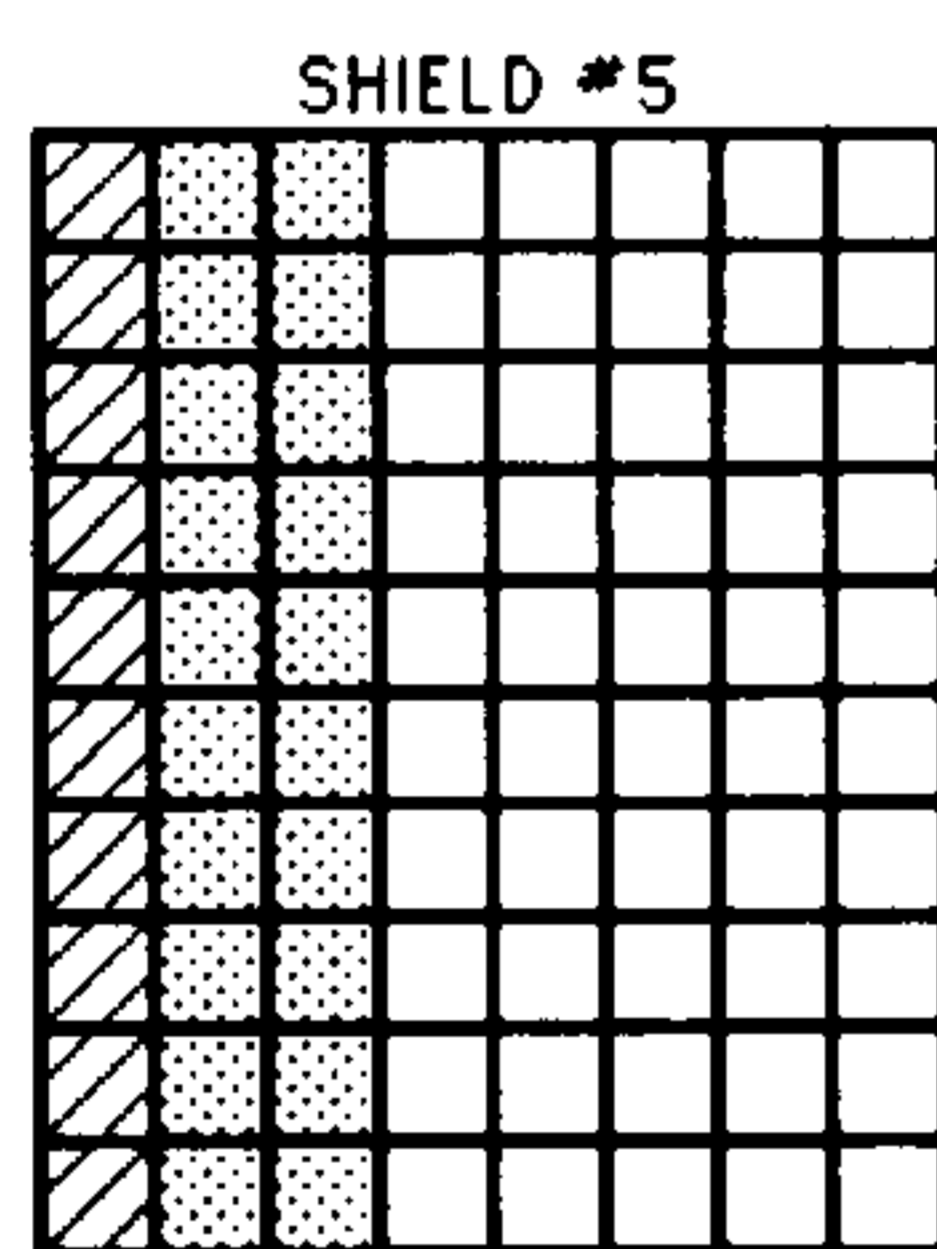
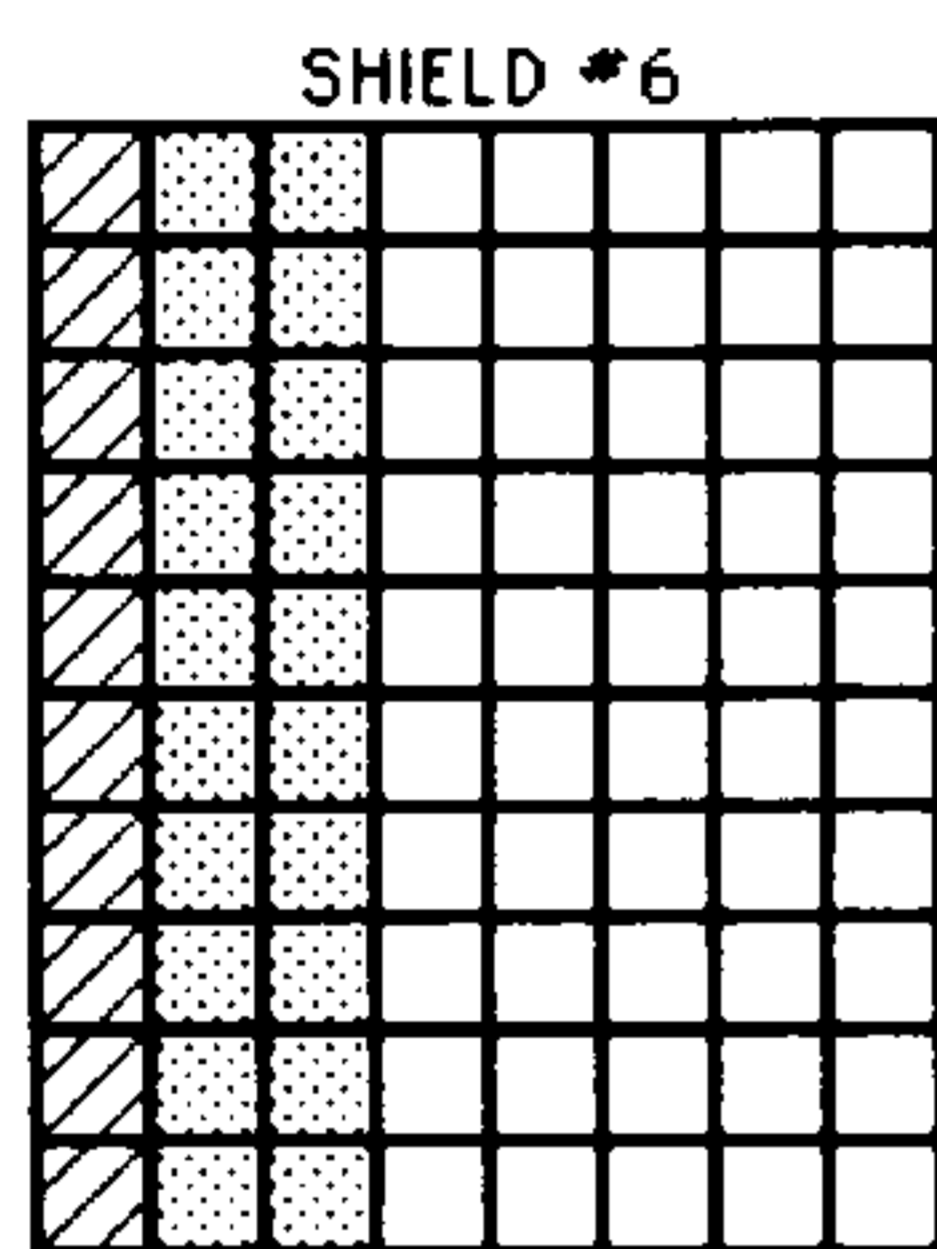
Table with columns for Die Range and values for different roll ranges.

ADMINISTRATIVE SHUTTLES

Table with columns for IDENT, HIT POINTS, and NOTES.

THIS BASE HAS SIX SHUTTLE BAYS. NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE with various stats like TYPE, POINT VALUE, SHIELD COST, etc.



SENSOR

Row of numbers for sensor: 6 6 6 6 5 5 4 4 3 2 1 0

SCANNER

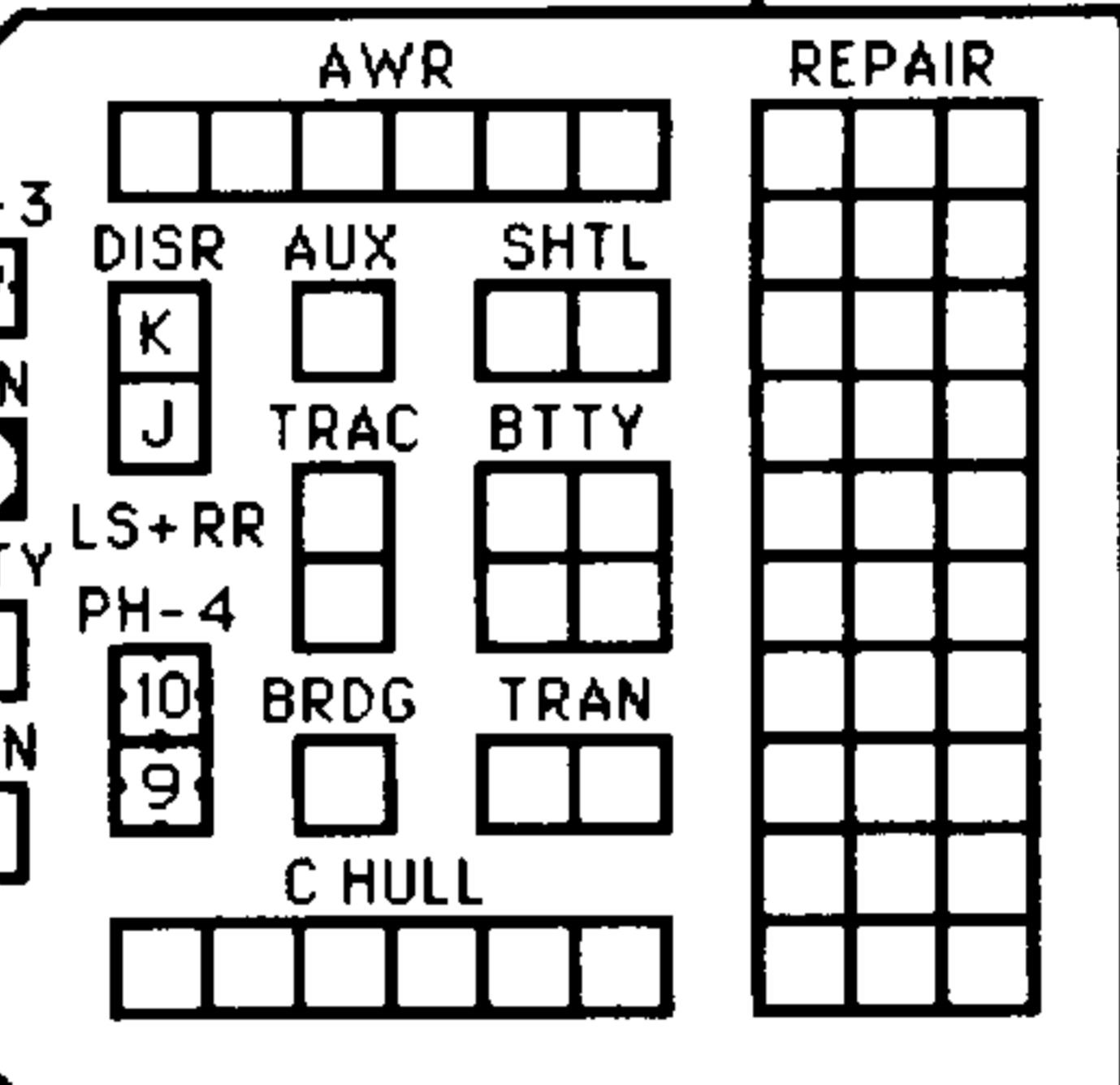
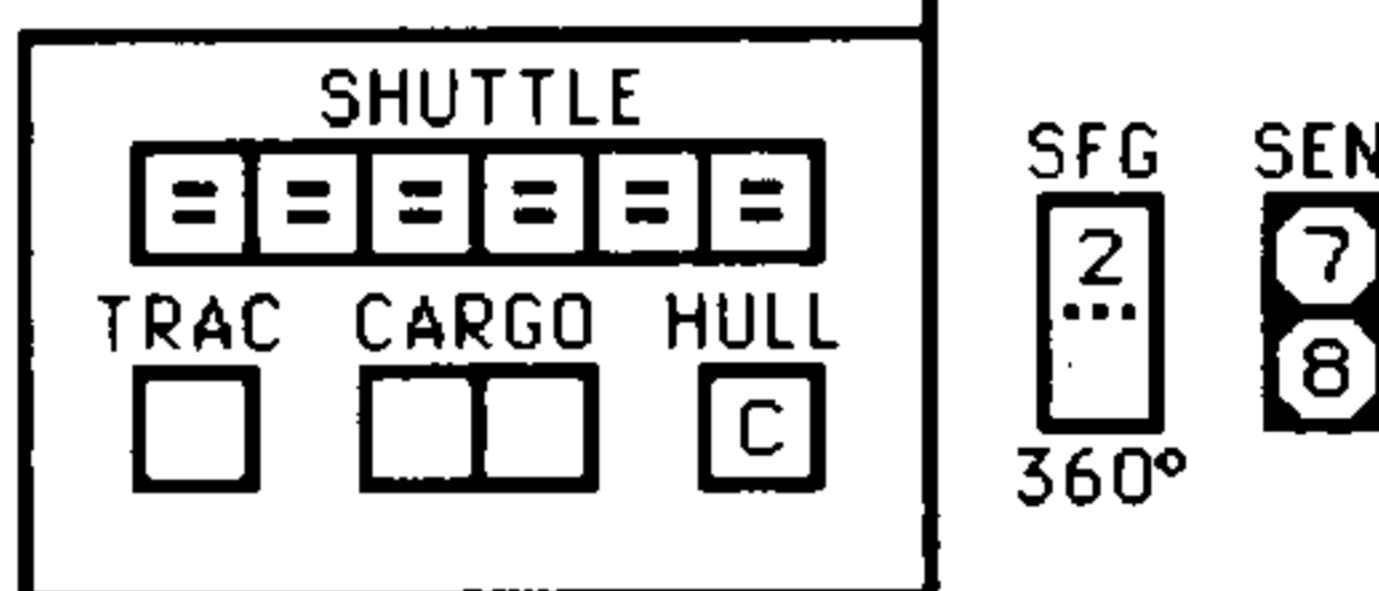
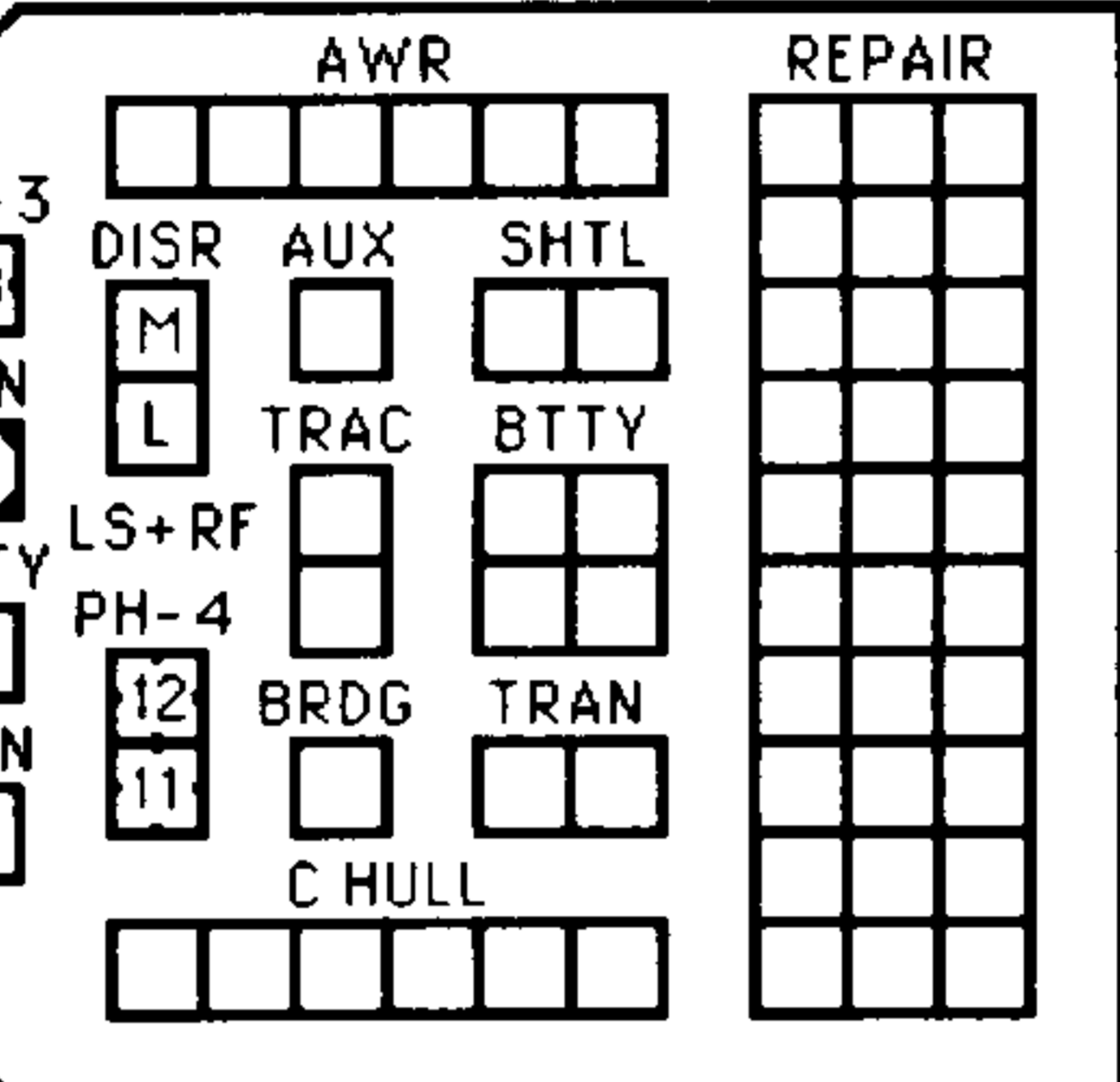
Row of numbers for scanner: 0 0 0 0 1 1 2 3 3 5 7 9

DAMAGE CONTROL

Row of numbers for damage control: 12 12 12 10 10 10 8 8 8 6 6 4 4 2 2 0

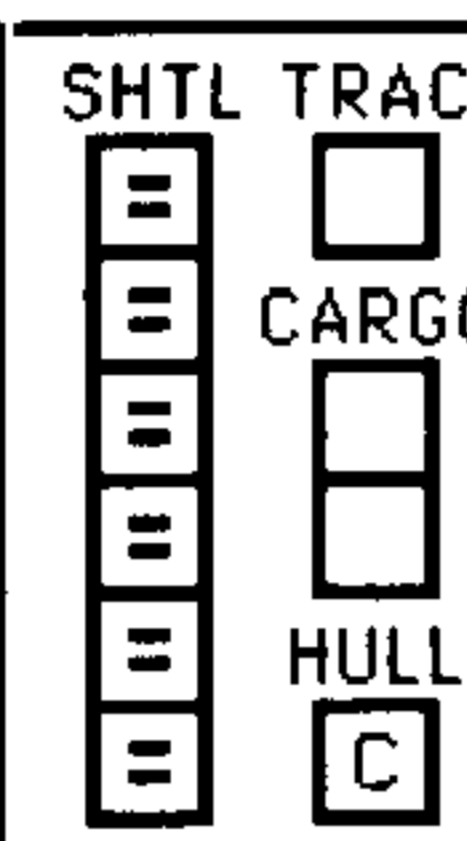
EXCESS DAMAGE

Row of empty boxes for excess damage.

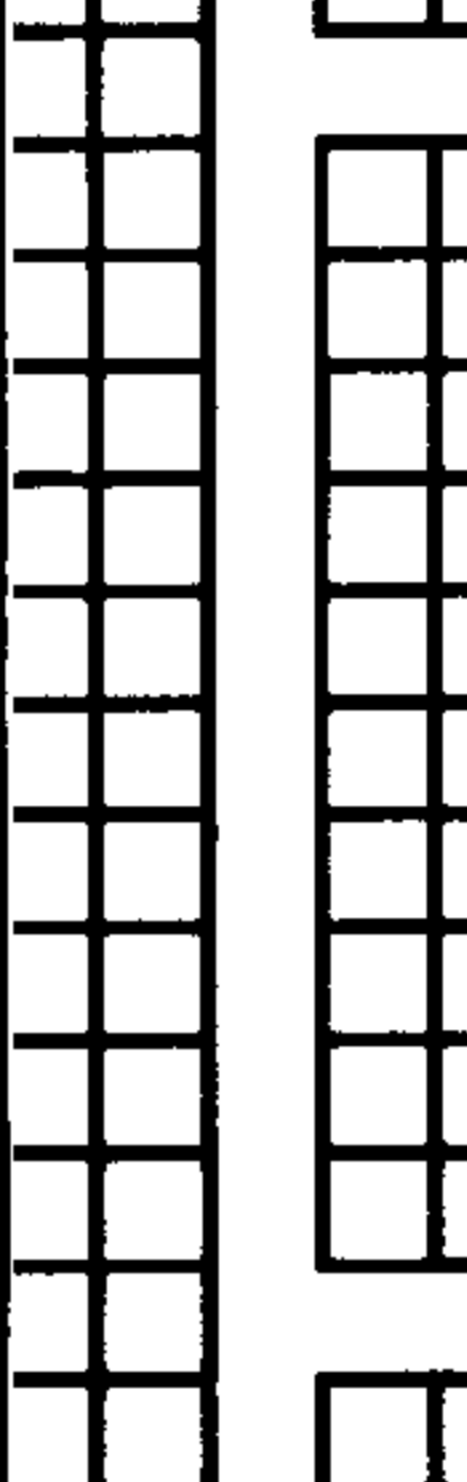


ANTI-DRONE TABLE with RANGE and HIT* values.

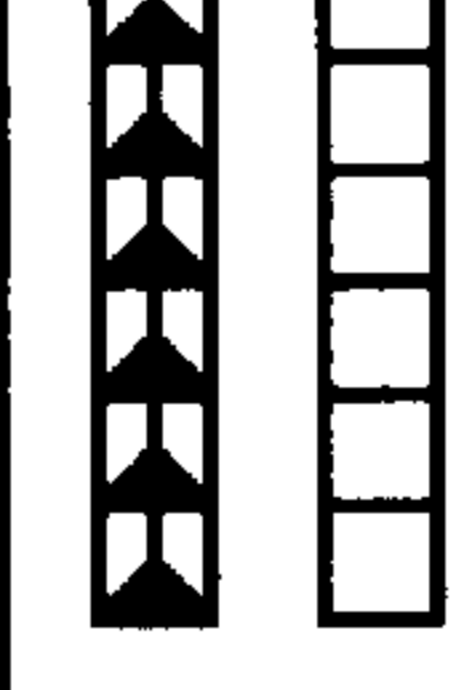
FIGHTER MODULE



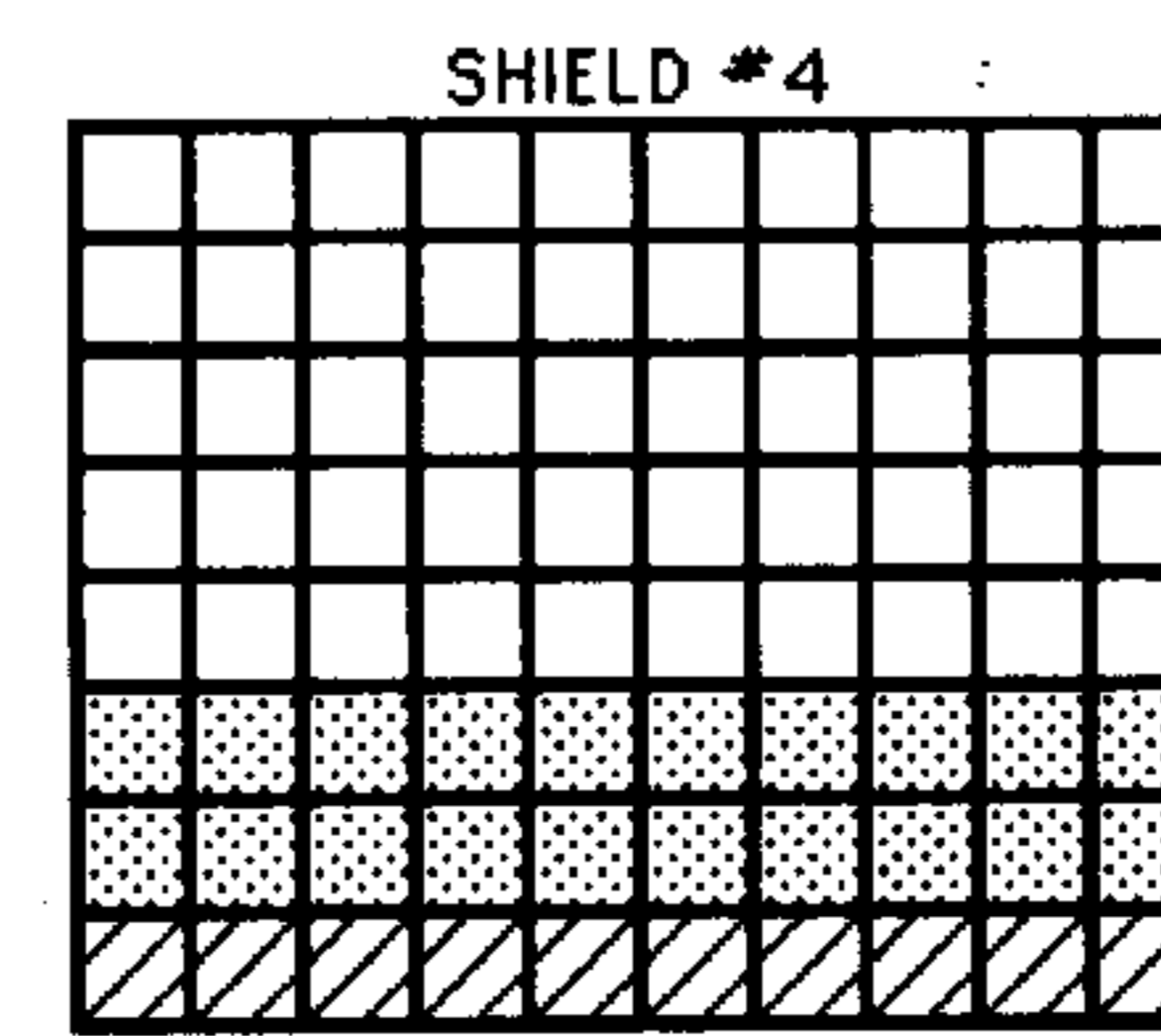
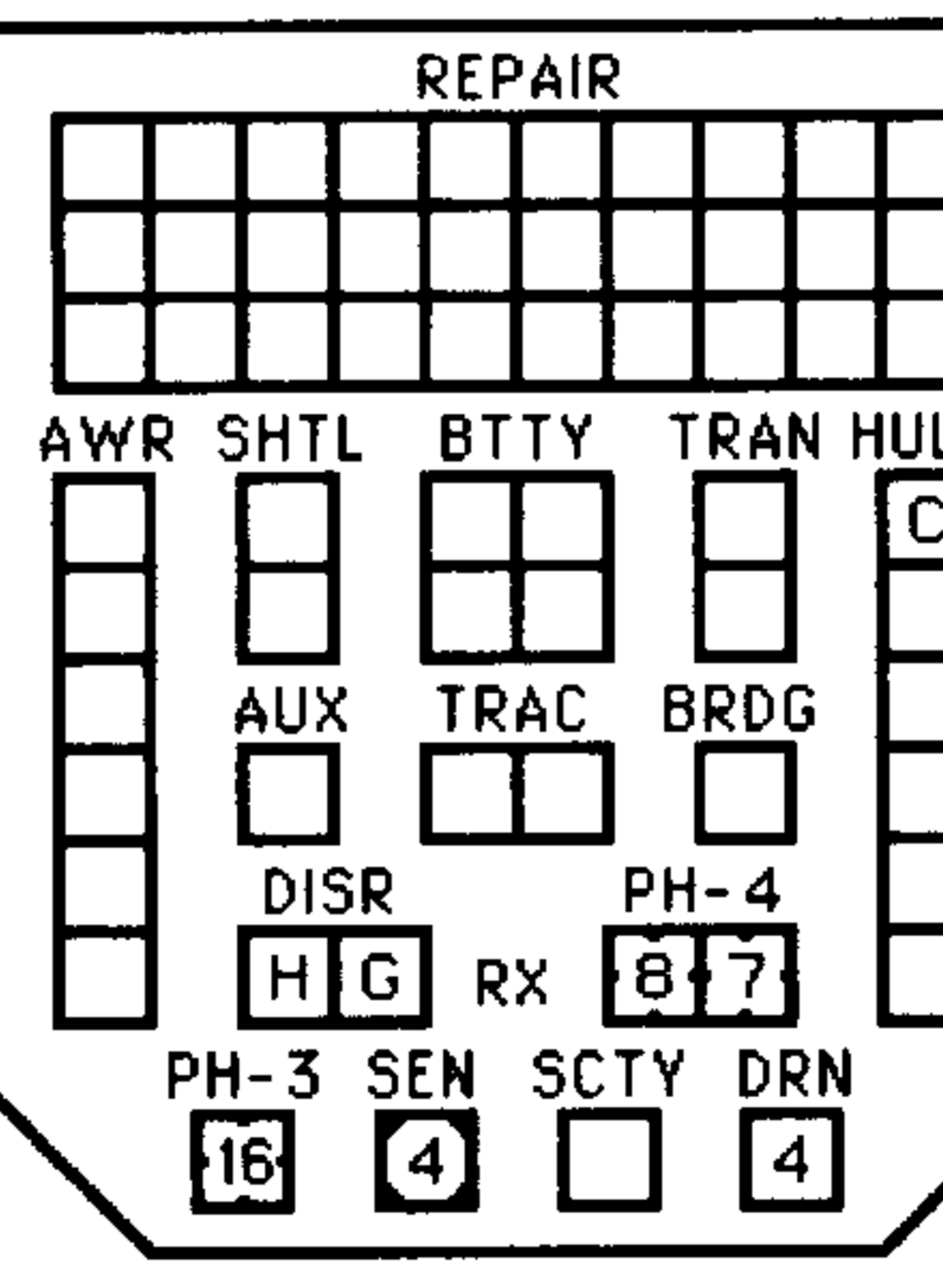
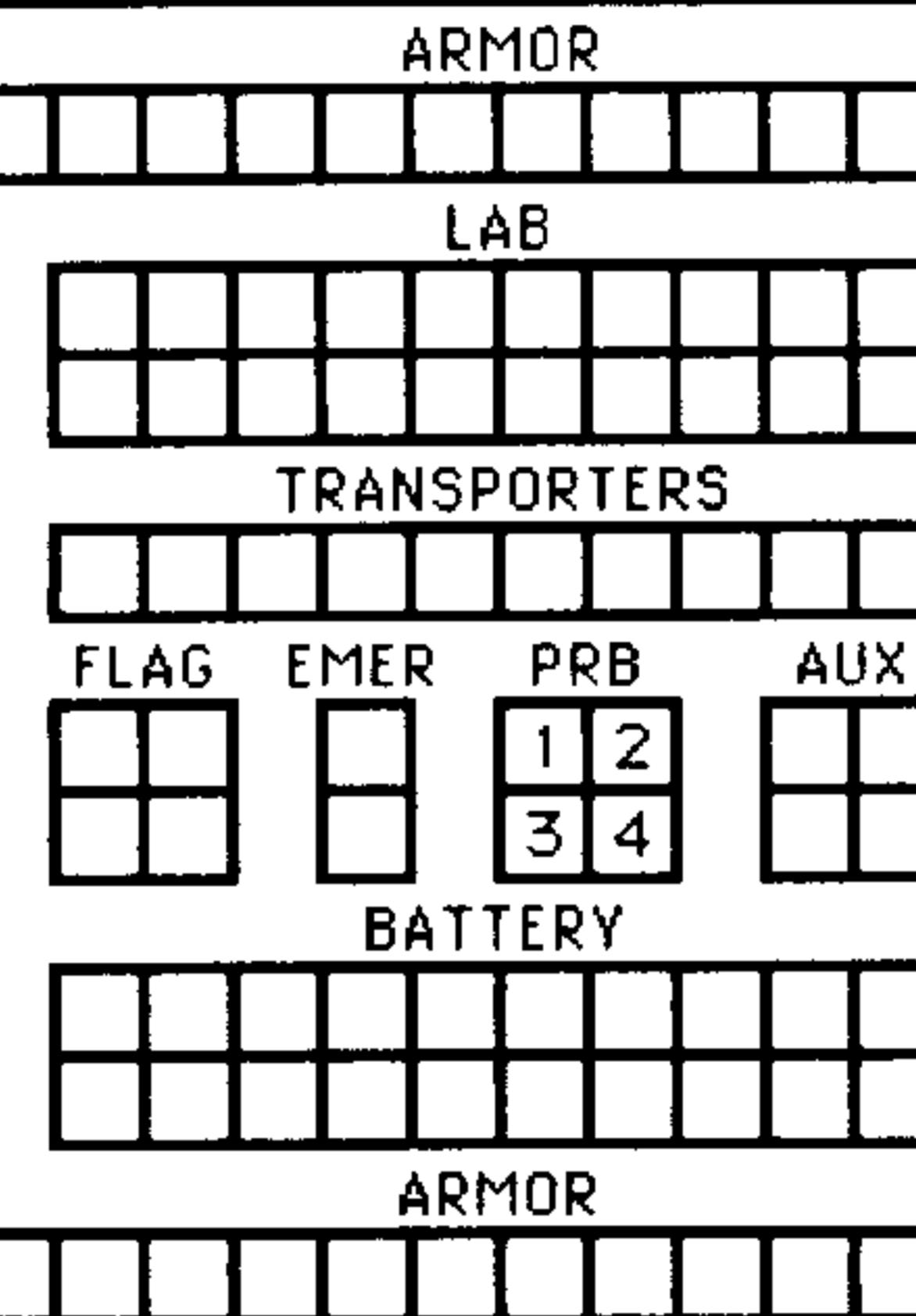
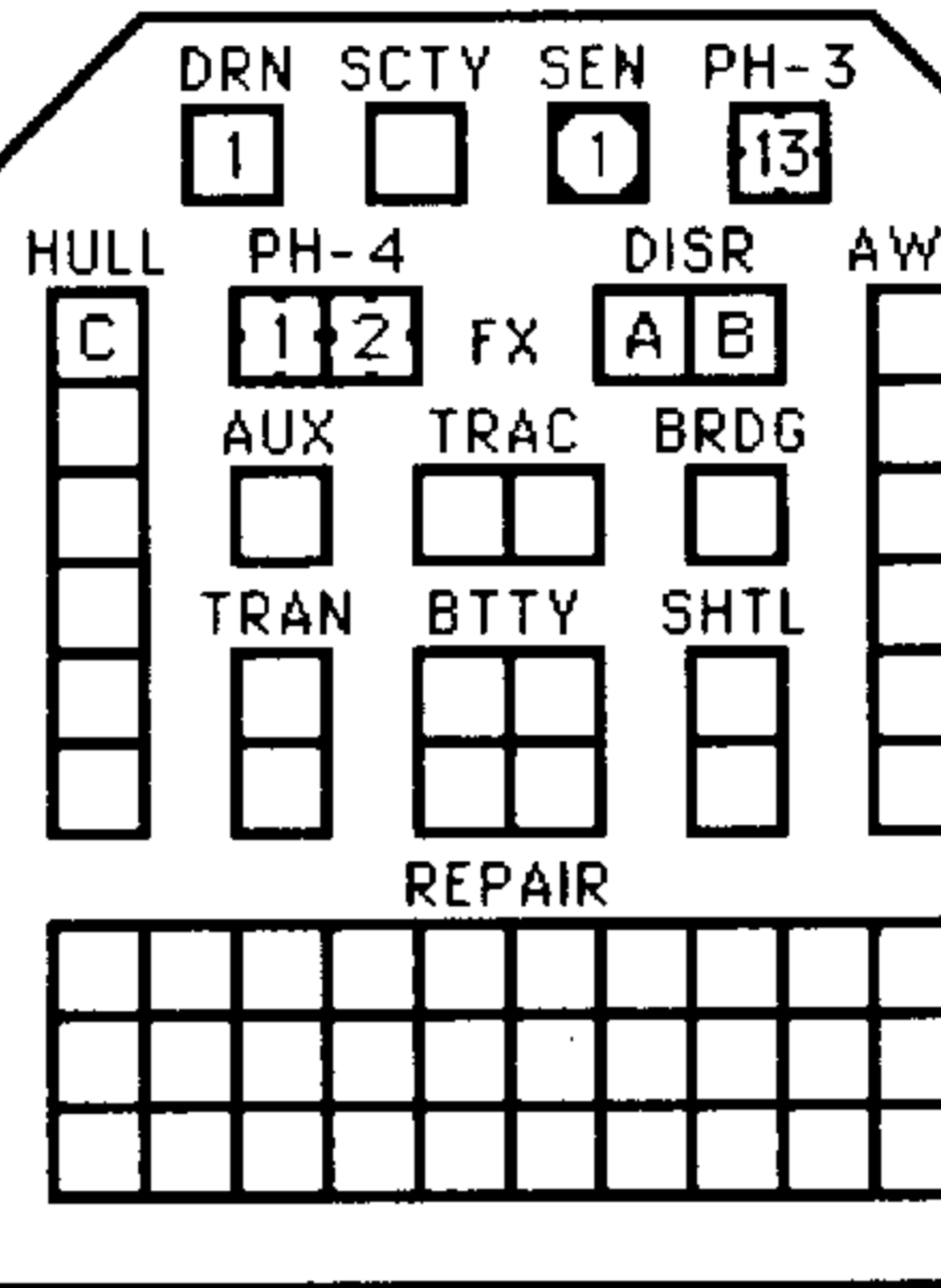
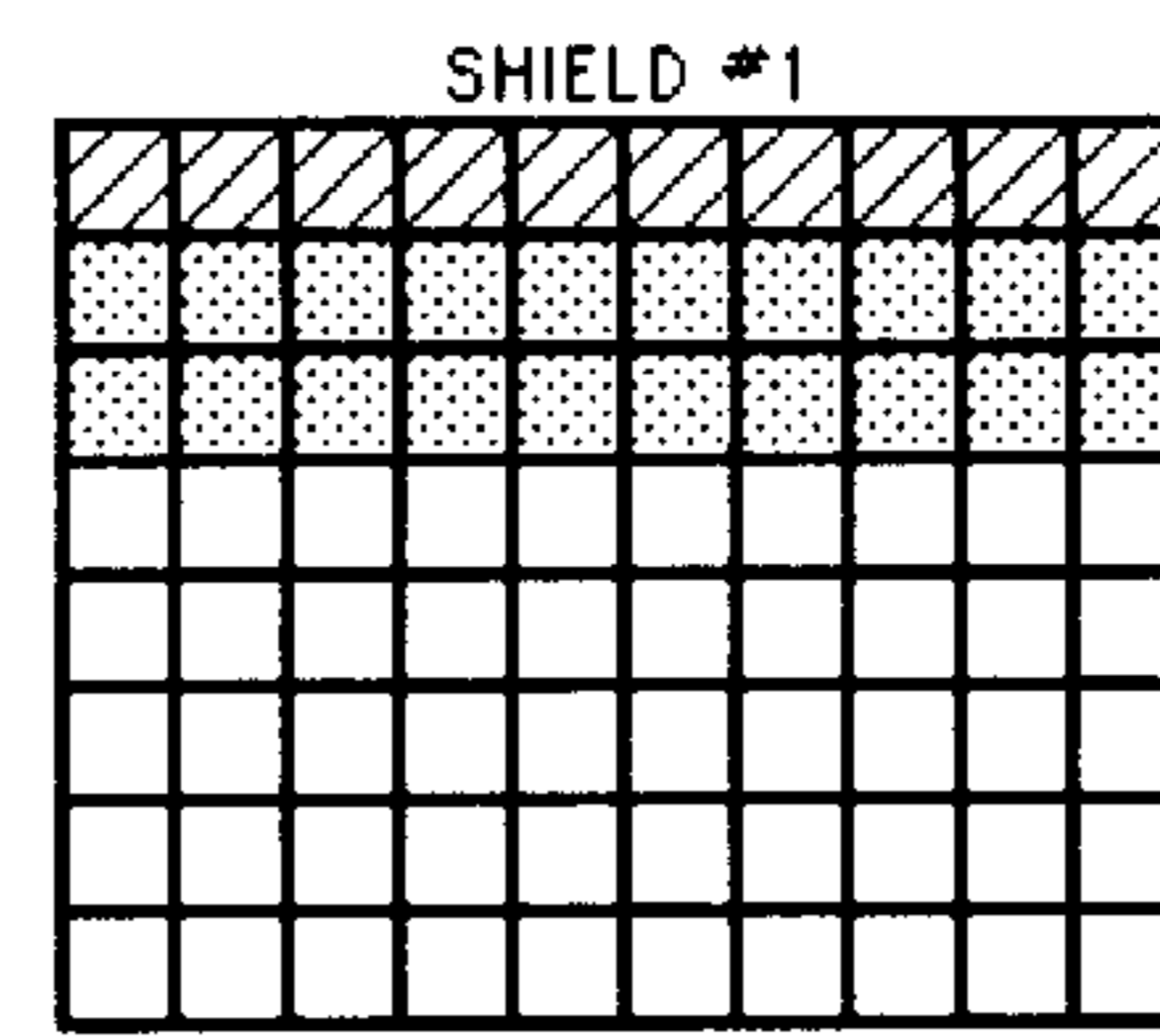
ARGO



TRAC RPR

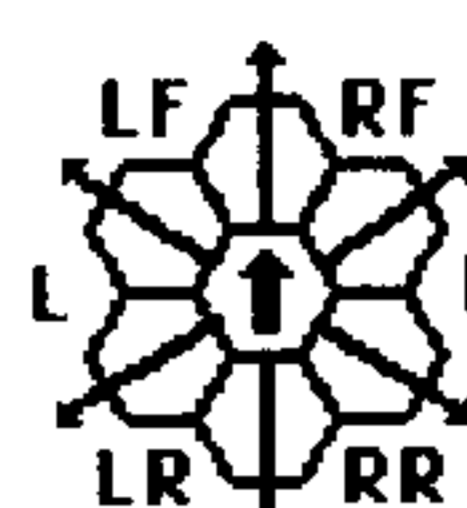


PF MODULE



DISRUPTOR TABLE

Table with columns for RANGE and rows for HIT (STD), HIT (UIM), HIT (DERFACS), HIT (OVERLOAD), HIT (OL/UIM), DAMAGE, STD, DAMAGE, OULD.

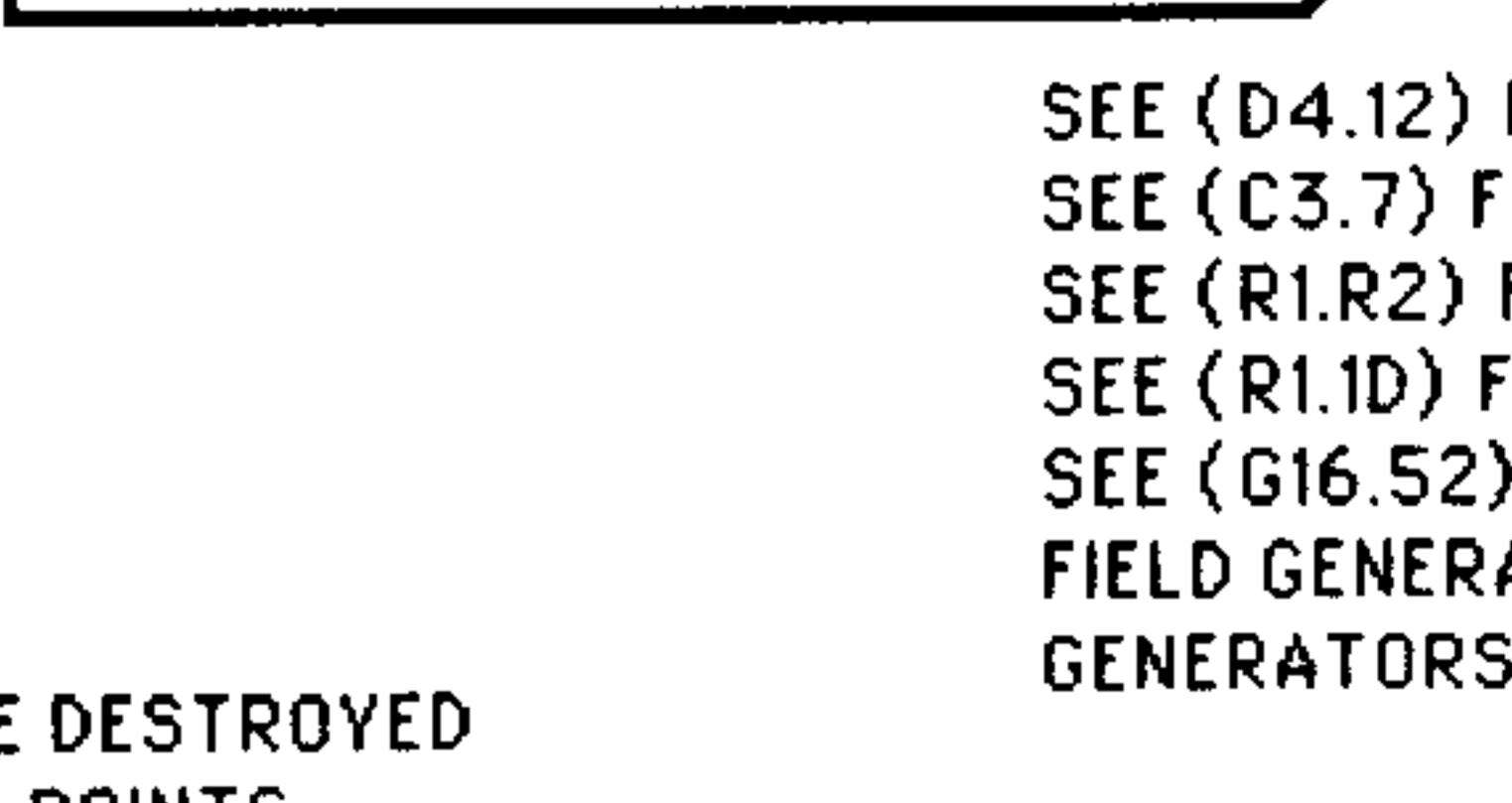
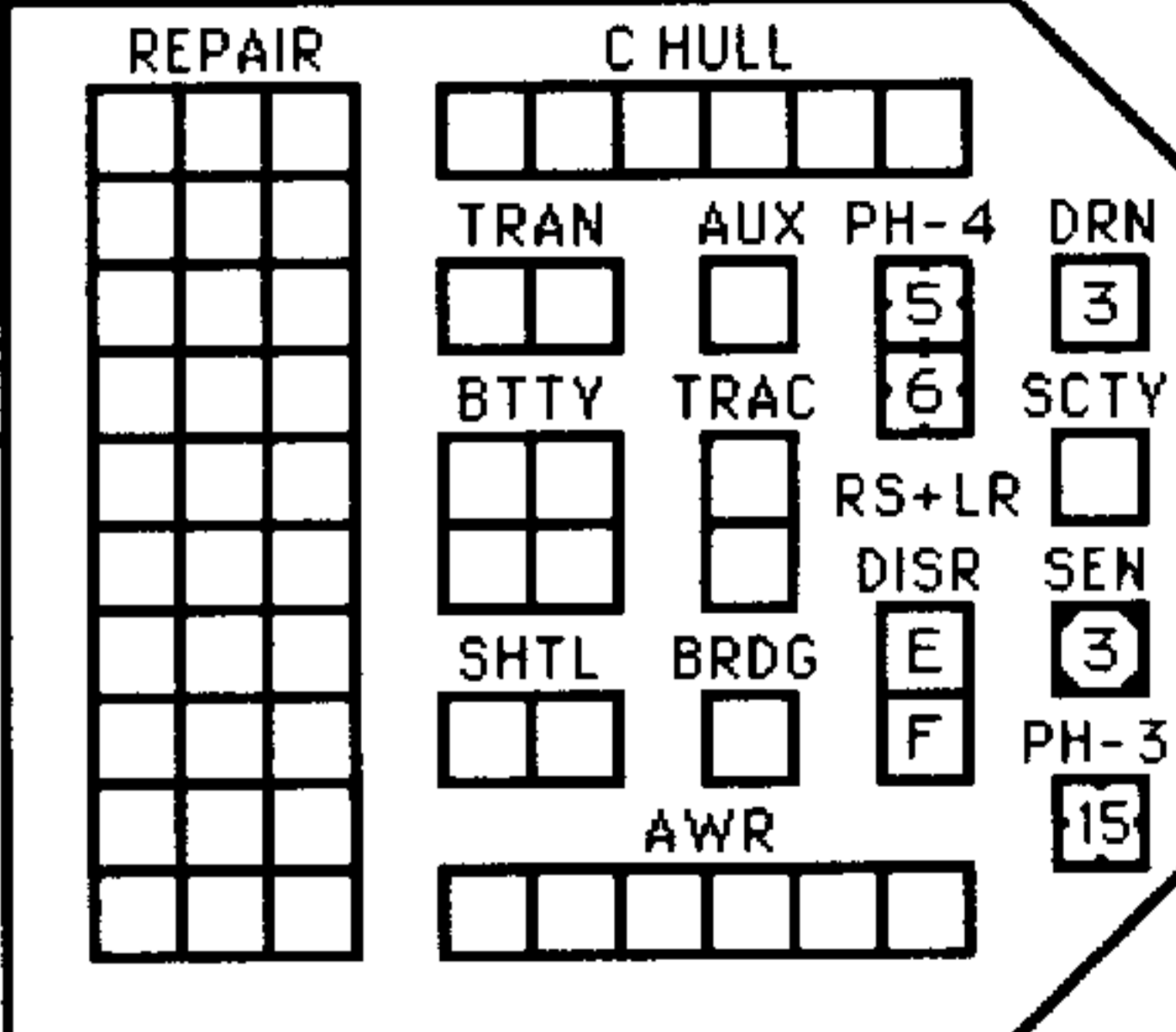
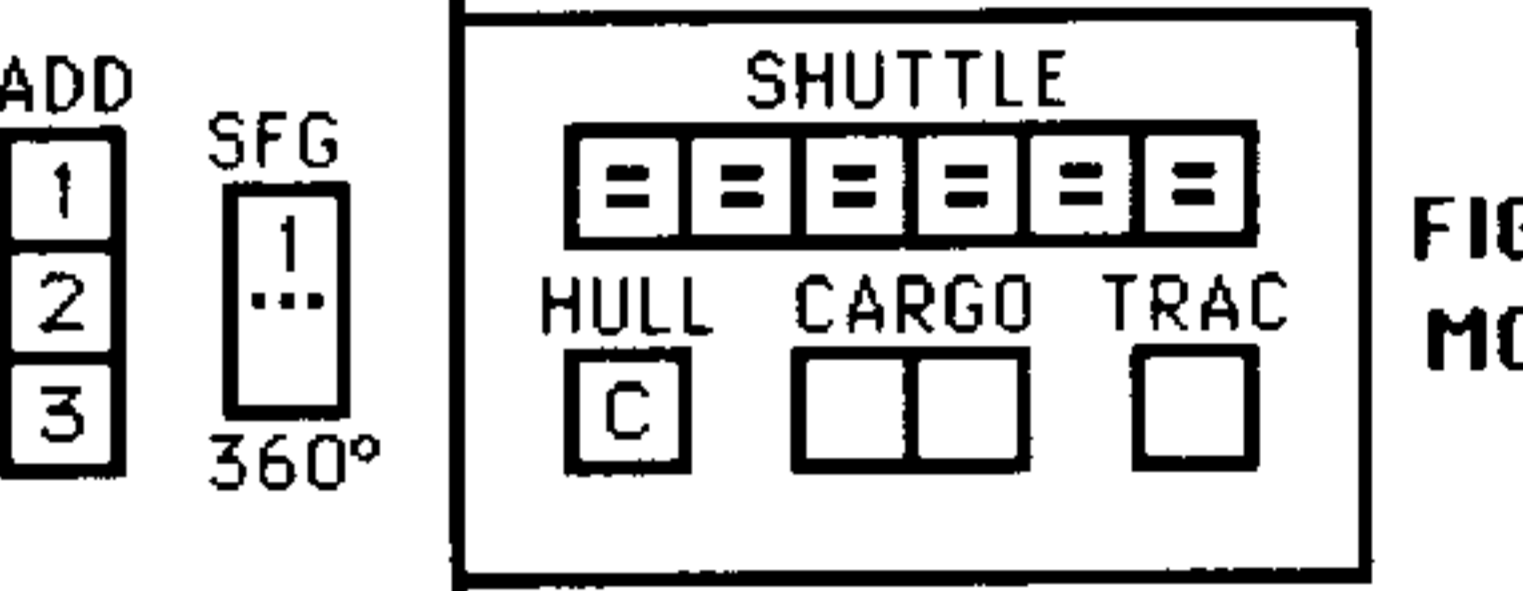
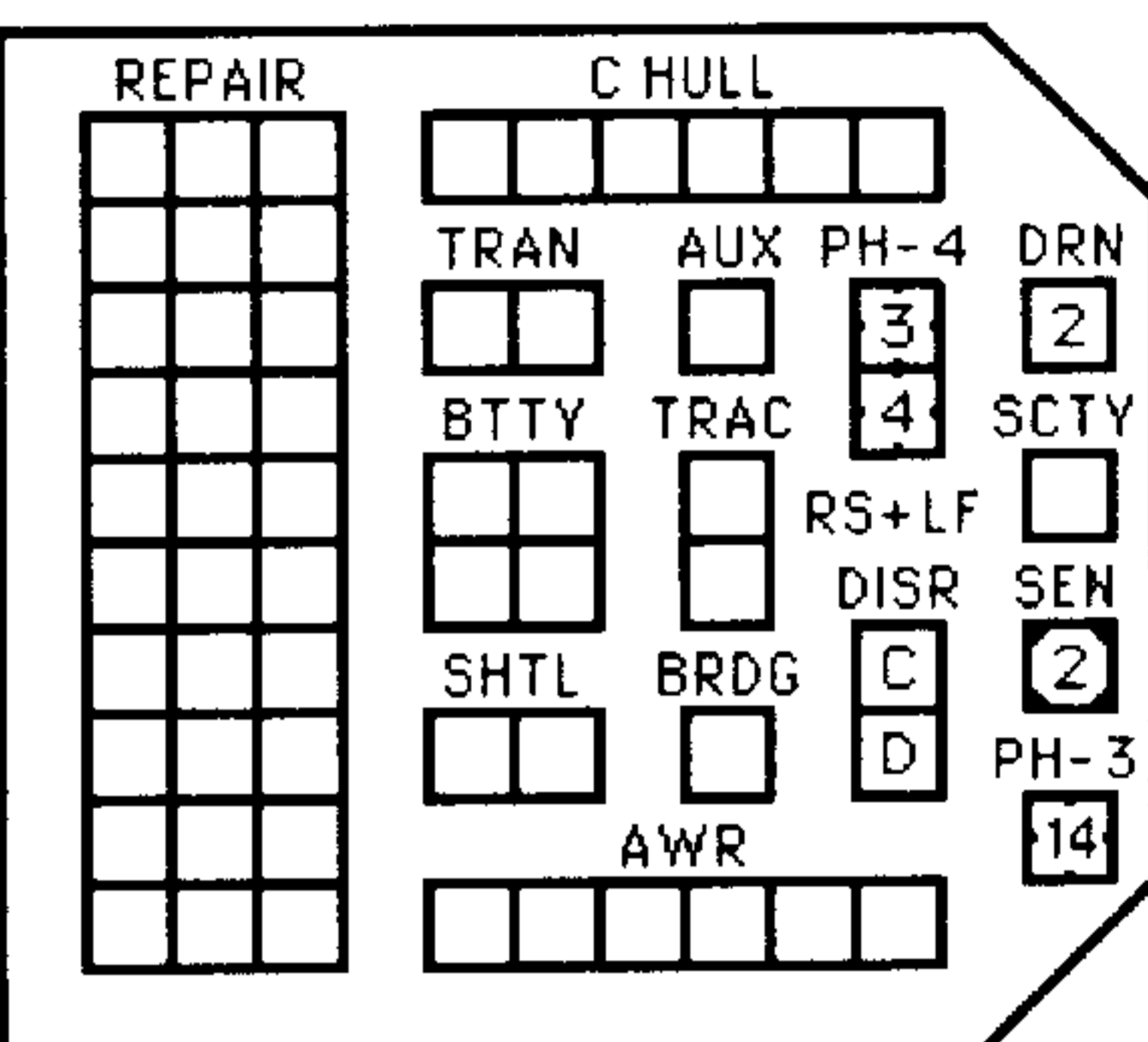
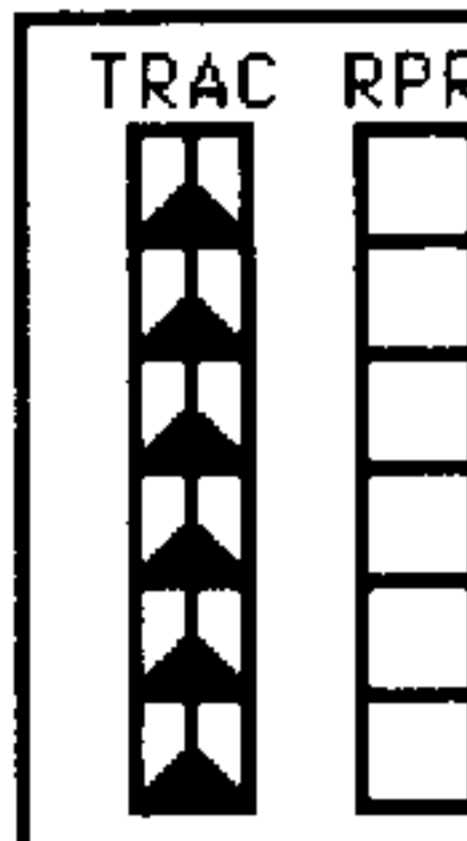


LS = LF + L + LR, RS = RF + R + RR, FX = L + LF + RF + R, RX = L + LR + RR + R

TRANSPORTER BOMBS

Grid for transporter bombs with letters D and numbers 1-6.

PF MODULE



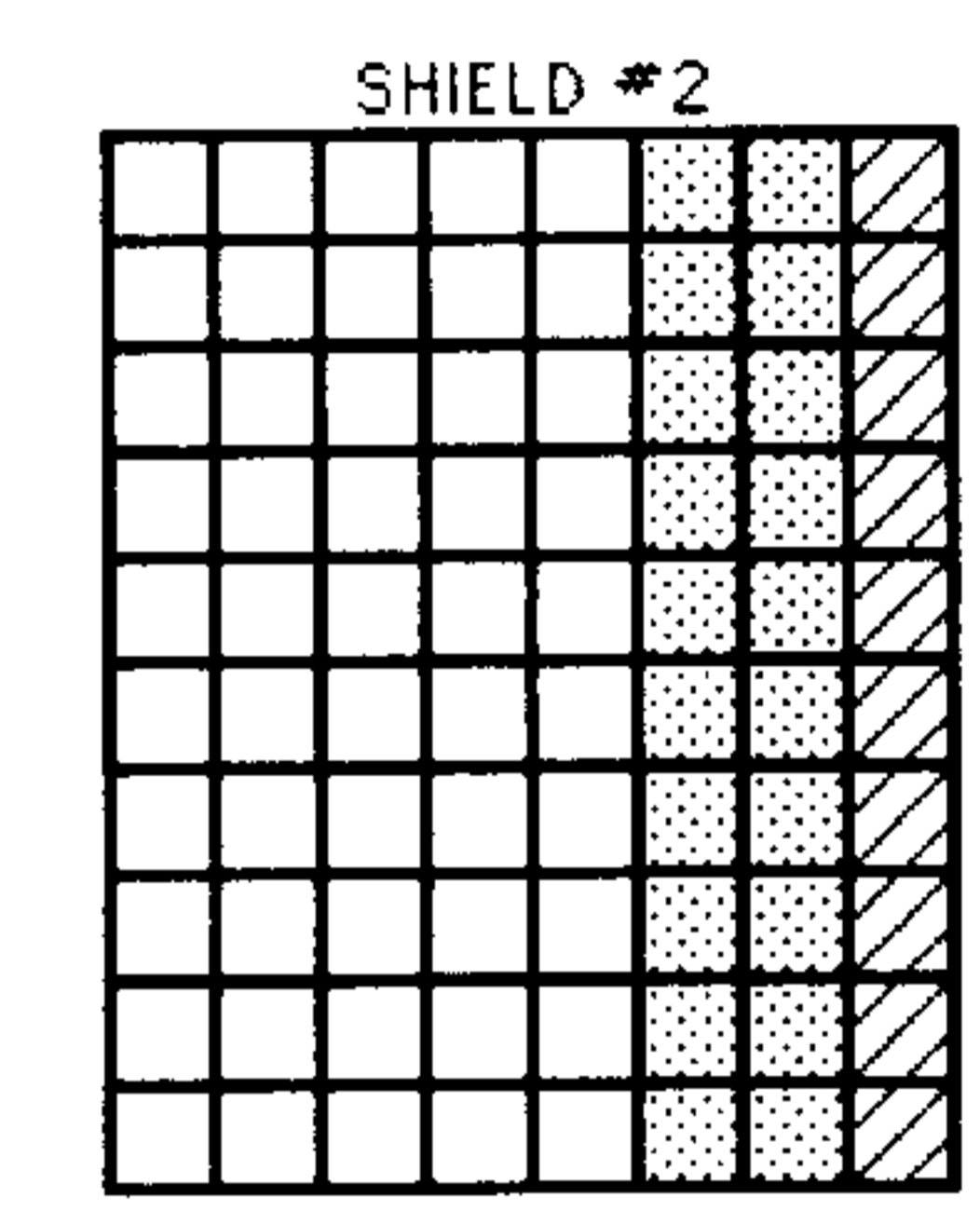
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

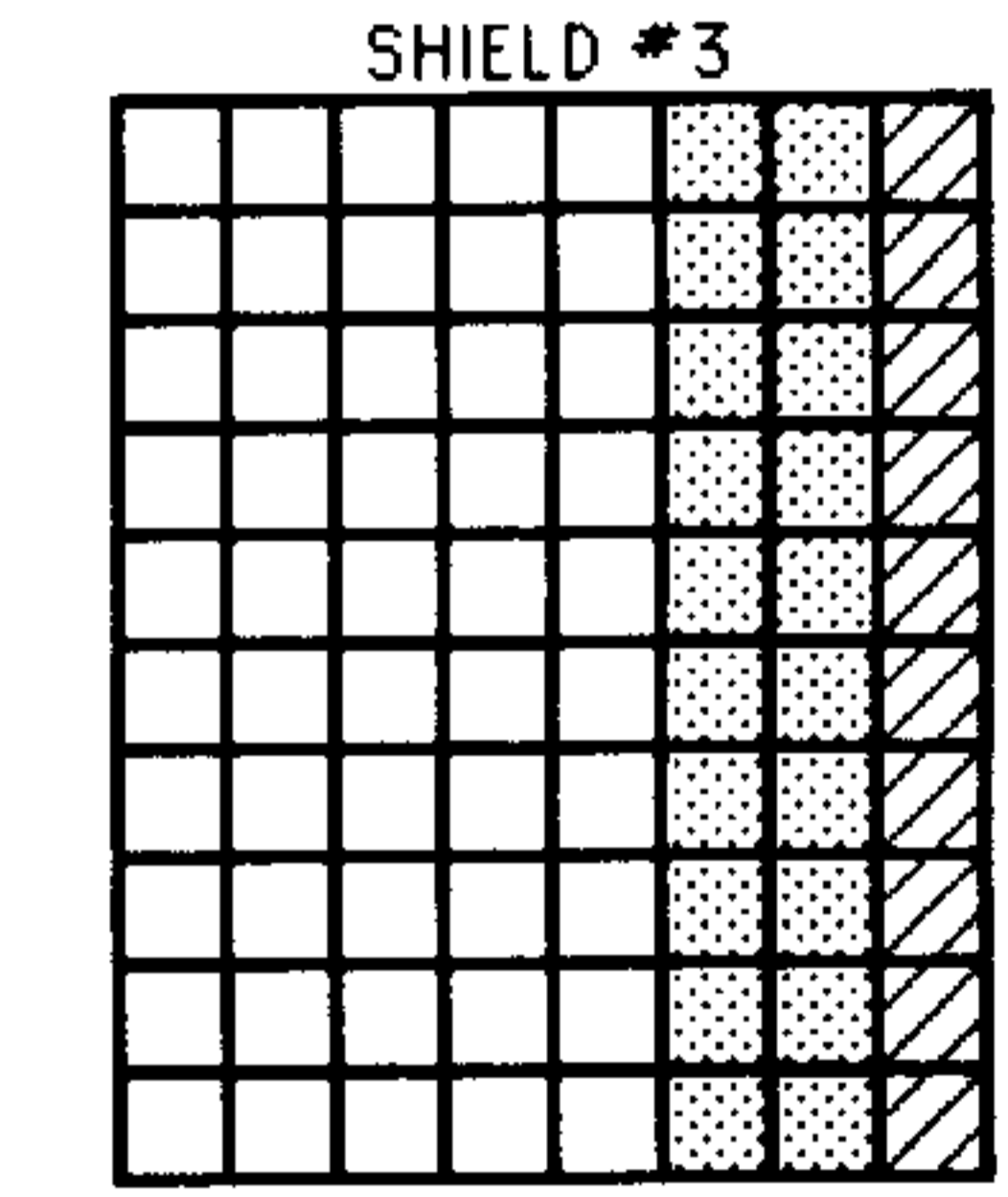
Table listing scout functions 21-29 and their descriptions.

TYPE III DEFENSE PHASER

Table with columns for DIE RANGE and values for different roll ranges.



Y170 SHIELD REFIT, Y175 SHIELD REFIT



SEE (D4.12) FOR ARMOR RULES. SEE (C3.7) FOR ROTATION. SEE (R1.R2) FOR EARLY WEAPONS. SEE (R1.ID) FOR SPECIAL DAMAGE RULES. SEE (G16.52) FOR DAMAGE TO STASIS FIELD GENERATORS. STASIS FIELD GENERATORS HAVE 360° FIRING ARCS.

KLINGON E7 HEAVY CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
10	20	IDENT	HIT POINTS
30	40	NOTES	
BOARDING PARTIES		TRANSPORTER BOMBS	
10		D	D
		D	D
DRONE RACK		SHIP WAS BUILT WITH TYPE-B DRONE RACKS AND INCORPORATES THE B AND Y175 REFITS.	
1	B		
2	B		

SHIP DATA TABLE	
TYPE	= E7
POINT VALUE	= 130
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.102

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

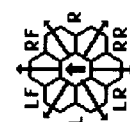
TURN MODE SPEED	
B	1 2-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

ANTI-DRONES	
1	
2	

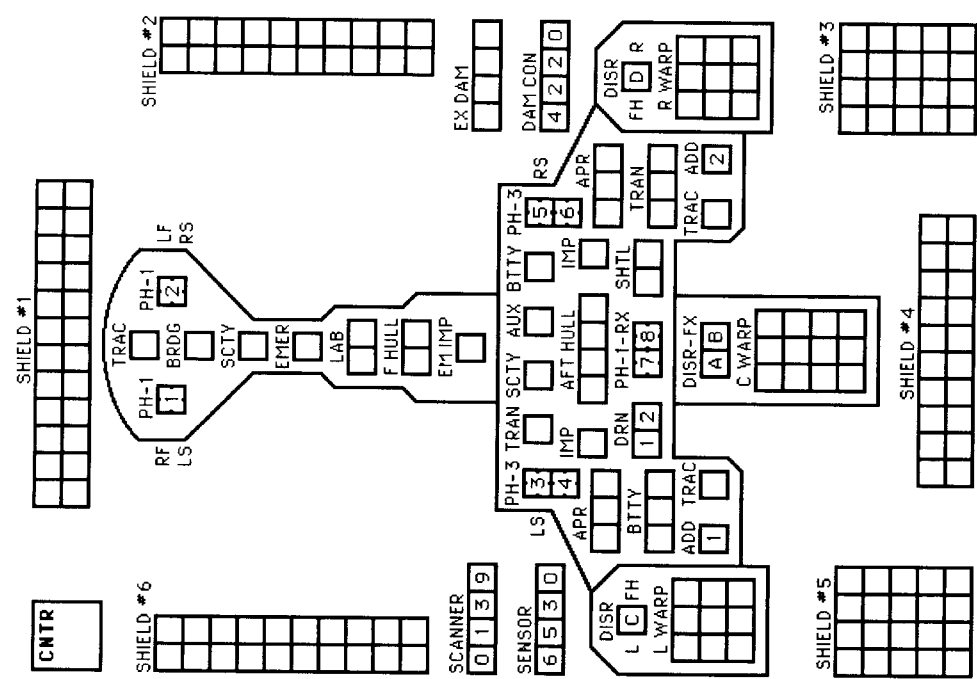
UIM	<input type="checkbox"/>
DERFACS	<input type="checkbox"/>
H&R	<input type="checkbox"/>

ANTI-DRONE TABLE	
RANGE 0	1 2 3 4+
HIT*	- 1-2 1-3 1-4 -

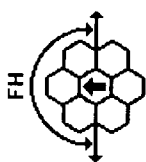
DISRUPTOR TABLE	
RANGE 0	1 2 3-4 5-8 9-15 16-22 23-30
HIT (STD)	NR 1-5 1-4 1-4 1-4 1-3 1-2
HIT (UIM)	NR 1-5 1-4 1-4 1-4 1-4 1-2
HIT (DERFACS)	NR 1-5 1-4 1-4 1-4 1-3 1-3
HIT (OVERLORD)	1-6 1-5 1-4 1-4 NR NR
HIT (OL/UIM)	1-6 1-5 1-5 1-5 NR NR
DAMAGE STD	0 5 4 4 3 3 2 2
DAMAGE OULD	10 10 8 8 6 0 0 0



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



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



ROMULAN FASTHAWK-A CRUISER

CNTR

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

SHIP DATA TABLE	
TYPE	= FFH-A
POINT VALUE	= 183
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.87A
BPV INCLUDES CLOAK	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

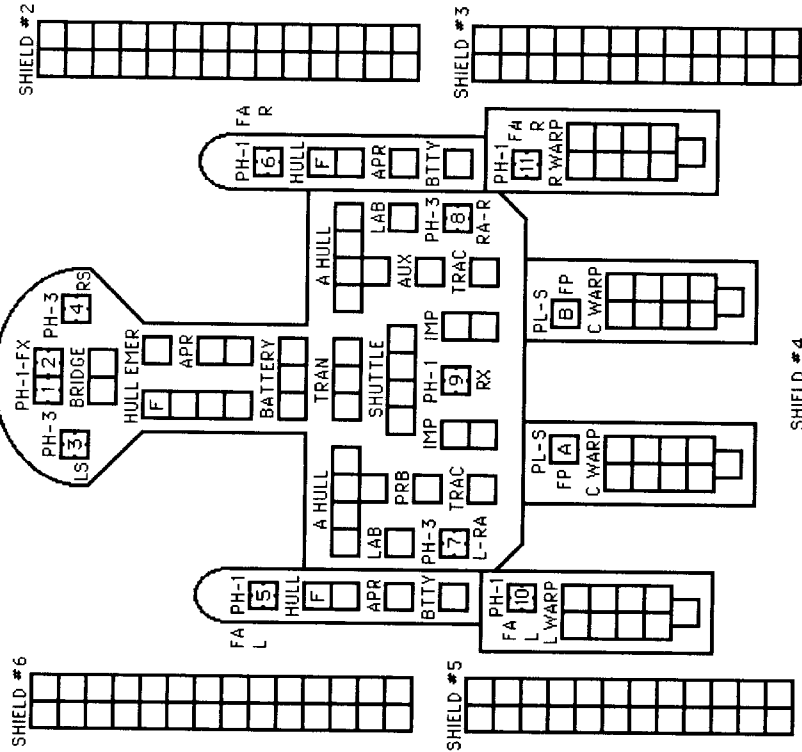
CREW UNITS	
*	10
	20
	30
	40

BOARDING PARTIES	
	10

TRANSPORTER BOMBS D D D D D

PROBES S

SHIELD #1	



TURN MODE SPEED	
C	1 2-4
	2 5-9
HET	3 10-14
	4 15-20
BD	5 21-27
	6 28+

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

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

HIT & RUN CLOAK	

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0



PSEUDO-PLASMA TORPEDOES	
A	S
B	S

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	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0
BOLT	1-4	1-3	1-2		1					

SHIELD #4	

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

ROMULAN BATTLEHAWK - F FAST CARRIER RESUPPLY SHIP

SHIP DATA TABLE

TYPE	=	BHF
POINT VALUE	=	97/78
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.88
BPV INCLUDES CLOAK		
LIMITED AEGIS		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

									10
--	--	--	--	--	--	--	--	--	----

REPL CREW

					6
--	--	--	--	--	---

BOARDING PARTIES

--	--	--	--	--	--

TRANSPORTER BOMBS

--	--	--	--	--	--	--	--

PLASMA-D RACKS

1							
2							

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

SHIP DATA TABLE

TYPE	=	BHF
POINT VALUE	=	97/78
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.88
BPV INCLUDES CLOAK		
LIMITED AEGIS		

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK

	<input type="checkbox"/>
--	--------------------------

TURN MODE SPEED

D	1	2-4
HET	2	5-8
BD	4	13-17
	5	18-24
	6	25+

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3			

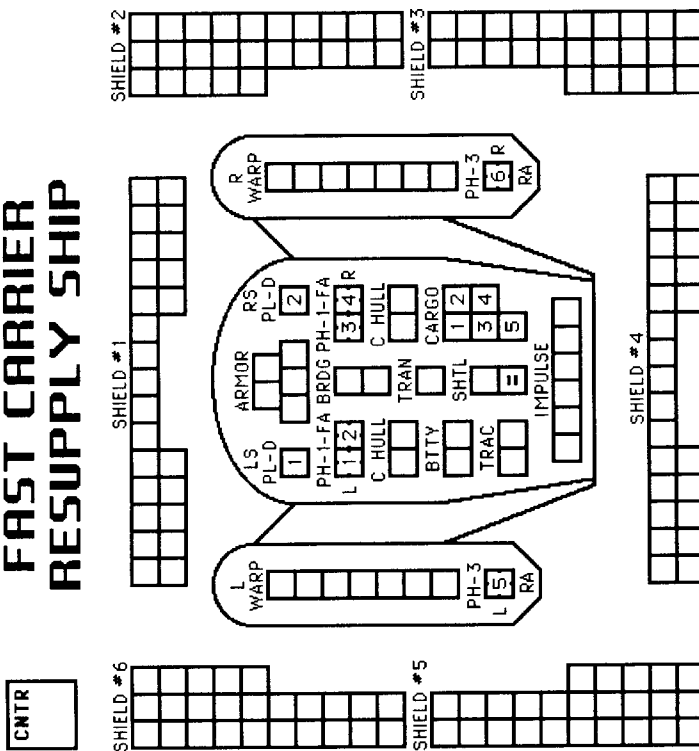
AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

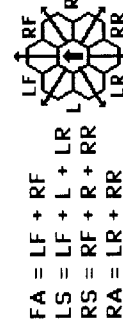
#1	#2	#3	#4	#5

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15



SENSOR 6 6 5 4 2 0 **SCANNER** 0 0 0 3 6 9 **DAMAGE CONTROL** 4 4 2 2 2 0 **EXCESS DAMAGE** [] [] [] [] [] []



THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

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

ROMULAN REGALHAUK-K HEAVY CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
	*	IDENT	HIT POINTS

BOARDING PARTIES		TRANSPORTER BOMBS	

PROBES	

SHIP DATA TABLE	
TYPE	= RG-K
POINT VALUE	= 179
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R4.90
BPV INCLUDES CLOAK	

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

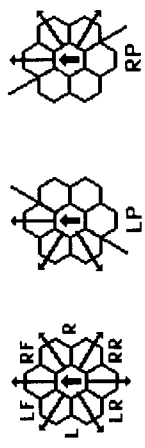
TYPE III DEFENSE PHASER						
DIE RANGE	4-9					
ROLL 0	1	2	3	8	15	
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES			
	AIR	BIF	CF

HIT & RUN CLOAK	

TURN MODE SPEED						
C	1	2	3	4	5	6
	1	2-4	5-9	10-14	15-20	21-27
HET						
BD						28+

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

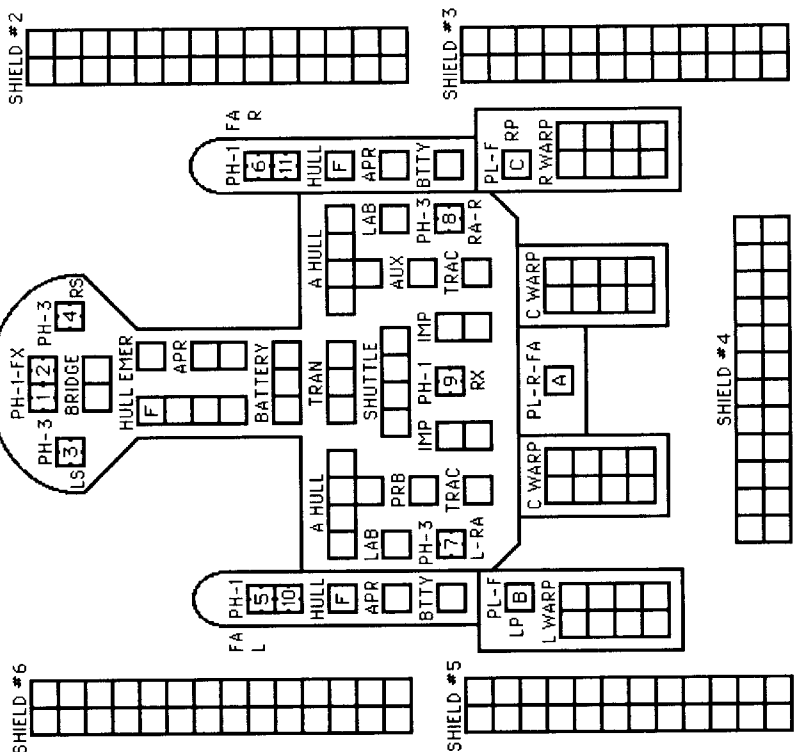


CNTR	

SENSOR	
	6
	6
	5
	3
	1
	0

SCANNER	
	0
	0
	1
	3
	5
	9

DAM CON	
	4
	4
	2
	2
	2
	0



SHIELD #4	

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	26-28	29	30
TYPE R	50	50	35	35	25	25	25	25	20	20	10	5	1	0
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	10	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2		1									

ROMULAN SEAHAWK-L FRIGATE LEADER

CREW UNITS

*									

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

T-BOMBS

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

SHIP DATA TABLE

TYPE = SEL
 POINT VALUE = 90
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 CLOAK COST = 5/2
 REFERENCE = R4.91

BPV INCLUDES CLOAK

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	10-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	10	5	1	0
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3				1-2		

PSEUDO-PLASMA TORPEDOES

A	G	B	F	C	F
---	---	---	---	---	---

TURN MODE SPEED

A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

TYPE I OFFENSIVE PHASER TABLE

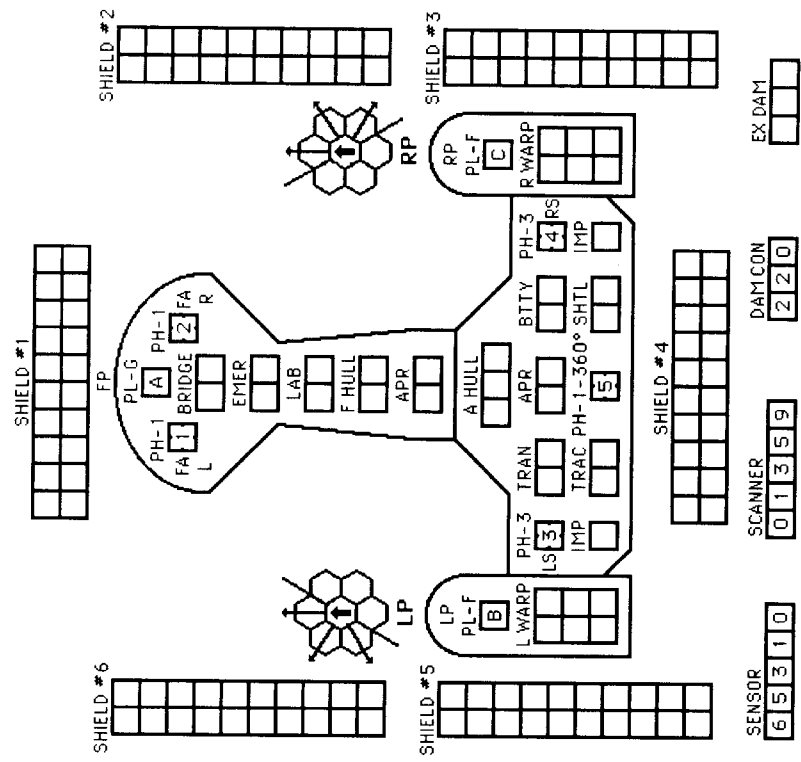
DIE RANGE	6-9	16-26	51-75
ROLL	0	1	2
1	9	8	7
2	8	7	6
3	7	5	5
4	6	4	4
5	5	4	4
6	4	3	3

TYPE III DEFENSE PHASER

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

CNTR

--	--	--	--	--	--	--	--	--	--



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX **5** = HET COST **3** = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	9	9	10	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

KZINTI FAST BATTLECRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
★		HIT POINTS	NOTES
		10	
		20	
		30	
		40	

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES	
	10

TRANSPORTER BOMBS	
	D D D D D

PROBES	
	5

DERFACS	
<input type="checkbox"/>	H&R

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	0	1	2	3	4	5	6	9	16	26	51	75
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	4	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASER						
DIE RANGE	0	1	2	3	6	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THIS SHIP HAS 50 SPACES OF DRONES IN ITS CARGO BOX TO RELOAD ITS TYPE-D DRONE RACKS. SPECIAL DRONES IN STORAGE WILL BE PROPORTIONAL TO THOSE LOADED IN THE MAGAZINES OF THE TYPE-D DRONE RACKS.

DISRUPTOR TABLE													
RANGE	0	1	2	3	4	5	8	9	15	16	22	23	30
HIT (STD)	NA	1-5	1-4	1-4	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	1-4	1-3	1-3	1-3			
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	NA	NA	NA			
DAMAGE, STD	0	5	4	4	4	3	3	2	2	2			
DAMAGE, OULD	10	10	8	8	8	6	6	0	0	0			

CNTR

SHIP DATA TABLE	
TYPE	BF
POINT VALUE	142
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R5.66

SENSOR	
	6
	6
	6
	4
	1
	0

TURN MODE		SPEED	
1	2-4		
2	5-9		
3	10-14		
4	15-20		
5	21-27		
6	28+		

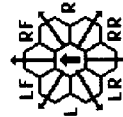
SCANNER	
	0
	1
	2
	3
	5
	9

DAMLCON	
	4
	4
	2
	2
	2
	0

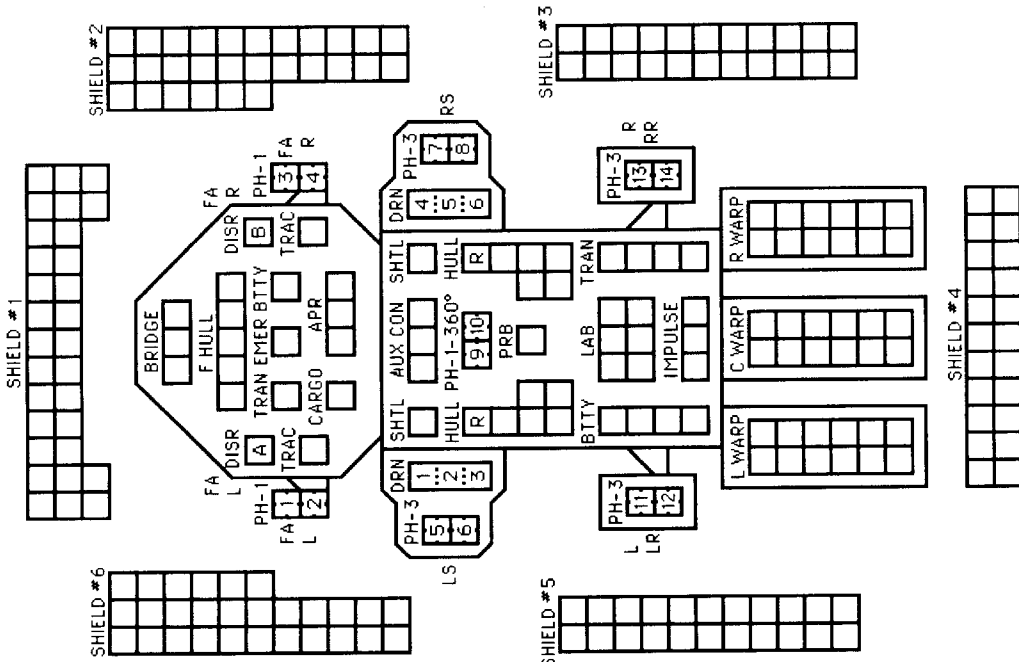
EX DAM	

DRONE RACKS	
1	D
2	
3	
4	
5	D
6	

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN.



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



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

**KZINTI POLICE
FLAGSHIP**

SHIP DATA TABLE	
TYPE	FLG
POINT VALUE	77/57
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R5.70
C-10 REFIT	= +1
Y175 REFIT	= +2

CREW UNITS	
★	10
	20

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		MSS
		GAS
		HTS

PROBES	
	5

TRANSPORTER BOMBS	
	D
	D

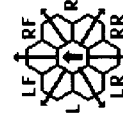
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6-9		16-26		51-75						
ROLL	0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	0	0	
3	7	5	4	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	4	3	3	1	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TURN MODE		SPEED	
A	1	2-6	
	2	7-12	
HET	3	13-19	
	4	20-26	
BD	5	27+	

TYPE III DEFENSE PHASER					
DIE RANGE		4-9		15	
ROLL	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	0
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

DRONE RACKS		
1		A
2		C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS)

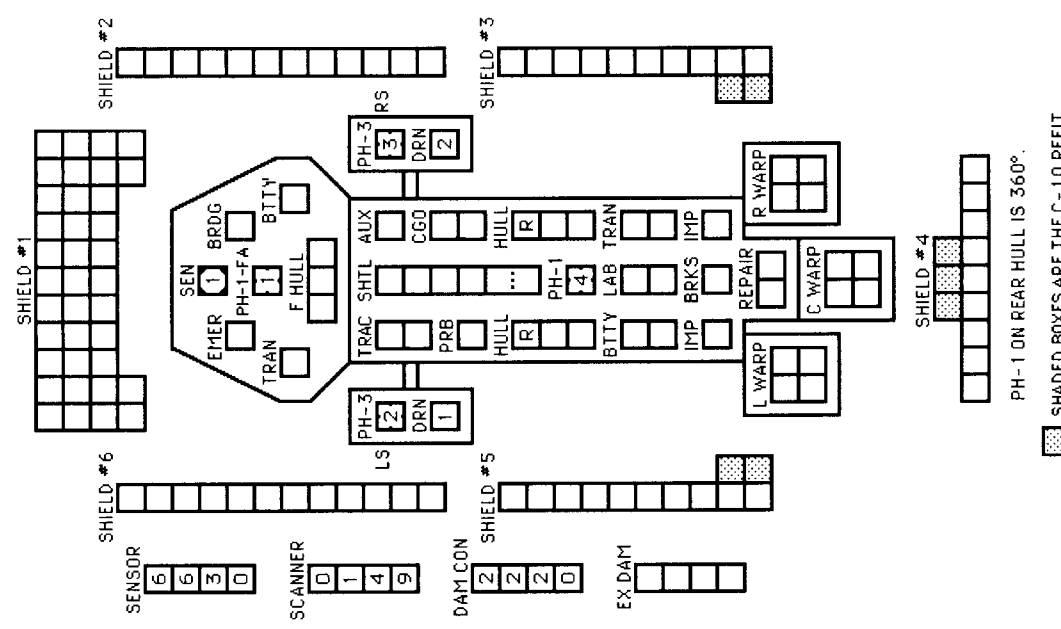


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SPECIAL SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

CNTR



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		[5] = HET COST		[6] = ERRATIC MANEUVER WARP COST																											
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10	

SHADDED BOXES ARE THE C-10 REFIT.

PH-1 ON REAR HULL IS 360°.

KZINTI SCOUT DRONE WAR DESTROYER

CNTR

SHIP DATA TABLE

TYPE	=	SDW
POINT VALUE	=	105
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.71

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	

BOARDING PARTIES

4				

TRANSPORTER BOMBS

ANTI-DRONES

1															
---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

CREW UNITS

*																				

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

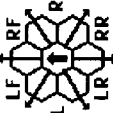
TURN MODE SPEED

B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TYPE III DEFENSE PHASER

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



LF = LF + L + LR
RF = RF + R + RR

DRONE RACKS

DRONE RACKS ALWAYS HAD DOUBLE RELOADS. THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

ANTI-DRONE TABLE

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

SHIELD #2

SHIELD #1

SHIELD #6

SHIELD #3

SHIELD #5

SHIELD #4

SENSORS

SEN	BRIDGE	EMER	SEN	SEN
1			2	3

EXCESS DAMAGE

PH-1

DRN		
2		2

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

PH-1

DRN		
1		

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	14	14	15	15	16	17	18
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

GORN FAST BATTLECRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10			
20			
30			GAS
40			
			GAS
THIS SHIP HAS TWO SHUTTLE BAYS. CAN TRANSFER BY (J1.59).			

SHIP DATA TABLE	
TYPE	= BF
POINT VALUE	= 169
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.55

PROBES	5
--------	---

BOARDING PARTIES	10
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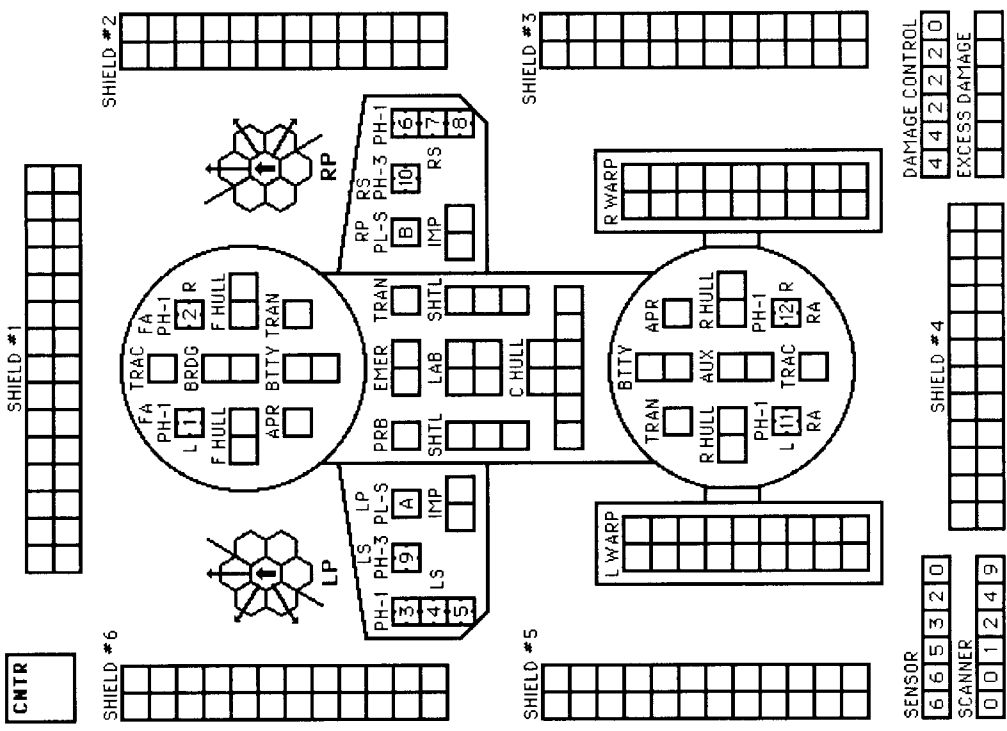
TRANSPORTER BOMBS	D D D D D
-------------------	-----------

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21-23 24 25
1	9 8 7 6 5 5 4 3 2 1 1 0
2	8 7 6 5 4 3 2 1 1 0 0 0
3	7 5 5 4 4 4 3 1 0 0 0 0
4	6 4 4 4 4 3 2 0 0 0 0 0
5	5 4 4 4 3 3 1 0 0 0 0 0
6	4 4 3 3 2 2 0 0 0 0 0 0

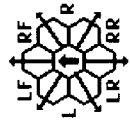
TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL	0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

PSEUDO-PLASMA TORPEDOES	A S B S
-------------------------	---------

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



TURN MODE SPEED	
D	1 2-4
	2 5-8
HET	3 9-12
	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

GORN HEAVY BATTLE DESTROYER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
* 10	20	HIT POINTS	NOTES
10			GAS
			GAS
BOARDING PARTIES		THIS SHIP HAS TWO SHUTTLE BAYS.	
10		CAN TRANSFER BY (J1.59).	

DECK CREWS	
HAS TWO DECK CREWS.	PROBES
10	5

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

PLASMAS IN THE WEAPON OPTIONS HAVE AP LAUNCHING ARCS. ONE PLASMA G CAN BE INSTALLED TAKING UP BOTH OPTION BOXES. ONLY ONE PLASMA-G PPT WILL BE PRESENT IN THIS OPTION. SEE (G33.123) FOR PLASMA-D ARCS.

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	0-5 6-10 11-12 13-14 15 16-18 19 20
TYPE G	20 15 10 5 1 0 0 0 0
TYPE F	20 15 10 5 1 0 0 0 0
TYPE D	10 8 5 2 1 0 0 0 0
BOLT	1-4 1-3 1-2

PSEUDO-PLASMA TORPEDOES		IF INSTALLED	
A	G	B	F
C	D	E	F

TYPE III DEFENSE PHASER	
DIE RANGE	4- 9- ROLL 0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

SHIP DATA TABLE	
TYPE	= HBD
POINT VALUE	= 115
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.58

TURN MODE SPEED
 B 1 2-5
 2 6-10
 3 11-15
 4 16-21
 5 22-28
 6 29+

NON-WEAPON OPTIONS	
1	
2	
3	
4	

CANNOT BE WEAPON OR POWER.
 APR REPLACEMENT
 CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.
 WEAPON OPTIONS
 D
 E
 OPTIONS D AND E ARE ADJACENT CENTERLINE OPTION MOUNTS.

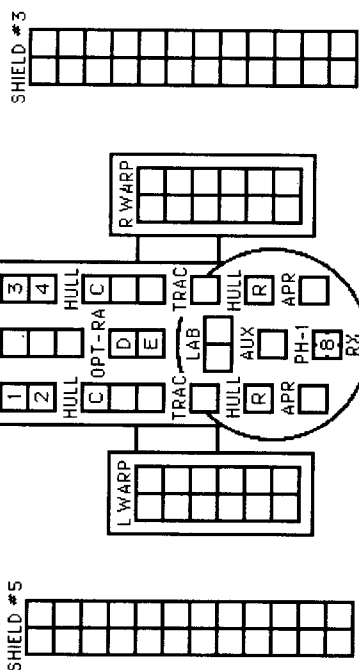
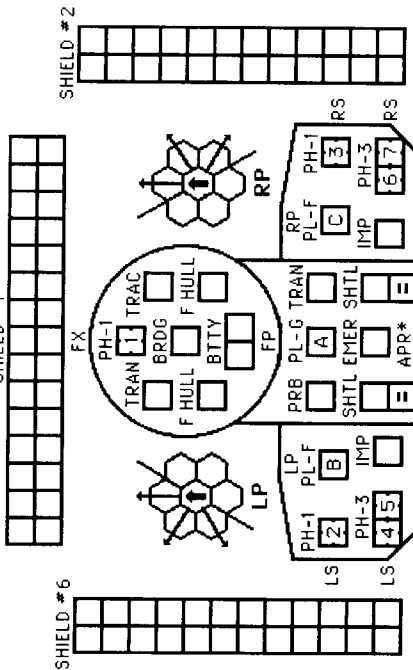
CNTR

SENSOR
 6
 6
 4
 1
 0

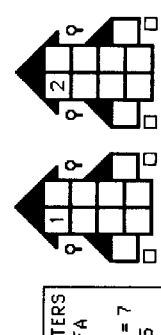
SCANNER
 0
 0
 1
 5
 9

DAM CON
 4
 2
 2
 2
 0

EX DAM
 0
 0
 0
 0

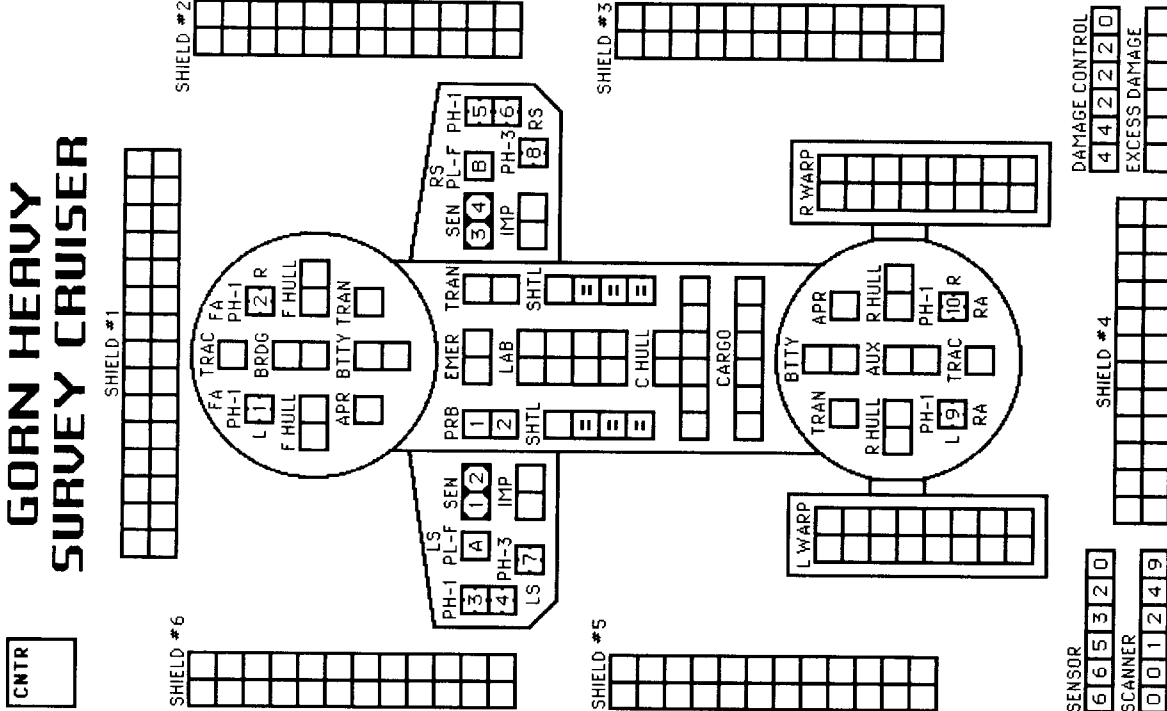


BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH EXISTING SHUTTLE BOXES ON THE SSD. IF APR IS CONVERTED TO SHUTTLE, THEN ALL THE SHIPS SHUTTLE BOXES ARE CONSIDERED TO BE ONE CONTINUOUS TUNNEL DECK (J1.58).



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		5 = HET COST		6 = ERRATIC MANEUVER WARP COST	
SPEED	1 2 3 4	5	6	7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	
Standard	1 2 3 4	4	4	5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 20	
Frac.	1/3 1 1/3 2 2 2/3 3 1/3 4 4 2/3 5 1/3 6 6 2/3 7 1/3 8 8 2/3 9 1/3 10 10 2/3 11 1/3 12 12 2/3 13 1/3 14 14 2/3 15 1/3 16 16 2/3 17 1/3 18 18 2/3 19 1/3 20				

GORN HEAVY SURVEY CRUISER



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

SHIP DATA TABLE

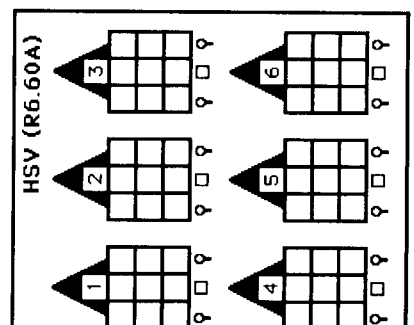
TYPE = HSR
POINT VALUE = 180/120
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R6.60

TYPE III DEFENSE PHASER

DIE	RANGE	1	2	3	4	8	15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	3	1	0	0	0

TURN MODE SPEED

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



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (JL59):

TYPE I OFFENSIVE PHASER TABLE

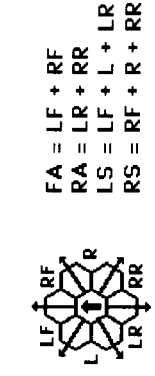
DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	2	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

PSEUDO-PLASMA TORPEDOES

A	F	B	F

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		



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

SCOUT FUNCTIONS SUMMARY

- LEADING ECM OR ECCM
- BREAKING LOCK-ONS
- ATTRACTING DRONES
- CONTROLLING SEEKING WEAPONS
- IDENTIFYING DRONES
- DETECTING MINES
- GATHERING SCIENCE INFORMATION
- SELF-PROTECTION JAMMING
- TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

**ORION DOUBLE
RAIDER CRUISER**

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

						10
						20
						30

BOARDING PARTIES

						10
--	--	--	--	--	--	----

**HIT & RUN
CLOAK**

IF INSTALLED

TRANSPORTER BOMBS

						D	D	D	D
--	--	--	--	--	--	---	---	---	---

SHIP DATA TABLE

TYPE	=	DCR
POINT VALUE	=	167
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	20/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.31
CLOAK BPV	=	+25
OAKDISC	=	+15
STEALTH	=	+2 ECM

TURN MODE SPEED

B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

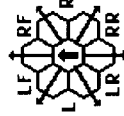
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

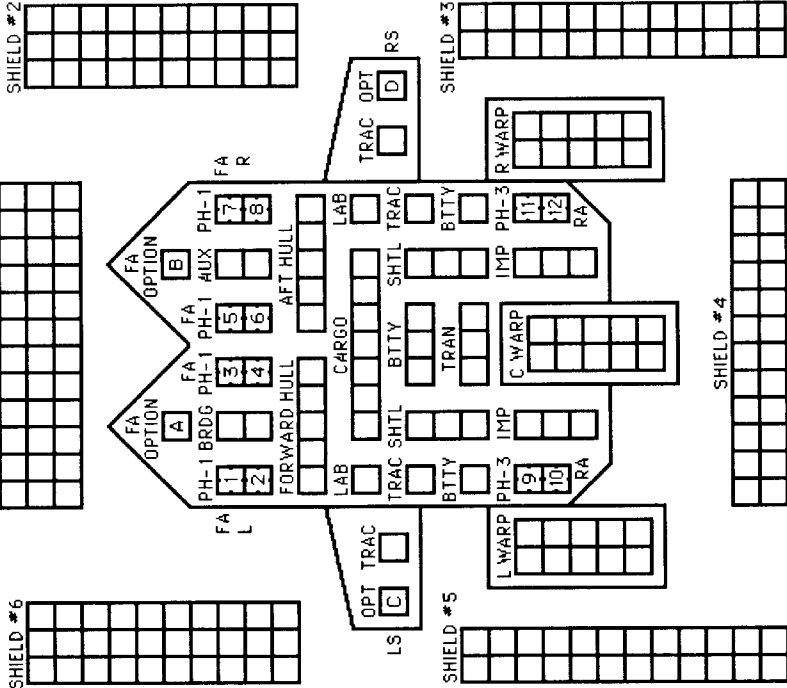
DIE RANGE	4-9		8-15	
	ROLL	0	1	2
1	4	4	3	1
2	4	4	2	1
3	4	4	1	0
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

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.



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

**INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS.
SEE ANNEXES *8A AND *8B.**



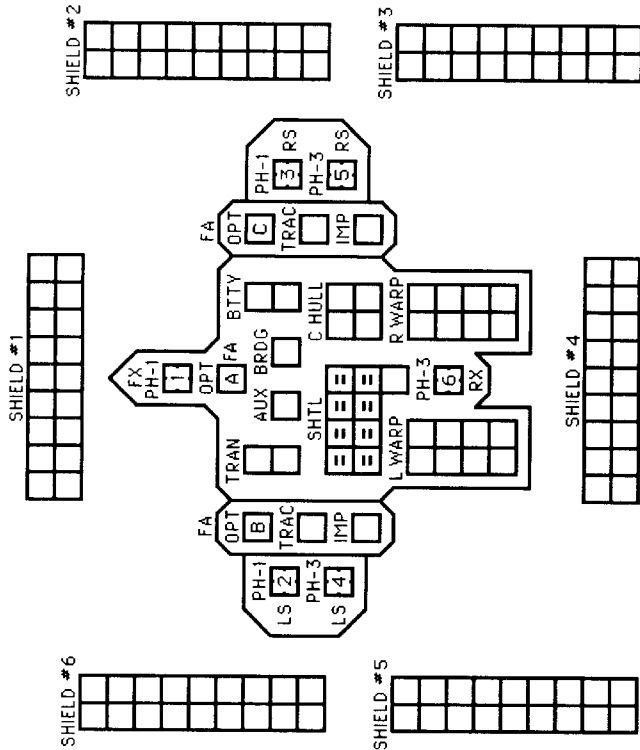
SENSOR SCANNER DAMCON EX DAM

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

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D8) PER TURN UNLESS EQUIPPED WITH OAKDISC.

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

ORION MOBILE CARRIER



SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

SENSOR 65110
SCANNER 01519
DAM CON 4220
EX DAM

CNTR

SHIP DATA TABLE		
TYPE	=	DWV
POINT VALUE	=	85
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	8/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.32
CLOAK BPV	=	+14
OAKDISC	=	+ 5
STEALTH +2 ECM		

TURN MODE SPEED		
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

Z-Y FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ORC

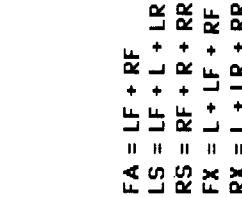
CREW UNITS	
10	20

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

BOARDING PARTIES		

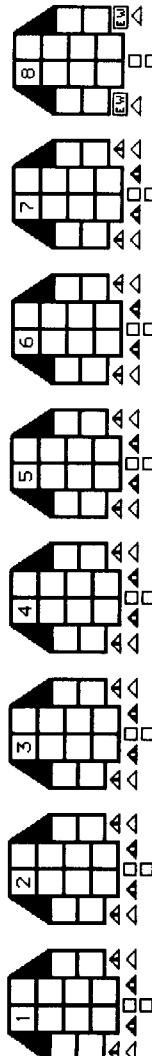
DECK CREWS	

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



TYPE III DEFENSE PHASER		
DIE RANGE	4-9	15
ROLL 0	1 2 3 8	15
1	4 4 4 3 1 1	1
2	4 4 4 2 1 0	0
3	4 4 4 1 0 0	0
4	4 4 3 0 0 0	0
5	4 3 2 0 0 0	0
6	3 3 1 0 0 0	0

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.
MOUNTS "B" AND "C" ARE WING MOUNTS.



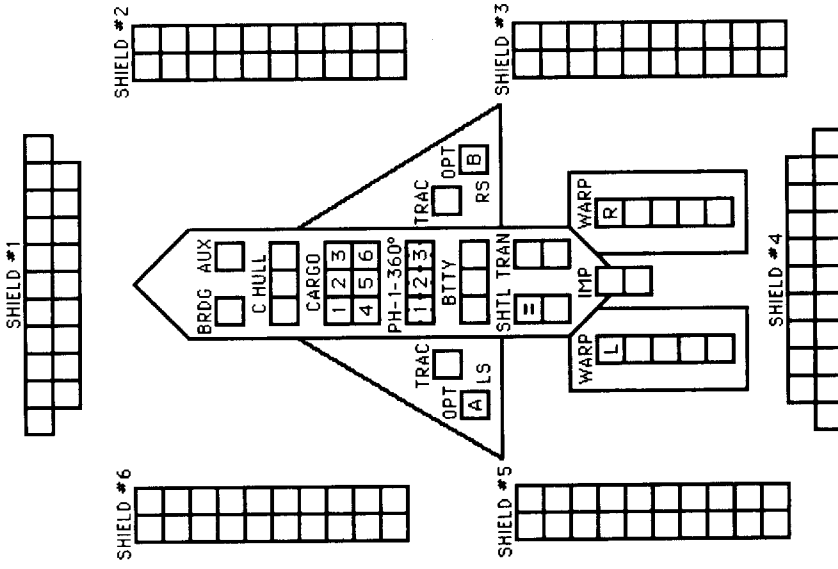
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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 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
Fract.	1/2 1 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2 10 10 1/2 11 11 1/2 12 12 1/2 13 13 1/2 14 14 1/2 15

③ = ERRATIC MANEUVER WARP COST
⑤ = HET COST

ORION FAST CARRIER RESUPPLY RAIDER

CNTR



SHIP DATA TABLE

TYPE = FCR
 POINT VALUE = 87/70
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 CLOAK COST = 6/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R8.33
 CLOAK BPV = +12
 OAKDISC = +5
 STEALTH +2 ECM
 LIMITED AEGIS

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

TURN MODE SPEED

AA	1	2-8
HET	2	9-16
BD	3	17-24
	4	25+

NIMBLE SHIP

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

4

DECK CREWS

2

T-BOMBS

DID

TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK
 IF INSTALLED

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY BACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

TYPE I OFFENSIVE PHASER TABLE

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



INSERT OPTIONAL WEAPONS

SEE ANNEXES *8A AND *8B.

CARGO STORAGE RECORDS

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

CARGO BOXES HAVE 50 CARGO POINTS EACH. 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.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX 5 = HET COST 3 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	8	8	9	9	9	10	10	10				
Fract.	1/3	2/3	1	1 1/3	1 1/2	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10	

ORION HEAVY WAR DESTROYER

CREW UNITS

X						10	20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

											10
--	--	--	--	--	--	--	--	--	--	--	----

DECK CREWS

HAS TWO DECK CREWS.

														10
--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

T-BOMBS

D	D
---	---

HIT & RUN CLOAK

IF INSTALLED

SHIP DATA TABLE

TYPE = HDW
 POINT VALUE = 117
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 CLOAK COST = 15/4
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R8.34
 CLOAK BPV = +20
 OAKDISC = +12
 STEALTH +2 ECM

TURN MODE SPEED

MODE	SPEED
1	2-6
2	7-12
3	13-19
4	20-26
5	27+

Z-Y FIGHTERS

2xPH-3-FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15
 ▲ Z-YC ONLY

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 (G15.212) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP USES THE (G15.212) SIZE CLASS 3 DOUBLING RULES DESPITE IT'S BEING A SIZE CLASS 4 UNIT. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

SHIP LAYOUT

SHIELD #6 [Grid] **SHIELD #1** [Grid] **SHIELD #2** [Grid] **SHIELD #3** [Grid] **SHIELD #4** [Grid] **SHIELD #5** [Grid]

PH-1 [3] **PH-3** [5] **PH-1** [4] **PH-3** [6] **FX PH-1** [112] **OPT-FA** [A|B] **FA** [OPT|TRAC|IMP] **BTTY** [C|HULL] **AUX BRDG LAB** [C|HULL] **TRAN** [C] **CARGO-NWO** [1|2|3|4] **LWARP OPT** [5|6|7|8] **PH-3 OPT** [7|8] **RA** [7|8] **C WARP** [E|F]

SCANNER [6|6|5|3|1|0] **DAM CON** [4|4|2|2|2|0] **EX DAM** []

CARGO-NWO OPTIONS

1	5
2	6
3	7
4	8

CANNOT BE WEAPON OR POWER.

CARGO-NWO OPTIONS

1	5
2	6
3	7
4	8

CANNOT BE WEAPON OR POWER.

TYPE I OFFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT 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	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	17	18	18	19	20	20		
Fractions		1/3	2/3	3/3	4/3	5/3	6/3	7/3	8/3	9/3	10 2/3	11 1/3	12 2/3	13 1/3	14 4/3	15 1/3	16 2/3	17 1/3	18 18 2/3	19 2/3	20	20	20	20	20	20	20	20	20	20

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST [6] = CANNOT BE WEAPON OR POWER.

ADMINISTRATIVE SHUTTLES

HIT & RUN CLOAK

SHIP DATA TABLE

TURN MODE SPEED

Z-Y FIGHTERS

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 (G15.212) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP USES THE (G15.212) SIZE CLASS 3 DOUBLING RULES DESPITE IT'S BEING A SIZE CLASS 4 UNIT.

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

MOUNTS "C" AND "D" ARE WING MOUNTS.

SEE (G33.0) AND ANNEX #8H FOR RA OPTION MOUNTS.

WARP ENERGY MOVEMENT COST

CARGO-NWO OPTIONS

1	5
2	6
3	7
4	8

CANNOT BE WEAPON OR POWER.

CARGO-NWO OPTIONS

1	5
2	6
3	7
4	8

CANNOT BE WEAPON OR POWER.

SHIP LAYOUT

SHIELD #6 [Grid] **SHIELD #1** [Grid] **SHIELD #2** [Grid] **SHIELD #3** [Grid] **SHIELD #4** [Grid] **SHIELD #5** [Grid]

PH-1 [3] **PH-3** [5] **PH-1** [4] **PH-3** [6] **FX PH-1** [112] **OPT-FA** [A|B] **FA** [OPT|TRAC|IMP] **BTTY** [C|HULL] **AUX BRDG LAB** [C|HULL] **TRAN** [C] **CARGO-NWO** [1|2|3|4] **LWARP OPT** [5|6|7|8] **PH-3 OPT** [7|8] **RA** [7|8] **C WARP** [E|F]

SCANNER [6|6|5|3|1|0] **DAM CON** [4|4|2|2|2|0] **EX DAM** []

CARGO-NWO OPTIONS

1	5
2	6
3	7
4	8

CANNOT BE WEAPON OR POWER.

CARGO-NWO OPTIONS

1	5
2	6
3	7
4	8

CANNOT BE WEAPON OR POWER.

HYDRAN THOROUGH BREED FAST CRUISER

TYPE	=	THR
POINT VALUE	=	160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.67

IDENT	HIT POINTS	NOTES
	10	
	20	
	30	

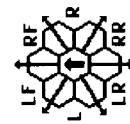
					D	D	D	D
--	--	--	--	--	---	---	---	---

		3							5
--	--	---	--	--	--	--	--	--	---

--	--	--	--	--	--	--	--	--	--

DIE ROLL	RANGE					
	0	1	2	3	4	5
1	9	8	7	6	5	4
2	8	7	6	5	4	3
3	7	5	4	4	3	2
4	6	4	4	4	3	2
5	5	4	4	4	3	2
6	4	4	3	3	2	1

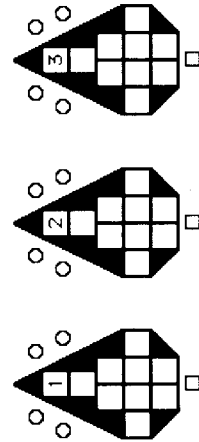
DIE ROLL	RANGE				
	0	1	2	3	4
1	6	5	4	3	2
2	6	5	4	2	1
3	6	4	4	1	0
4	5	4	4	3	0
5	5	4	3	3	0
6	5	3	3	3	0



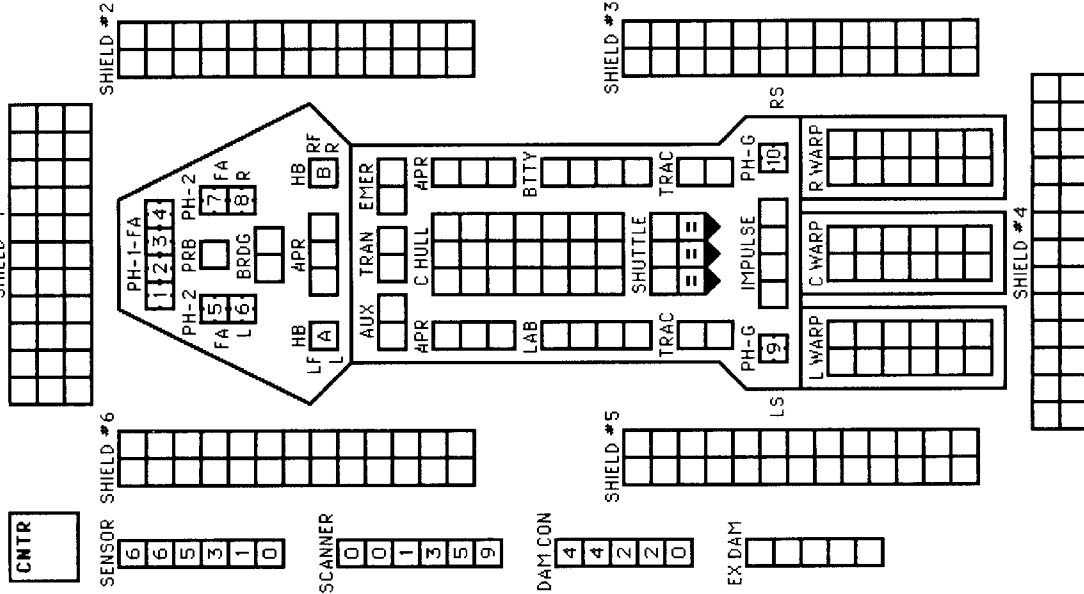
FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR

DIE ROLL	RANGE		
	0	1	2
1	4	4	4
2	4	4	4
3	4	4	4
4	4	4	4
5	4	3	2
6	3	3	1

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



STINGER-2
 1xPH-G-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15



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

HYDRAN FAST CARRIER RESUPPLY FRIGATE

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

CREW UNITS

8

REPL CREW

6

BOARDING PARTIES

4

TRANSPORTER BOMBS

D	D
---	---

DECK CREWS

2

PROBES

5

SHIP DATA TABLE

TYPE = FCR
 POINT VALUE = 62/44
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R9.69

LIMITED AEGIS

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31
ROLL	0 1 2 3 8 15 30 50	
1	6 5 5 4 3 2 1 1	1
2	6 5 4 4 2 1 1 0	0
3	6 4 4 4 1 1 0 0	0
4	5 4 4 3 1 0 0 0	0
5	4 3 3 0 0 0 0 0	0
6	5 3 3 0 0 0 0 0	0

TYPE III DEFENSE PHASER

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

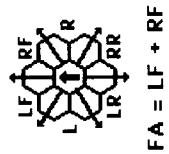
CNTR []

SENSOR [6] [5] [3] [1] [0]

SCANNER [0] [1] [3] [5] [9]

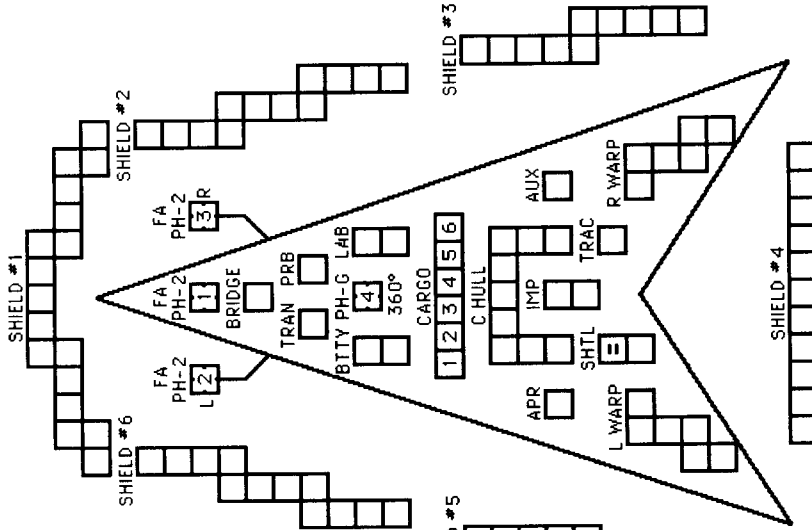
DAMCON [2] [2] [2] [0]

EX DAM [] [] [] []



TURN MODE SPEED

A	1	2-6
HET	2	7-12
BD	3	13-19
	4	20-26
	5	27+



AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

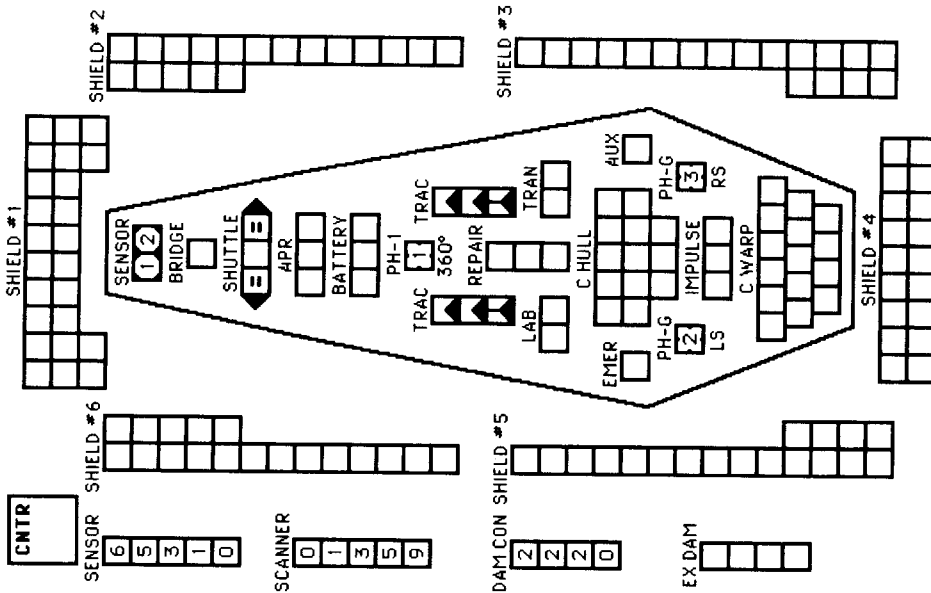
CARGO STORAGE RECORDS

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX **5 = HET COST** **6 = ERRATIC MANEUVER WARP COST**

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

HYDRAN LANCER PFT



CNTR

SENSOR SHIELD #6

6
5
3
1
0

SCANNER

0
1
3
5
9

DAMLCN SHIELD #5

2
2
2
0

EX DAM

3
3
3
0

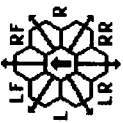
SHIP DATA TABLE

TYPE = DDP
 POINT VALUE = 80/50
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R9.72

TURN MODE SPEED

B 1 2-5
 2 6-10
 3 11-15
 4 16-21
 5 22-28
 6 29+

HET
 BD



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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

T-BOMBS

[] [] [] [] [] [] [] [] [] [] [] []

DECK CREWS

[] [] [] [] [] [] [] [] [] [] [] []

FTR FUSION TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

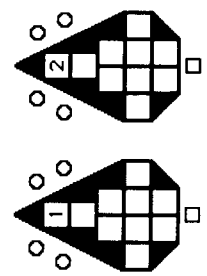
DIE ROLL	4-9		
	0	1	2
1	4	4	4
2	4	4	4
3	4	4	4
4	4	4	4
5	4	3	2
6	3	3	1

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 "TORPEDO" DAMAGE POINTS.

STINGER-2
 1XPH-G-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15



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 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2 10 10 1/2 11 11 1/2 12 12 1/2 13 13 1/2 14 14 1/2 15 15 1/2

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

HYDRAN ANTELOPE HUNTER DESTROYER ESCORT

CREW UNITS				ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES		
10							
20							

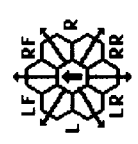
BOARDING PARTIES				TRANSPORTER BOMBS			

DECK CREWS				PROBES			
12							

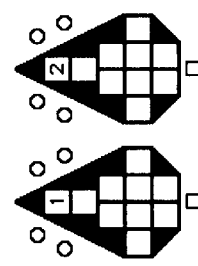
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	1		2		3		4		5		6-9-16-26-51-75	
	ROLL	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	4	3	2	1	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE II PHASER TABLE												
DIE RANGE	4-9-16-31-50		3		8		15		30		50	
	ROLL	0	1	2	3	4	5	6	7	8	9	10
1	6	5	4	4	3	2	1	1	1	1	1	1
2	6	5	4	4	2	1	1	0	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER												
DIE RANGE	4-9-15		3		8		15					
	ROLL	0	1	2	3	4	5	6				
1	4	4	4	3	1	1	1	1				
2	4	4	4	2	1	0	0	0				
3	4	4	4	1	0	0	0	0				
4	4	4	3	0	0	0	0	0				
5	4	3	2	0	0	0	0	0				
6	3	3	1	0	0	0	0	0				



FA = LF + RF
 STINGER-2
 1xPH-G-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15

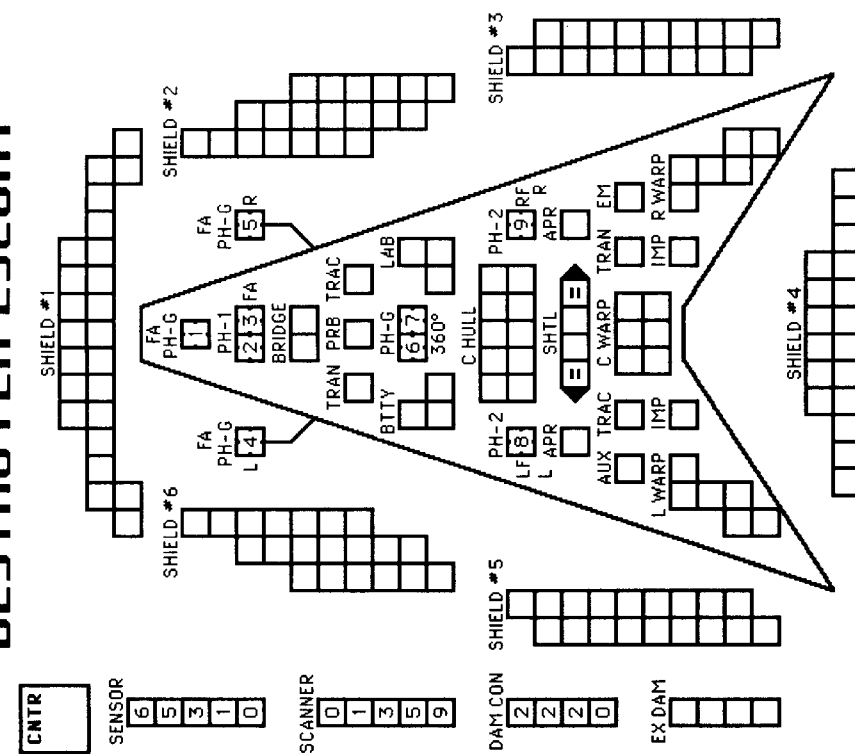


SHIP DATA TABLE	
TYPE	= DWE
POINT VALUE	= 83
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.79
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	= DWA
POINT VALUE	= 93
REFERENCE	= R9.79A
INCLUDES FULL AEGIS	

TURN MODE	SPEED
B	1 2-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

FTR FUSION TABLE	
DIE RANGE	3-10
ROLL	0 1 2 10
1	13 8 6 4
2	11 8 5 3
3	10 7 4 2
4	9 6 3 1
5	8 5 3 1
6	8 4 2 0



CNTR	
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SENSOR	6	5	3	1	0
--------	---	---	---	---	---

SCANNER	0	1	3	5	9
---------	---	---	---	---	---

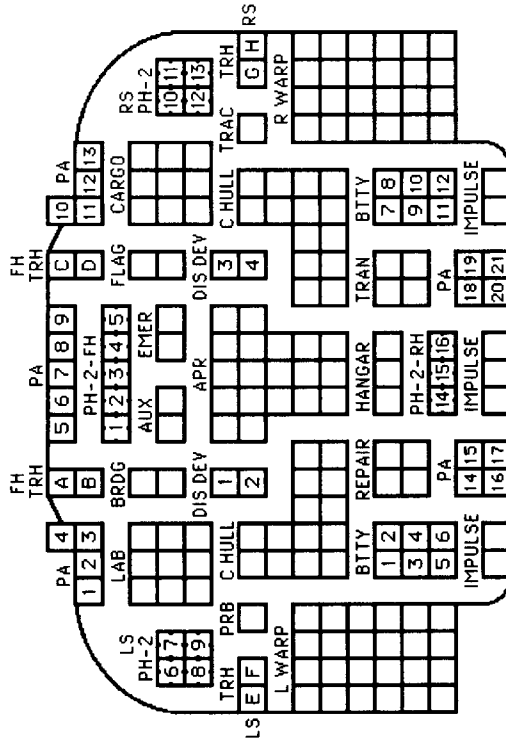
DAM CON	2	2	2	0
---------	---	---	---	---

EX DAM				
--------	--	--	--	--

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX																														
SPEED															WARP ENERGY MOVEMENT COST															
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	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

ANDROMEDAN DOMINATRIX

CNTR



SHIP DATA TABLE

TYPE = DMX
 POINT VALUE = 507
 BREAKDOWN = 5-6
 PA COST = 10/18
 LIFE SUPPORT = 1+1/2
 SIZE CLASS = 2
 REFERENCE = R10.40

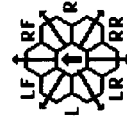
TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	4	5	6
ROLL	1	2	3	4	5	6	7

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



CREW UNITS

10
20
30
40

BOARDING PARTIES

10
20

PROBES

15

TRANSPORTER BOMBS

D	D	D	D	D	D
---	---	---	---	---	---

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31
ROLL	0	1 2 3 8 15 30 50
1	6 5 5 4 3 2 1 1	
2	6 5 4 4 2 1 1 0	
3	6 4 4 4 1 1 0 0	
4	5 4 4 3 1 0 0 0	
5	4 3 3 0 0 0 0 0	
6	5 3 3 0 0 0 0 0	

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE RANGE	0-3	4-5	6-8	9-12	13-18	19-25
ROLL	0	1 2 3	4 5 6	7 8 9 10 11 12	13 14 15 16 17 18	19 20 21 22 23 24 25
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		

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE RANGE	0-3	4-5	6-8	9-12	13-18	19-25
ROLL	0	1 2 3	4 5 6	7 8 9 10 11 12	13 14 15 16 17 18	19 20 21 22 23 24 25
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		

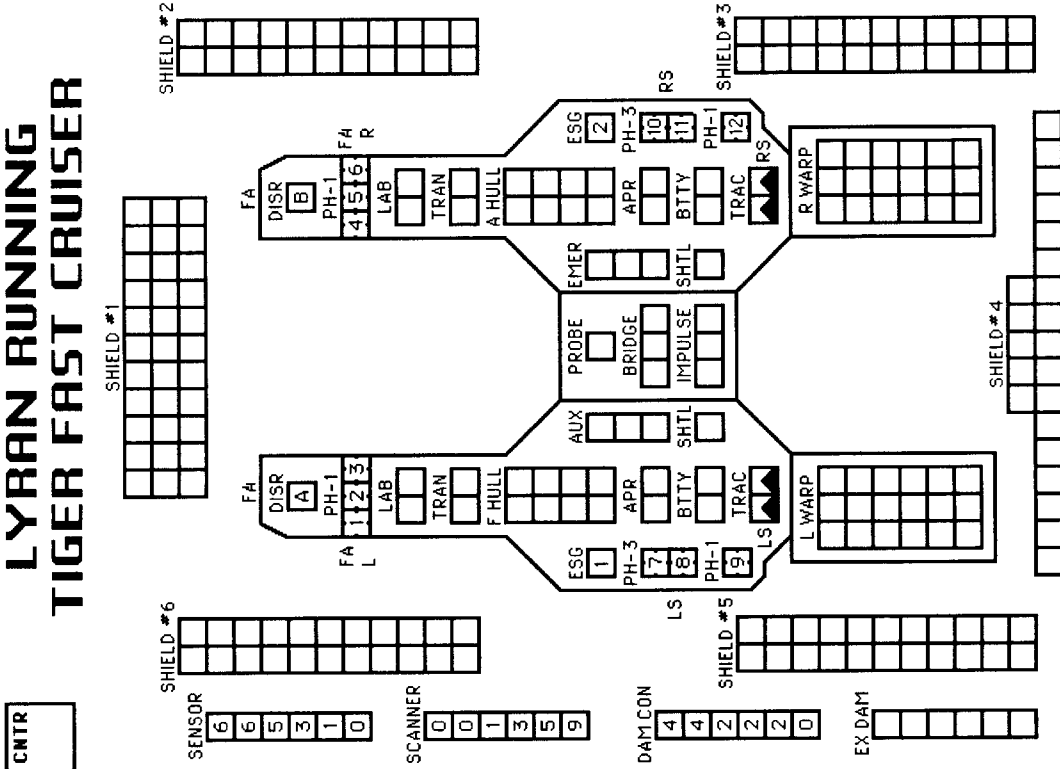
DISPLACEMENT DEVICE TABLE

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 = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	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

LYRAN RUNNING TIGER FAST CRUISER



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

SHIP DATA TABLE	
TYPE	= CF
POINT VALUE	= 161
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.56
MECH LINKS = +4	
UIM REFIT = +5	

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
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

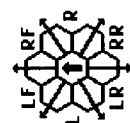
CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10			
20			
30			
40			

TWO BAYS - NO TRANSFERS

BOARDING PARTIES		TRANSPORTER BOMBERS	
IDENT	HIT POINTS	IDENT	NOTES
10		D	D
		D	D
		D	D
		D	D

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75
1	9 8 7 6 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 4 3 1 0 0 0
4	6 4 4 4 4 3 2 0 0 0
5	5 4 4 4 3 3 1 0 0 0
6	4 4 3 3 2 2 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0



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

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

LYRAN FAST CARRIER RESUPPLY FRIGATE

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
TWO BAYS - NO TRANSFERS		

CREW UNITS

1	2	3	4	5	6
---	---	---	---	---	---

REPL CREW

1	2	3	4	5	6
---	---	---	---	---	---

BOARDING PARTIES

1	2	3	4	5	6
---	---	---	---	---	---

DECK CREWS

1	2	3	4	5	6
---	---	---	---	---	---

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

SHIP DATA TABLE	
TYPE	= FCR
POINT VALUE	= 71/54
BREAKDOWN	= 6
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 4
REFERENCE	= R11.58
PHASER REFIT	= +2
MECH LINKS	= +2
LIMITED AEGIS	

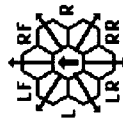
EXPANDING SPHERE TABLE

RADIUS	ENERGY	1	2	3	4	5
0 (4.00)	4	8	12	16	20	
1 (3.67)	4	7	11	15	18	
2 (3.33)	3	7	10	13	17	
3 (3.00)	3	6	9	12	15	

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
	3 13-19
BD	4 20-26
	5 27+

TYPE II PHASER TABLE

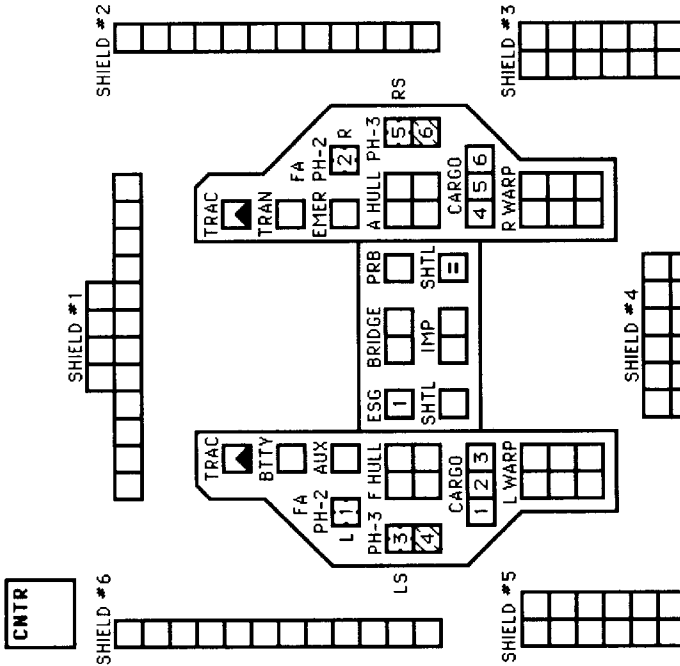
DIE ROLL	RANGE				
	4-9	16-31	50		
1	6	5	4	3	2
2	6	5	4	2	1
3	6	4	4	1	0
4	5	4	4	3	1
5	5	4	3	3	0
6	5	3	3	3	0



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

TYPE III DEFENSE PHASER

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



SENSORS: 6 4 2 0
SCANNER: 0 1 1 5 9
DAMCON: 2 2 0
EX DAM: [] [] []
SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

CARGO STORAGE RECORDS

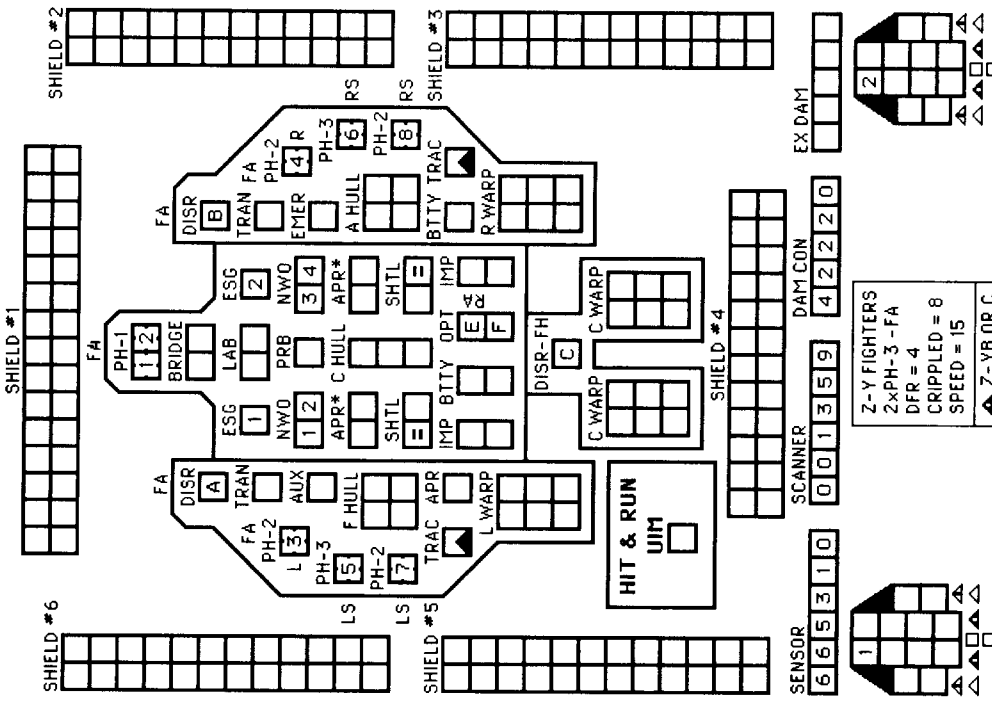
#1	#2	#3	#4	#5	#6

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

LYRAN TOPCAT HEAVY WAR DESTROYER

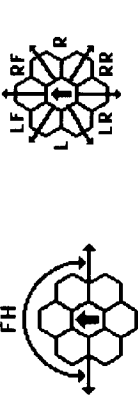
CNTR



SHIP DATA TABLE

TYPE = HDW
 POINT VALUE = 124
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R11.59

UIM REFIT = +5
 MECH LINKS = +2



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

--	--	--	--	--	--

DECK CREWS

--	--	--	--	--	--

HAS TWO DECK CREWS. PROBES: [] [5] [] [] [D] [D]

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	4-9	16-31	51-75
ROLL	1 9 8 7 6 5 4 3 2 1 1 1	2 8 7 6 5 4 3 2 1 1 0 0	3 7 5 5 4 4 4 3 2 0 0 0
4 6 4 4 4 4 3 2 0 0 0 0	5 5 4 4 4 4 3 3 1 0 0 0	6 4 4 3 3 2 2 0 0 0 0 0	

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31	51-75
ROLL	1 6 5 4 3 2 1 1 0 0	2 6 5 4 4 2 1 1 0 0	3 6 4 4 4 1 1 0 0 0
4 5 4 4 3 1 0 0 0 0	5 5 4 3 3 0 0 0 0 0	6 5 4 3 3 0 0 0 0 0	

TURN MODE SPEED

MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
BD	4 20-26
BD	5 27+

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, STO	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	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

NON-WEAPON OPTIONS

1	
2	CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.
3	
4	CANNOT BE WEAPON OR POWER.

WEAPON OPTIONS

E	
F	

IF WEAPON OPTIONS ARE CHANGED TO SHUTTLE, ONE WILL BE IN EACH BAY.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

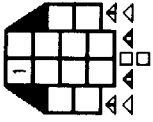
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	3	4	4	5	6	7	8	9	10	10 1/3	11 1/3	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20	

*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH EXISTING SHUTTLE BOXES ON THE SSD.

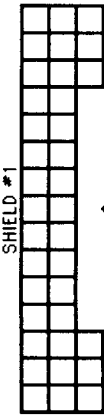
⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

Z-Y FIGHTERS
 2xPH-3 - FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15



WYN BLUE SHARK FAST CRUISER



CNTR

SHIP DATA TABLE	
TYPE	= CF
POINT VALUE	= 163
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.34
CASUAL CARRIER	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	10	
	20	
	30	
	40	

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

			D	D	D	D
--	--	--	---	---	---	---

PROBES

				5
--	--	--	--	---

BOARDING PARTIES

					10
--	--	--	--	--	----

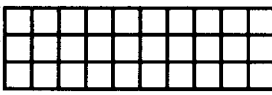
DECK CREWS

2					
---	--	--	--	--	--

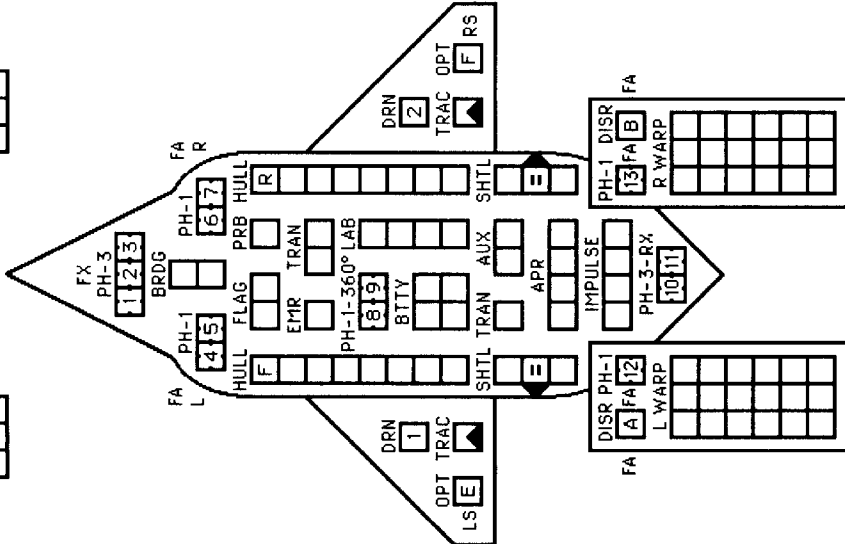
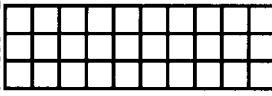
DISRUPTOR TABLE

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

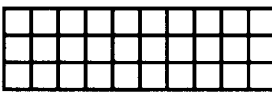
SHIELD #6



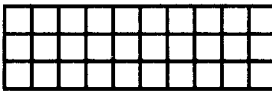
SHIELD #2



SHIELD #5



SHIELD #3



TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 4 3 2 0 0
6	3 3 1 0 0 0

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



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

HIT & RUN DERFACS

				B
				B

THIS SHIP ALWAYS HAD TWO RELOADS.

SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

DAMAGE CONTROL

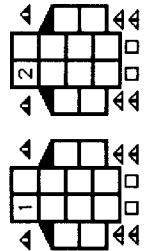
4	4	2	2	2	0
---	---	---	---	---	---

EX DAMAGE

--	--	--	--	--	--

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

TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/G
ADD RACK 6 SHOT OR 12 SHOT

WYN POCKET BATTLECRUISER

CREW UNITS

*					10
					20
					30

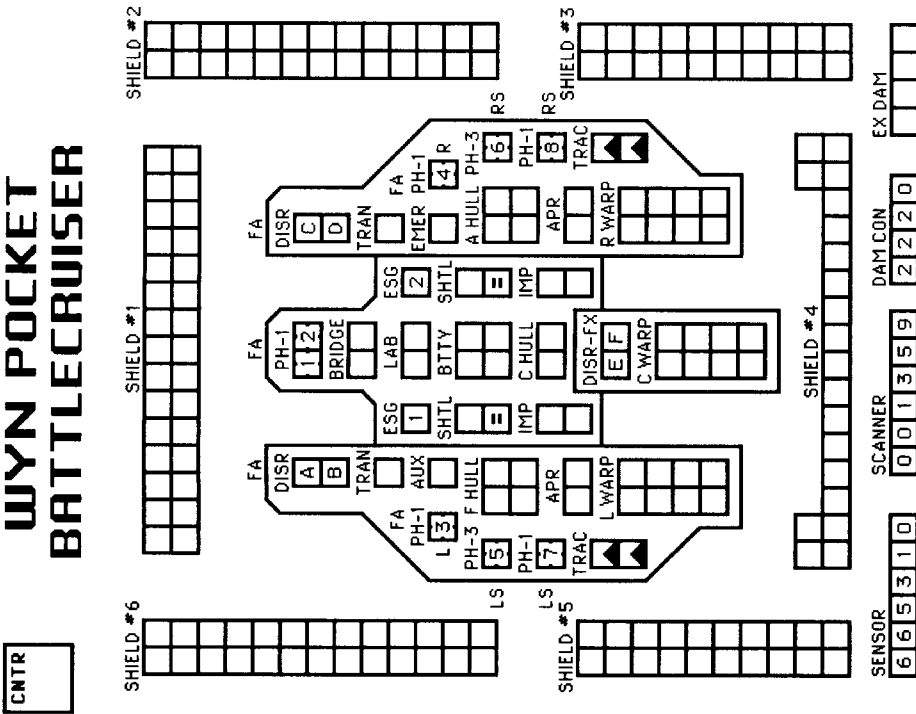
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE

TYPE =	PBC
POINT VALUE =	129
BREAKDOWN =	6
SHIELD COST =	1/2+1/2
LIFE SUPPORT =	1/2
SIZE CLASS =	4
REFERENCE =	R12.38
1 UIM STANDARD	



BOARDING PARTIES

6	[]	[]	D/D
---	-----	-----	-----

TURN MODE SPEED

A	1	2-6
HET	2	7-12
WEP	3	13-19
BD	4	20-26
	5	27+

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

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

HIT & RUN UIM

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

TYPE III DEFENSE PHASER

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

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, OULD	10	10	8	8	6	0	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX | **[5] = HET COST** | **[6] = ERRATIC MANEUVER WARP COST**

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	2	3	3	4	4	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	

WYN WAR DESTROYER

(CAPTURED KZINTI SHIP)

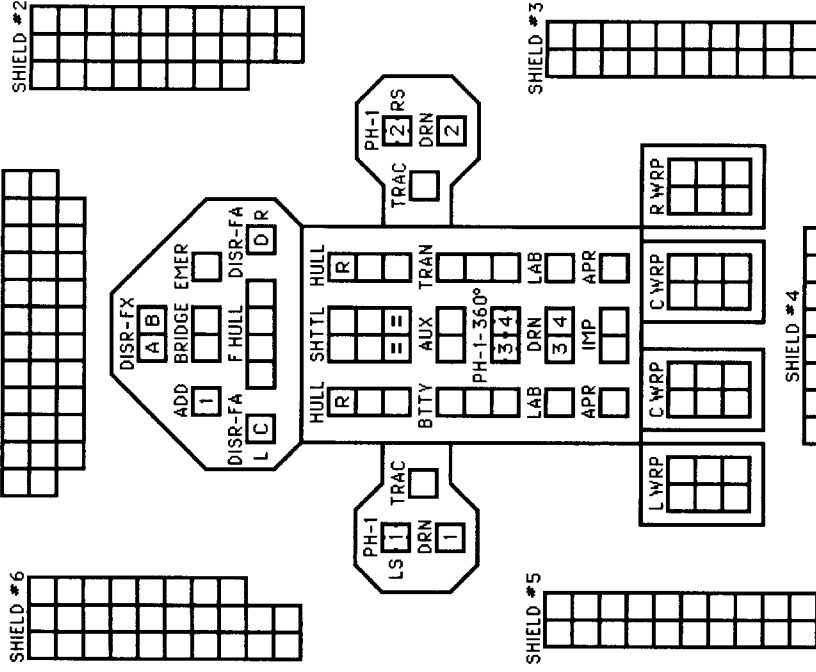
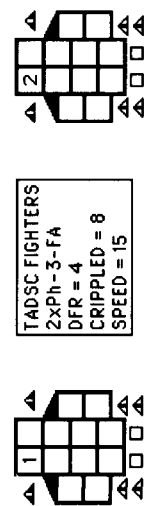
CREW UNITS	
★	10
	20
	50
ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
BOARDING PARTIES	
	B
TRANSPORTER BOMBS	
	D

SHIP DATA TABLE	
TYPE	= ZDW
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.39

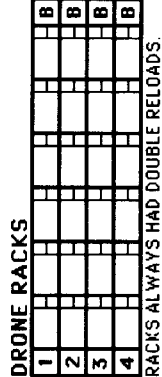
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	1	2	3	4	5	6	9	16	26	51	75	
ROLL 0	1	2	3	4	5	6	9	16	26	51	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	4	4	3	2	1	1	0	
3	7	5	4	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASER							
DIE RANGE	1	2	3	4	8	15	
ROLL 0	1	2	3	4	8	15	
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3		
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NR	NR		
DAMAGE, STD	0	5	4	4	3	3	2		
DAMAGE, OULD	10	10	8	8	6	6	0		



TURN MODE		SPEED	
B	1	2	5
	2	6	10
HET	3	11	15
	4	16	21
BD	5	22	28
	6	29	+



ANTI-DRONE TABLE			
1			

ANTI-DRONE TABLE			
RANGE	0	1	2
HIT*	-	1-2	1-3 1-4 -

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	

ISC FAST CRUISER

CREW UNITS

10							
20							
30							
40							

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE = CF
 POINT VALUE = 177
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R13.48

BOARDING PARTIES

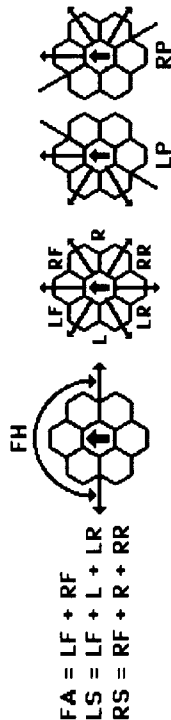
10							
----	--	--	--	--	--	--	--

PROBES

5					
---	--	--	--	--	--

TRANSPORTER BOMBS

D	D	D	D	D	D
---	---	---	---	---	---



TURN MODE SPEED

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

CNTR

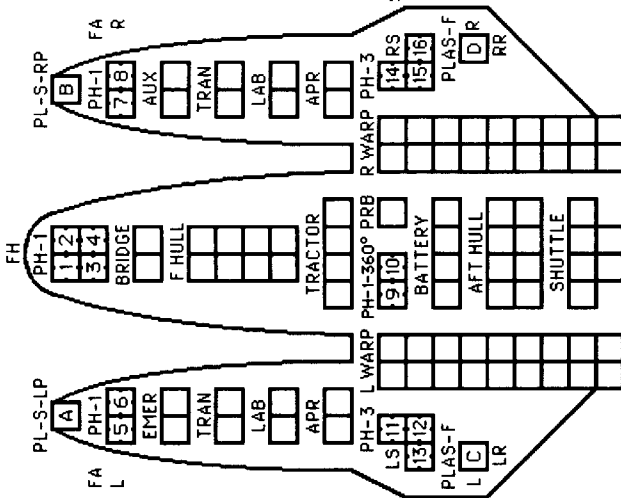
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #1

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #2

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



SHIELD #5

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #3

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #4

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-25	26-50	51-75
ROLL 0	1	2	3	4	5
1	9	8	7	6	5
2	8	7	6	5	4
3	7	5	4	4	3
4	6	4	4	4	3
5	5	4	4	4	3
6	4	4	3	3	2

TYPE III DEFENSE PHASER

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

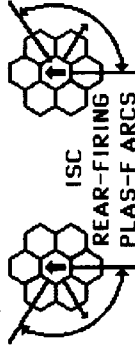
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

A \$ B \$

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

6	6	5	3	1	0
0	0	1	3	5	9

0	0	4	2	2	0
0	1	2	2	2	0

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

ISC FAST CARRIER RESUPPLY FRIGATE

CREW UNITS		ADMINISTRATIVE SHUTTLES	
10		IDENT	HIT POINTS
6		REPL CREW	NOTES
6		BOARDING PARTIES	
6		TRANSPORTER BOMBS	D D
2		DECK CREWS	

SHIP DATA TABLE	
TYPE	= FCR
POINT VALUE	= 87/67
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.49
LIMITED AEGIS	

TYPE I OFFENSIVE PHASER TABLE										
DIE RANGE	1	2	3	4	5	6	9	16	26	51
ROLL 0	1	9	8	7	6	5	4	3	2	1
	2	8	7	6	5	4	3	2	1	0
	3	7	5	4	4	4	3	1	0	0
	4	6	4	4	4	4	3	2	0	0
	5	5	4	4	4	3	3	1	0	0
	6	4	4	3	3	2	2	0	0	0

TYPE III DEFENSE PHASER						
DIE RANGE	1	2	3	8	15	9
ROLL 0	1	4	4	4	3	1
	2	4	4	4	2	1
	3	4	4	4	1	0
	4	4	4	3	0	0
	5	4	3	2	0	0
	6	3	3	1	0	0

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+
NIMBLE SHIP	



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

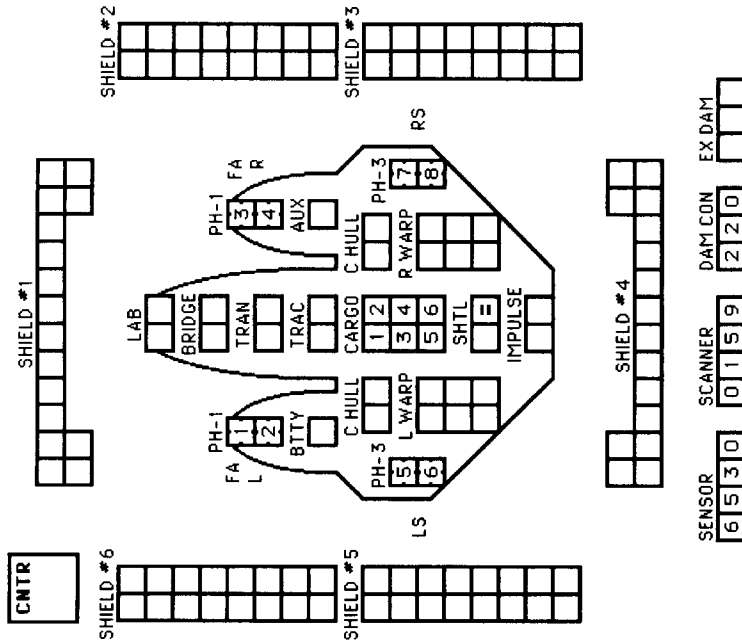
AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

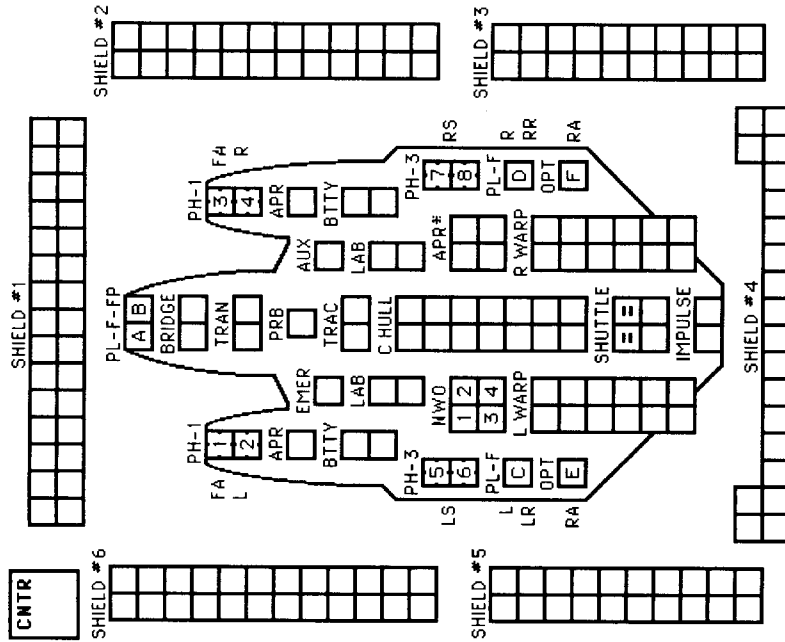
#1	#2	#3	#4	#5	#6

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10



ISC HEAVY DESTROYER



SHIP DATA TABLE

TYPE = HDD
 POINT VALUE = 105
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R13.50

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

TURN MODE SPEED

C	1	2-4
HET	3	5-9
BD	4	10-14
	5	15-20
	6	21-27
		28+

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

IF INSTALLED	A	B	F	C	F	D	F
--------------	---	---	---	---	---	---	---

WEAPON OPTIONS

E
 F

OPTIONS E AND F ARE NOT ADJACENT CENTERLINE MOUNTS.

WARP ENERGY MOVEMENT COST = 2/3 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	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	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		

CREW UNITS

10						
20						
30						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

--	--	--	--	--	--

TRANSPORTER BOMBS [D][D]

PROBES [5]

DECK CREWS

--	--	--	--	--	--

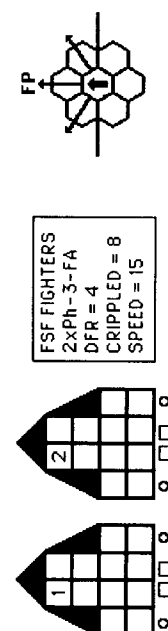
HAS TWO DECK CREWS.

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	1	2	3	4	5	6	9	16	26	51
ROLL	0	1	2	3	4	5	4	3	2	1
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APRS, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BAY.



PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3		1-2	

NON-WEAPON OPTIONS

1	
2	
3	
4	

APR REPLACEMENT

CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.

CANNOT BE WEAPON OR POWER.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST

ISC CONSTABULARY POLICE FLAGSHIP CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
*		IDENT	HIT POINTS
10			
20			
30			
40			

BOARDING PARTIES		NOTES	
MSS	GAS	HTS	
10			
20			
30			

SHIP DATA TABLE

TYPE = CPF
 POINT VALUE = 155/125
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R13.52

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

TRANSPORTER BOMBS

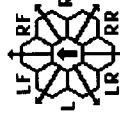
5					

PROBES

5					

TYPE I OFFENSIVE PHASER TABLE

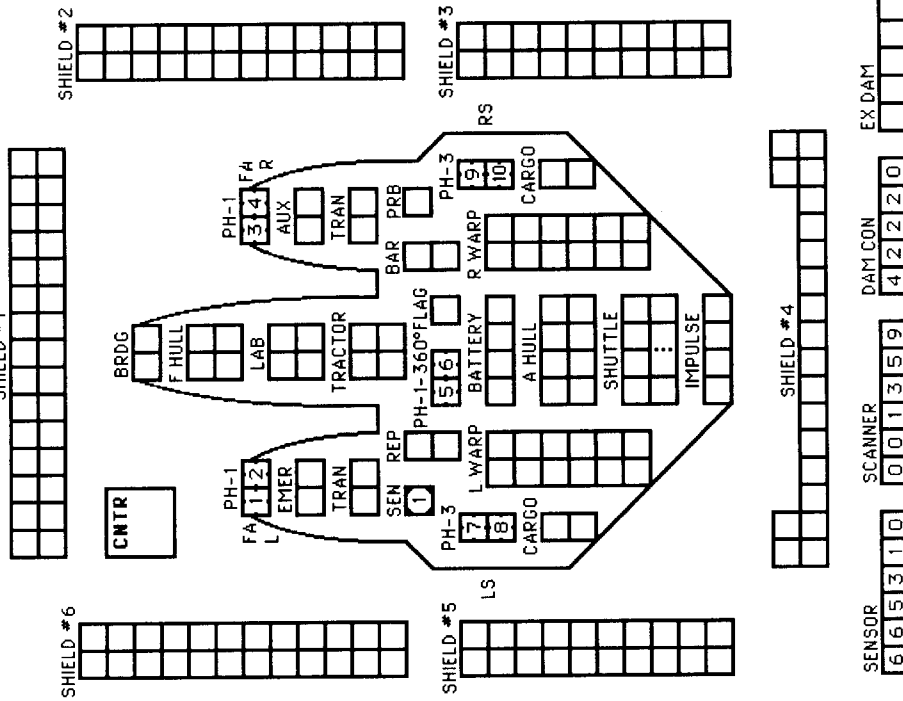
DIE RANGE	1	2	3	4	5	6	9-	16-	26-	51-
ROLL 0	1	2	3	4	5	6	15	25	50	75
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0



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

TURN MODE SPEED

C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+



TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	10	10	11	12	12	13	14	14	15	16	17	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	

ISC MEDIUM CRUISER

CREW UNITS	
★	10
	20
	30

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

BOARDING PARTIES	
	10

TRANSPORTER BOMBS	
	D
	D
	D
	D

PROBES	
	5

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

PSEUDO-PLASMA TORPEDOES

A	G	B	G
---	---	---	---

PLASMATIC PULSAR DEVICE COMBAT TABLE

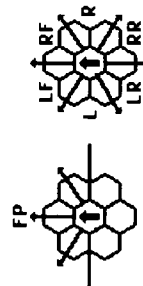
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
RLT	0	3+3	3+2	2+2	2+1	1+1	1+0

SHIP DATA TABLE	
TYPE	CM
POINT VALUE	150
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.53

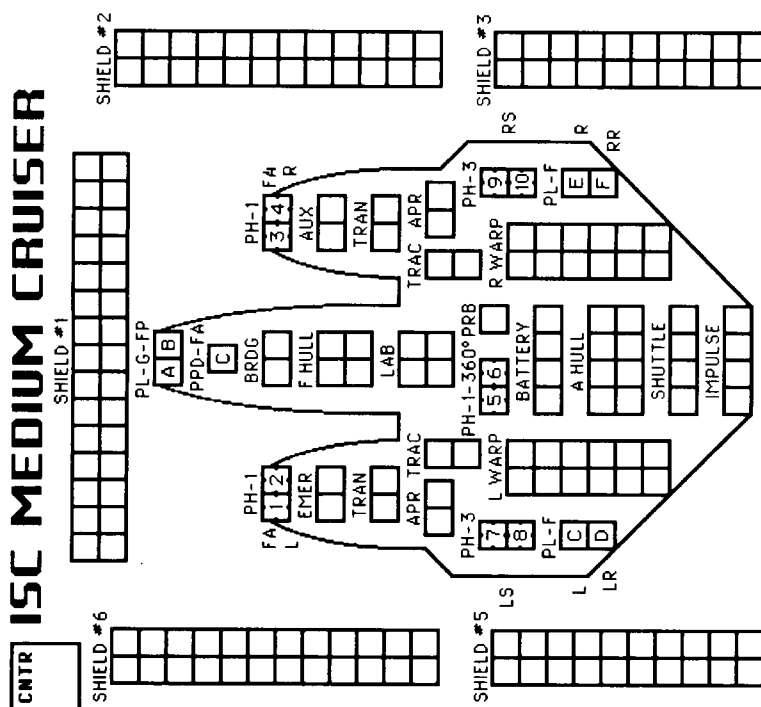
TURN MODE	SPEED
C	1
	2-4
	2
	5-9
HET	3
	10-14
	4
	15-20
BD	5
	21-27
	6
	28+

TYPE III DEFENSE PHASER

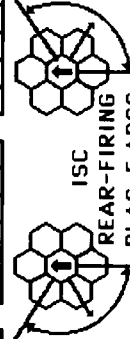
DIE RANGE	4-	9-			
ROLL 0	1	2	3	6	15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0



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



SENOR	6	6	5	3	1	0
SCANNER	0	0	1	1	3	5
DAM CON	4	2	2	2	0	0
EX DAM						



SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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	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 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	

LYRAN DEMOCRATIC REPUBLIC MOBILE CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= DWV
POINT VALUE	= 104/90
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R14.31
POWER PACK	= +9
MECH LINK REFIT	= +2

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
10		
20		
30		
TWO BAYS - NO TRANSFERS		

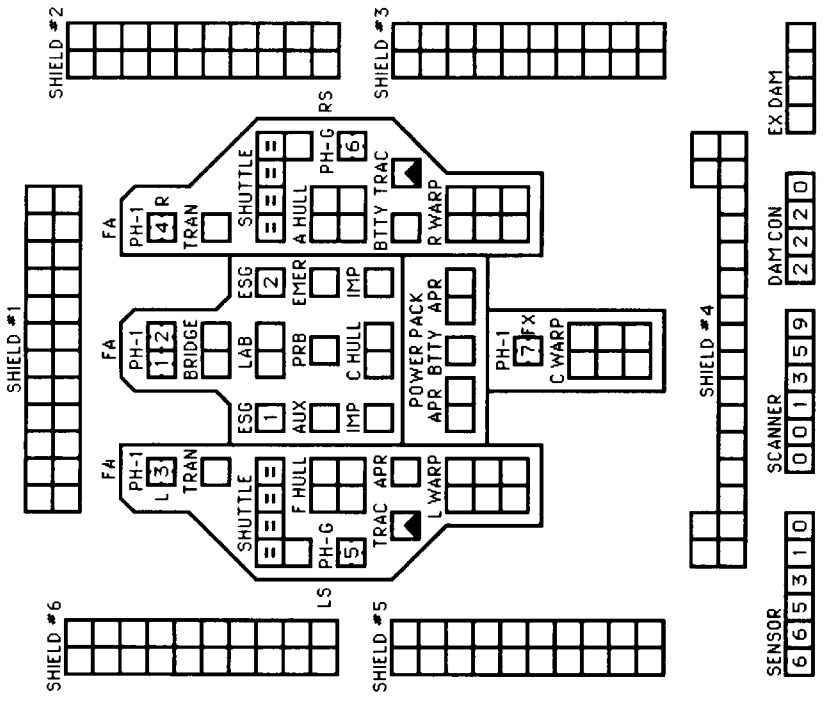
BOARDING PARTIES	
6	
T-BOMBS	
D	D
DECK CREWS	
8	
PROBES	
5	

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	1	2	3	4	5	6	9-	16-	26-	51-	75	
ROLL 0	1	2	3	4	5	6	9-	16-	26-	51-	75	
1	9	8	7	6	5	4	3	2	1	1	0	
2	8	7	6	5	4	3	2	1	1	0	0	
3	7	5	4	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASER						
DIE RANGE	4-	9-				
ROLL 0	1	2	3	8	15	
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

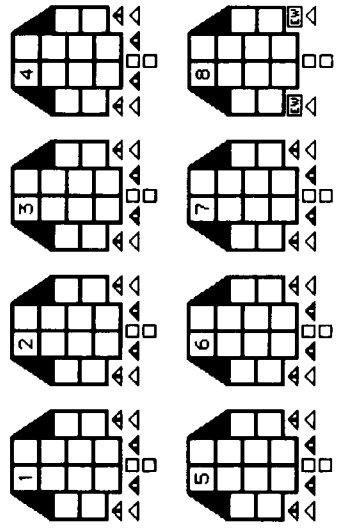
Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ORC

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



TURN MODE SPEED		
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

EXPANDING SPHERE TABLE				
RADIUS	ENERGY	3	4	5
0 (4.00)	4	8	12	16
1 (3.67)	4	7	11	15
2 (3.33)	3	7	10	13
3 (3.00)	3	6	9	12



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	2	3	3	4	4	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	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

LYRAN DEMOCRATIC REPUBLIC FAST CARRIER RESUPPLY FRIGATE

ADMINISTRATIVE SHUTTLES

CREW UNITS	<input type="checkbox"/>	10				
REPL CREW	<input type="checkbox"/>	6	TWO BAYS - NO TRANSFERS			
BOARDING PARTIES	<input type="checkbox"/>	4	TRANSPORTER BOMBS			
DECK CREWS	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5

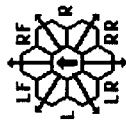
SHIP DATA TABLE

TYPE = FCR
 POINT VALUE = 83/63
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R14.32
 MECH LINKS = +2
LIMITED AEGIS

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	

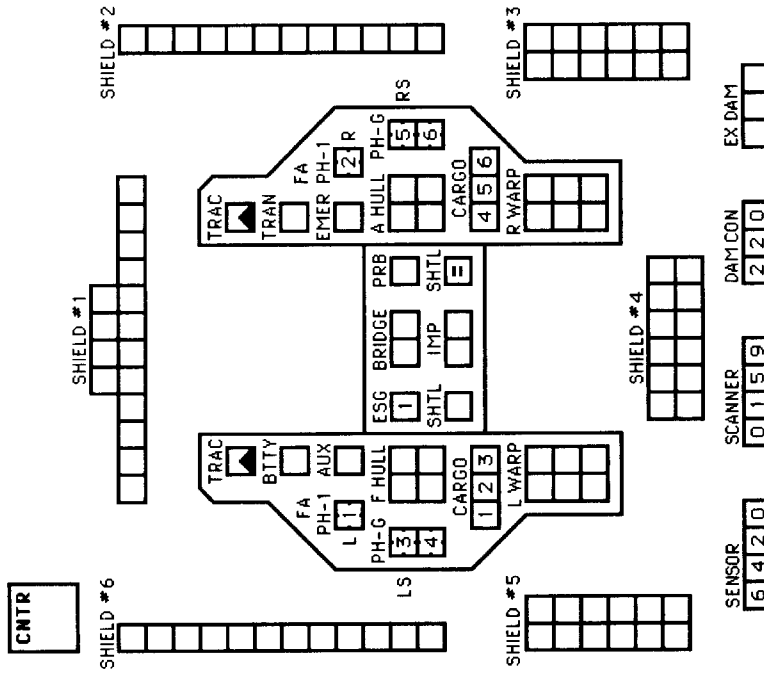
AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.



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

TURN MODE SPEED

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
	3 13-19
BD	4 20-26
	5 27+



TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

CARGO STORAGE RECORDS

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	4	5	5	5	6	6	6	6	6	7	7	8	8	8	9	9	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

LYRAN DEMOCRATIC REPUBLIC TOPCAT HEAVY WAR DESTROYER

CREW UNITS

*		10		20		30	NOTES

BOARDING PARTIES

		10
--	--	----

DECK CREWS

HAS TWO DECK CREWS.

		10
--	--	----

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

TWO BAYS - NO TRANSFERS

T-BOMBS

		5	D	D
--	--	---	---	---

PROBES

		5	D	D
--	--	---	---	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	HDW
POINT VALUE	=	136
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.33
UIM REFIT	=	+5
MECH LINKS	=	+2

TURN MODE SPEED

A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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	

HIT & RUN

UIM	<input type="checkbox"/>
Z-Y FIGHTERS	2xPH-3 -FA
DFR	= 4
CRIPPLED	= 8
SPEED	= 15
	<input type="checkbox"/> Z-YB OR C

WEAPON OPTIONS

E	<input type="checkbox"/>
F	<input type="checkbox"/>

IF WEAPON OPTIONS ARE CHANGED TO SHUTTLE, BOTH WILL BE IN THE RIGHT BAY.

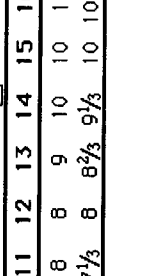
APR REPLACEMENT

CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.

CANNOT BE WEAPON OR POWER.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX ⑤ = HET COST

SPEED	1	2	3	4	⑤	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	13	14	14	15	16	17	18	19	20	20	21	22	23	24
Fract.	1/3	2/3	3/3	4/3	4 2/3	5/3	6	6 2/3	7/3	8	8 2/3	9/3	10	10 2/3	11/3	12	12 2/3	13 1/3	14	14 1/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20		



*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH EXISTING SHUTTLE BOXES ON THE SSD.

⑥ = ERRATIC MANEUVER WARP COST

SELTORIAN PLANETARY DEFENSE SYSTEM GRAND-BSO PARTICLE CANNON

DEFENSE SATELLITES (PC)

HIGH ORBIT

ALL WEAPONS ARE 360°.

PH-2
1 1 2
PC
A B
PH-3
3 4

DAMAGE POINTS

8			
16			
24			

PH-2
2 1 2
PC
C D
PH-3
3 4

DAMAGE POINTS

8			
16			
24			

DATA TABLE

TYPE = DEFSAT
POINT VALUE = 20
SIZE CLASS = 7
REFERENCE = R15.N1

DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE SELTORIANS AND THE THOLIANS IN THEIR HOME GALAXY.

LOW ORBIT

PH-2
3 1 2
PC
E F
PH-3
3 4

DAMAGE POINTS

8			
16			
24			

PH-2
4 1 2
PC
G H
PH-3
3 4

DAMAGE POINTS

8			
16			
24			

PH-2
5 1 2
PC
J K
PH-3
3 4

DAMAGE POINTS

8			
16			
24			

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31					
ROLL 0	1	2	3	8	15	30	50
1	6	5	4	3	2	1	1
2	6	5	4	4	2	1	0
3	6	4	4	4	1	0	0
4	5	4	4	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0

TYPE III DEFENSE PHASER

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

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT	1-6	1-5	1-4	1-4	1-3	1-3
DAMAGE	NR	4	4	3	3	3

THESE USE THE RULES FOR SMALL GROUND BASES (R1.14) AND DEFSATS (R1.15) AS ANY OTHER SMALL GROUND BASE OR DEFSAT.

<p>1</p> <p>SHIELD</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>BRDG PH-3 PC 1 1 2 C HULL 3 4 HULL APR</p> <p>SENSOR DAM CON 6 0 4 2 0</p> <p>SCANNER EX DAM 0 9</p> <p>CREW UNITS BP * 5 2</p>																															<p>2</p> <p>SHIELD</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>BRDG PH-3 PC 1 1 2 B HULL 3 4 HULL APR</p> <p>SENSOR DAM CON 6 0 4 2 0</p> <p>SCANNER EX DAM 0 9</p> <p>CREW UNITS BP * 5 2</p>																															<p>3</p> <p>SHIELD</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>BRDG PH-3 PC 1 1 2 C HULL 3 4 HULL APR</p> <p>SENSOR DAM CON 6 0 4 2 0</p> <p>SCANNER EX DAM 0 9</p> <p>CREW UNITS BP * 5 2</p>																														
<p>4</p> <p>SHIELD</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>BRDG PH-3 PC 1 1 2 D HULL 3 4 HULL APR</p> <p>SENSOR DAM CON 6 0 4 2 0</p> <p>SCANNER EX DAM 0 9</p> <p>CREW UNITS BP * 5 2</p>																															<p>5</p> <p>SHIELD</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>BRDG PH-3 PC 1 1 2 E HULL 3 4 HULL APR</p> <p>SENSOR DAM CON 6 0 4 2 0</p> <p>SCANNER EX DAM 0 9</p> <p>CREW UNITS BP * 5 2</p>																															<p>6</p> <p>SHIELD</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>BRDG PH-3 PC 1 1 2 F HULL 3 4 HULL APR</p> <p>SENSOR DAM CON 6 0 4 2 0</p> <p>SCANNER EX DAM 0 9</p> <p>CREW UNITS BP * 5 2</p>																														

TYPE = GBPC BPY = 10 REFERENCE = R15.N1

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NR	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NR	NR	NR

SELTORIAN STRIKE CARRIER GROUP

WEB BREAKER TABLE with columns for DIE RANGE and ROLL (0-10) for various ship components.

SHIELD CRACKER TABLE with columns for DIE RANGE and ROLL (0-10) for various ship components.

SELTORIAN STRIKE CARRIER

Administrative shuttles table and ship data table for the Seltorian Strike Carrier, including attributes like Point Value and Breakdown.

Deck layout diagram for the Seltorian Strike Carrier, showing various departments like PH-1, PH-2, PH-3, LAB, and TRAN.

Ship data table and turn mode table for the Seltorian Strike Carrier, detailing speed and movement costs.

HET & Breakdown Record table and additional ship data for the Seltorian Strike Carrier.

Energy movement cost table for the Seltorian Strike Carrier, showing standard and fractional costs.

Warp energy movement cost table for the Seltorian Strike Carrier, including hex and standard costs.

SELTORIAN LIGHT ESCORT CRUISER

TYPE I OFFENSIVE PHASER TABLE with columns for DIE RANGE and ROLL (0-10).

TYPE III DEFENSE PHASER TABLE with columns for DIE RANGE and ROLL (0-10).

SELTORIAN ESCORT DESTROYER

Administrative shuttles table and ship data table for the Seltorian Escort Destroyer.

Deck layout diagram for the Seltorian Escort Destroyer, showing departments like PH-1, PH-2, PH-3, LAB, and TRAN.

Ship data table and turn mode table for the Seltorian Escort Destroyer.

HET & Breakdown Record table and additional ship data for the Seltorian Escort Destroyer.

Energy movement cost table for the Seltorian Escort Destroyer.

Warp energy movement cost table for the Seltorian Escort Destroyer.

SELTORIAN STRIKE CARRIER

WEB BREAKER TABLE with columns for DIE RANGE and ROLL (0-10).

SHIELD CRACKER TABLE with columns for DIE RANGE and ROLL (0-10).

SELTORIAN STRIKE CARRIER

Administrative shuttles table and ship data table for the Seltorian Strike Carrier.

Deck layout diagram for the Seltorian Strike Carrier.

Ship data table and turn mode table for the Seltorian Strike Carrier.

HET & Breakdown Record table and additional ship data for the Seltorian Strike Carrier.

Energy movement cost table for the Seltorian Strike Carrier.

Warp energy movement cost table for the Seltorian Strike Carrier.

SELTORIAN MOBILE CARRIER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
10	20	IDENT	HIT POINTS
10	10	TRANSPORTER BOMBS	NOTES
8			

BOARDING PARTIES: 10

DECK CREWS: 8

Y184 AND AFTER: D D

SHIP DATA TABLE

TYPE = DDV
 POINT VALUE = 100
 BREAKDOWN = 4-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R15.21

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	1	2	3	4	5	6	9	16	26	51
ROLL 0	1	2	3	4	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	3	3	1	0	0	0	0
6	4	3	3	2	2	0	0	0	0	0

WEB BREAKER TABLE

DIE RANGE	1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TURN MODE SPEED

TURN MODE	1	2-4
C	2	5-9
HET	3	10-14
BD	4	15-20
	5	21-27
	6	28+

TYPE III DEFENSE PHASER

DIE RANGE	1	2	3	4	9
ROLL 0	1	4	4	4	3
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

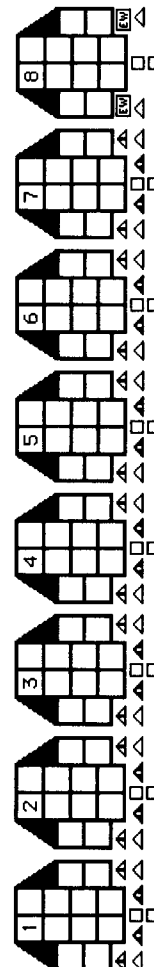
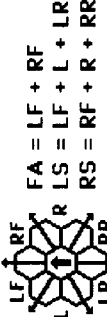
PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NR	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NR	NR	NR

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

Z-Y FIGHTERS
 2xPH-3 -FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15
 ▲ Z-YB OR C



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	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	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

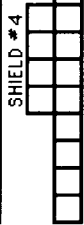
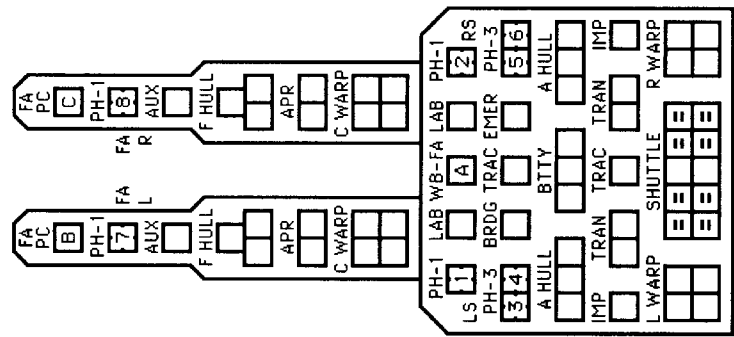
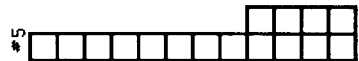
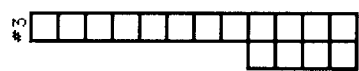
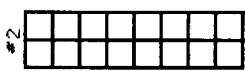
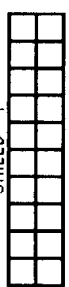
CNTR: []

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 1 5 9

DAMCON: 2 2 2 0

EX DAM: []



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.
 CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

⑤ = ERRATIC MANEUVER WARP COST

SELTORIAN FAST CARRIER RESUPPLY SHIP

CREW UNITS

*					10	
					20	

REPL CREW

			16	
--	--	--	----	--

BOARDING PARTIES

					10
--	--	--	--	--	----

DECK CREWS

2		
---	--	--

PROBES

			5
--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D
--	--	---	---

 Y184 AND AFTER.

SHIP DATA TABLE

TYPE = FCR
 POINT VALUE = 78/65
 BREAKDOWN = 4-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R15.24

LIMITED AEGIS

BOOM IS NOT SEPARABLE.
 NO SPECIAL ARCS.

TURN MODE

C	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

SCANNER
 0 1 5 9

SENSOR
 6 5 3 0

DAM CON
 2 2 2 0

EX DAM
 0 0 0 0

TYPE I OFFENSIVE PHASER TABLE

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

WEB BREAKER TABLE

DIE RANGE	0	1-2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

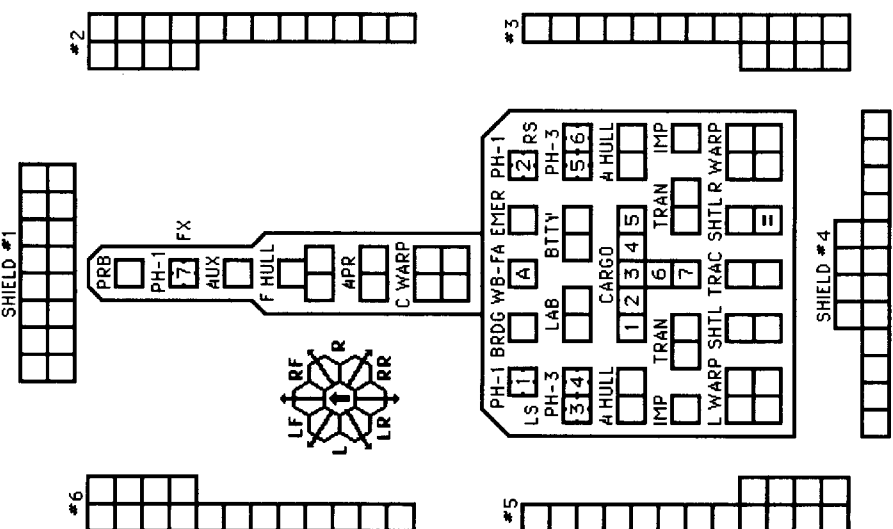
SHIELD CRACKER TABLE
 CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.
 AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5	#6	#7

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10



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

JINDARIAN HEAVY WAR DESTROYER

SHIP DATA TABLE	
TYPE	= HDW
POINT VALUE	= 110
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R16.42

CREW UNITS	
10	
20	
10	
20	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

DECK CREWS	
10	
20	

TRANSPORTER BOMBS		

PROBES		

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

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

LF = LF + RF
LR = LR + RR
FA = LF + RF
RA = LR + RR

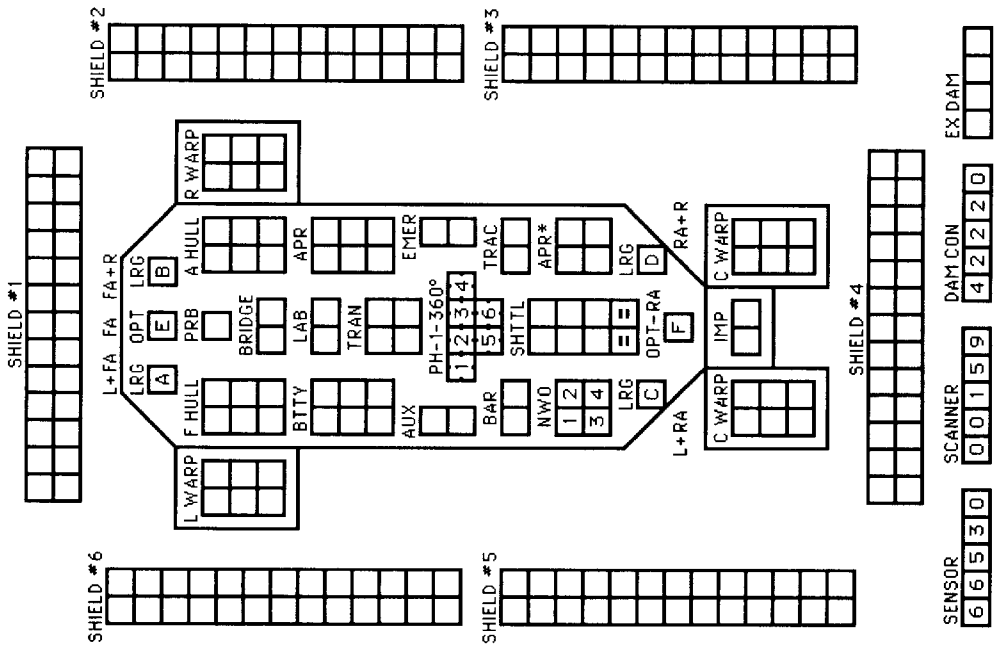
TYPE III DEFENSE PHASER							
DIE RANGE	4-9-ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

LIGHT RAIL GUN TABLE			
RANGE	0	1-5	6-15
HIT #	1-6	1-5	1-4
DAMAGE	7	5	3

*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BOXES ON THE SSD.

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	4	5	6	6	7	8	8	9	10	10	11	12	13	14	14	15	16	17	18	19	20	20	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

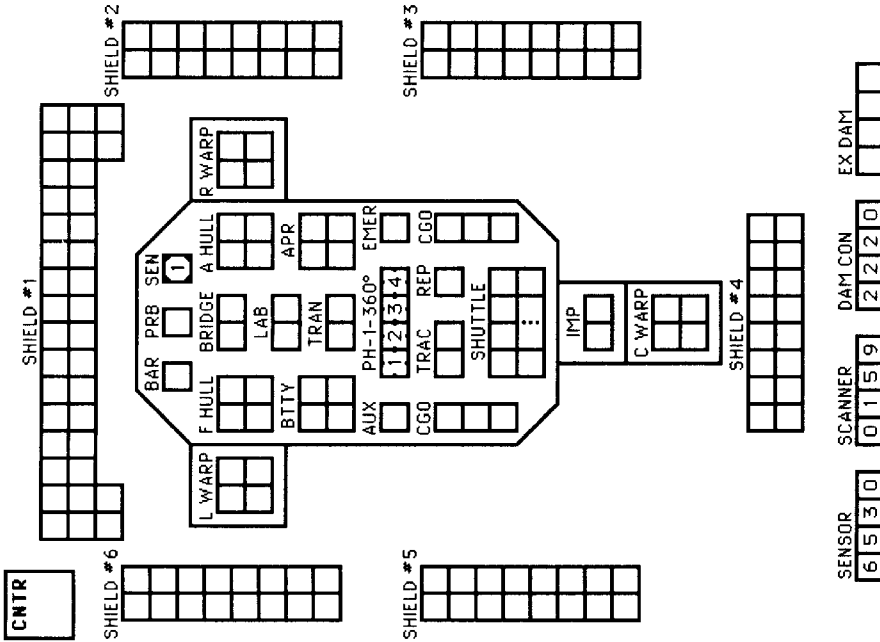
CNTR



⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

JINDARIAN PROSPECTING FLAGSHIP



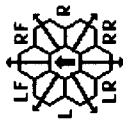
SHIP DATA TABLE

TYPE = PRF
 POINT VALUE = 90/70
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R16.43

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

TURN MODE SPEED

A	1	2-6
HET	2	7-12
BD	3	13-19
	4	20-26
	5	27+



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		P
		GAS
		HTS

TRANSPORTER BOMBS

[] [] [] []

CREW UNITS

[]	[]	[]	[]	[]	[]	[]	[]
[]	[]	[]	[]	[]	[]	[]	[]
[]	[]	[]	[]	[]	[]	[]	[]

BOARDING PARTIES

[]	[]	[]	[]	[]	[]	[]	[]
[]	[]	[]	[]	[]	[]	[]	[]

PROBES

[]	[]	[]	[]
[]	[]	[]	[]

TYPE I OFFENSIVE PHASER TABLE

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

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 SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	6	15
ROLL	0	1	2	3	6	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 1/3	2	2 1/3	2 1/3	3	3 1/3	3 2/3	4	4 1/3	4 1/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

KLINGON

C 4	F 5	C 6	D 4	F 19	C 4	M 2	H 4	G 6
H 1	H 2	H 3	H 20	C 10	L 2	H 4	G 6	G 6
D 1	D 2	D 3	D 4	L 6	M 7	H 4	G 6	G 6
W 1	W 2	W 3	W 4	C 6	L 7	A 9	B 9	B 9

KLINGON

F 2	F 3	F 5	F 10	E 6	E 5	H 4	H 4	H 4
D 7	D 7	D 7	D 7	6	7	A 8	A 8	A 9
H 6	H 7	H 8	H 10	G 2	G 5	F 4	F 4	F 4
F 5	F 5	F 5	F 5	C 2	C 5	W 1	W 2	W 3

ROMULAN

F 1	F 2	B 7	R 10	H 4	G 6	H 4	G 6	F 8
H 1	H 2	H 7	G 10	A 8	B 10	A 8	B 10	C 8
S 1	S 2	S 3	S 9	S 4	S 6	S 4	S 6	P 9
H 1	H 2	H 3	H 9	A 9	B 9	A 9	B 9	A 9

THOLIAN

F 8	C 8	F 8	F 8	F 8	F 8	F 8	F 8	F 8
-----	-----	-----	-----	-----	-----	-----	-----	-----

KZINTI HEGEMONY

B 5	B 6	D 10	F 5	M 5	H 4	M 2	H 4	G 6
F 1	F 2	F 3	F 4	R 3	T 2	L 6	A 8	B 10
H 1	H 2	H 3	F 6	S 4	G 6	M 2	H 4	G 6
D 1	D 2	D 3	L 6	S 4	A 9	L 7	A 9	B 9

GORNIS

B 9	B 10	B 10	F 3	H 1	G 6	G 6	G 6	M 5
F 1	F 1	F 1	C 3	D 3	A 1	A 2	A 3	R 3
H 2	H 3	H 1	F 4	H 1	G 6	G 6	H 4	H 4
D 1	D 3	D 1	G 4	S 0	B 9	B 9	A 8	A 9

ORION PIRATES

F 5	D 6	D 8	T 4	T 9	P 10	D 4	R 5	R 8
C 1	W 1	C 1	S 1	H 1	I 1	M 4	A 5	A 8
H 7	H 8	H 9	T 5	T 8	I 3	E 9	I 6	I 7
W 1	W 1	W 1	S 5	R 1	N 3	L 9	N 6	N 7

HYDRANS

T 9	P 10	D 4	R 5	R 8
H 1	I 1	M 4	A 5	A 8
T 8	I 3	E 9	I 6	I 7
R 1	N 3	L 9	N 6	N 7

ANDROMEDANS

D 4	R 5	R 8
M 4	A 5	A 8
E 9	I 6	I 7
L 9	N 6	N 7

MODULE R6: FAST WARSHIPS

HYDRAN

D 1	D 2	D 3	D 7	D 8	F 12	L 9	D 7	D 8
W 1	W 2	W 3	W 7	W 8	C 4	N 1	D 7	D 8
D 6	D 4	D 5	D 9	D 4	H 4	H 1	H 2	H 3
H 1	H 4	H 5	L 9	W 4	D 1	D 2	D 3	D 3

LYRAN

C 7	C 8	D 4	F 8	J 6	M 5	C 4	D 8	F 9
F 1	F 2	W 4	C 8	G 6	R 3	C 4	W 8	C 9
H 1	H 2	H 3	H 9	J 7	G 4	H 7	H 8	H 9
D 1	D 2	D 3	D 9	P 7	A 4	D 7	D 8	D 9

WYN CLUSTER

C 9	D 3	F 8	P 6	WAVE 3	F 9	C 9	C 10	F 9
F 1	W 1	C 1	B 6	LOCK	L 9	F 9	F 10	C 9
H 4	H 5	H 6	Z 7	M 1	G 9	H 6	H 7	H 8
D 1	D 2	D 3	W 7	C 1	P 2	D 6	D 7	D 8

ISC

F 9	F 9	F 9	F 9	F 9	F 9	F 9	F 9	F 9
-----	-----	-----	-----	-----	-----	-----	-----	-----

SELTORIAN

C 7	C 8	C 9	C 10	D 5	D 6	M 52	M 22	F 20
F 1	F 2	F 3	F 4	D 5	D 6	R 5	S 22	T 20
H 1	H 2	H 3	H 4	S 4	S 5	S 6	S 7	F 19
D 1	D 2	D 3	D 4	R 4	R 5	R 6	R 7	R 19

JINDARIAN

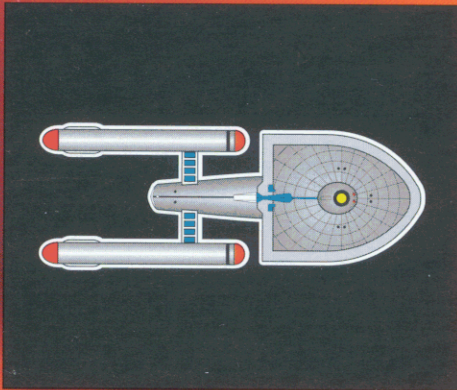
F 1	F 2	F 3	F 4	F 5	F 6	F 7	F 8	F 9
T 1	T 2	T 3	T 4	T 5	T 6	T 7	T 8	T 9
F 10	F 11	F 12	F 13	F 14	F 15	F 16	F 17	F 18
T 10	T 11	T 12	T 13	T 14	T 15	T 16	T 17	T 18

JINDARIAN

H 1	H 2	L 3	L 4	H 5	H 6	H 7	P 8	M 5
C 1	C 2	C 3	C 4	D 5	D 6	D 7	R 8	R 5
H 1	H 2	L 3	L 4	H 5	H 6	H 7	P 8	M 5
C 1	C 2	C 3	C 4	D 5	D 6	D 7	R 8	R 5

THE FAST WARSHIPS!

FORGED IN THE FIRES OF THE GENERAL WAR:

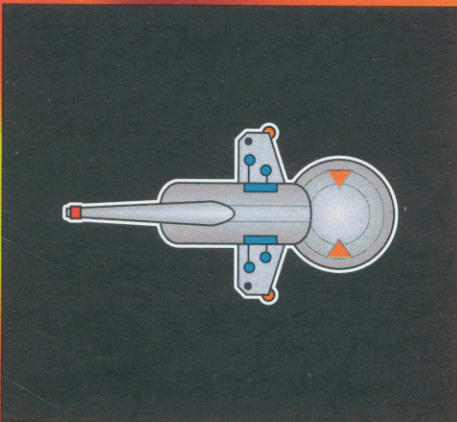
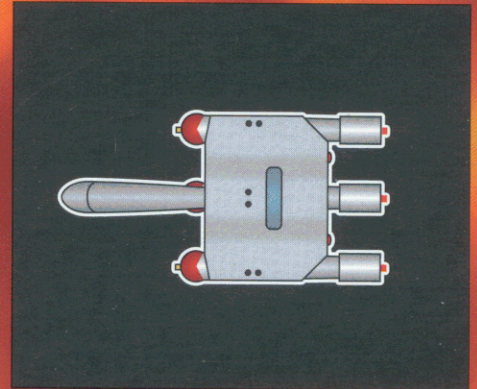


FAST CRUISERS

Their hot-warp engines drove them at speeds other ships could only imagine, but at a cost of heavy weapons attack power.

HEAVY WAR DESTROYERS

Modular multi-missions ships that could serve as carriers, scouts, commando ships, escorts, or versatile light cruisers.

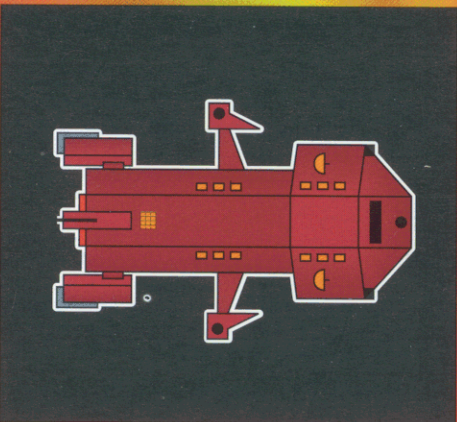
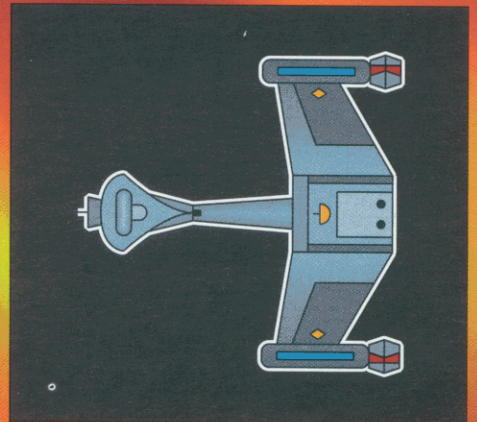


FAST RESUPPLY SHIPS

The thankless task of bringing replacement fighters to front-line carriers fell to these unsung aegis-equipped heroes.

POLICE FLAGSHIPS

The previously-unknown workhorses of the galaxy, these ships had everything a cop on the beat would need: marines, rescue, scout, minesweeping, and repair systems.

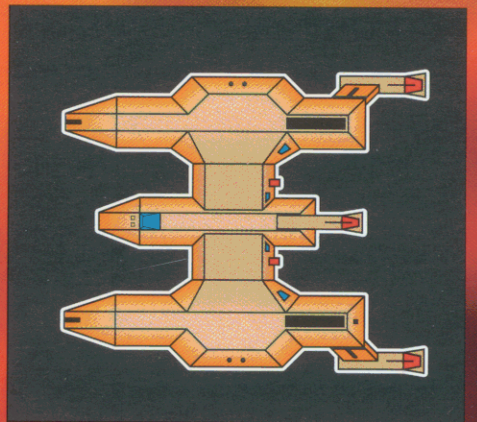


MOBILE CARRIERS

Swift and deadly, the Mobile Carriers were based on War Destroyer hulls.

FAST WARSHIPS

Two dozen new historical ships: Gorn and Hydran heavy survey ships, Andromedan Ravager, Hydran Heavy Lancer, Federation drone cruiser, Lyran JagdPanther, ISC medium cruiser, Seltorian carriers, Jindarian metal-hulled cruisers, and more.



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