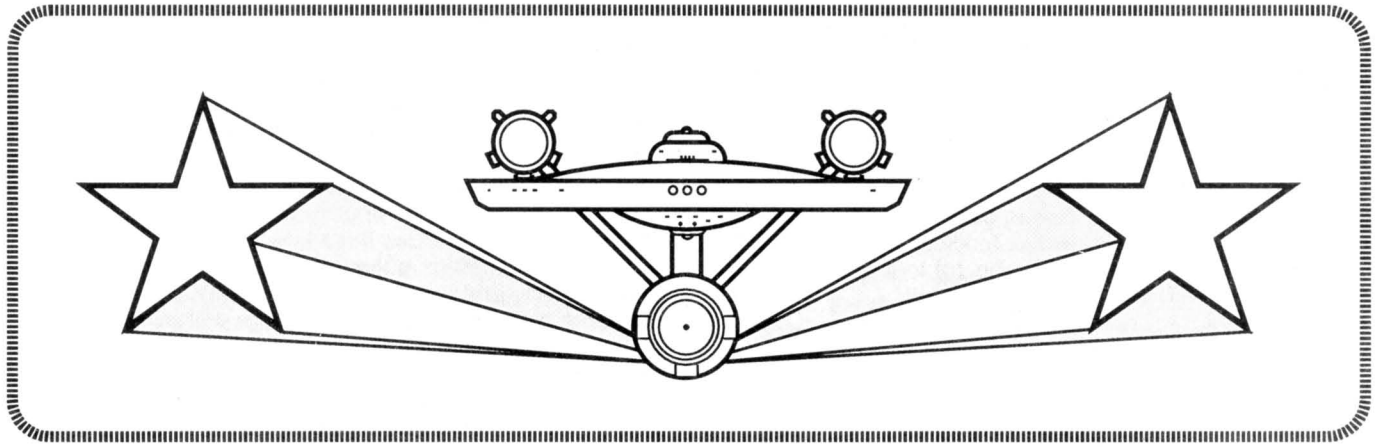
STAR FLEET BATTLES



THE EARLY YEARS

CAPTAIN'S MODULE

Y1

TABLE OF CONTENTS

(Z29.0) NOTES ON MODULE Y1

(Z29.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE Y1 *THE EARLY YEARS* 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; some ships will require Advanced Missions and/or Modules C1, C2, C3, or J.

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

A complete copy of Module Y1 includes:

64-page rulebook (this book)
96-page SSD book
one large sheet of die-cut ship counters (216 total)

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(Z29.5) DESIGNER'S INFORMATION

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

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INTRODUCTION TO *THE EARLY YEARS*

It is important for players trying to use this module to understand just exactly what "the early years" were, and what they were not. It was a period that began when the most advanced of the sub-light ships were converted to warp, and by the time it ended, most of the familiar ships seen in the period just before the General War had been put into service.

THREE MYTHS

Before you can understand the epoch known as "The Early Years" you must unlearn a few misconceptions that many players picked up from the oldest printings of the game or which arose in the speculations of Star Fleet analysts.

SUB-LIGHT SHIPS AREN'T: The ships known as "sub-light" ships are misnamed. They were not restricted to sub-light travel between stars. If they had been, few if any of the races in SFB would have ever met. What these "sublight" ships actually represent is a generation of technology in which space warps could be created by the power of impulse engines and ships could travel through them to reach distant stars. What is different between these ships and the later ones is that these ships could not use faster-than-light speed during combat (in SFB terms, during a scenario). The drives were not sufficiently stable to resist the punishment of combat. These ships are known in more modern editions of SFB as "Non-Tactical Warp" ships. Except for the Romulans and a few other vessels, these NTW ships are not seen in Module Y1 as they properly belong to another module (that being Module Q: Sub-Light Battles) that may appear in the future. Even so, the terms "sublight" and "non-tactical warp" are in *defacto* usage more or less interchangeably.

THERE IS NO ONE THING that could define "early years technology". The time period of the early years (Y80-120 in one sense, Y67-135 in another) was one of technological transition. The first tactical warp ships (armor-clad NTW ships with warp engines able to reach SFB speed 16) were converted in the late Y60s, and were still in service beyond Y100. These are seen in the game as the W-series of Warp-Refitted ships (e.g., the WCA, WDD, etc.). The first of the true "early years" ships (distinguished by the letter Y as in YCA, YDD, etc.) appeared around Y80 and served for about four decades, although they underwent a series of minor improvements (extending tractor and transporter range, for example) over time. The first of the "modern" ships (unrefitted pre-General War ships such as the "old" Klingon D6) appeared in Y120 or so, but there were plenty of Y-ships still service for another two decades, and when the Hydrans returned in Y135 at least half of the Klingon and Lyran ships they faced were "early" series ships (and a very few were old W-series ships still in service in backwater areas).

THE GALAXY THEN WASN'T the Galaxy of the General War. Two full-scale races unheard of in the General War were major players a century earlier. During the entire Early Years period, the only contact between the Federation and the Romulans was a single battle that the Federation didn't even know had happened until a century later (and a few Orion raids that the Romulans thought were a Federation invasion). The period can be defined by two separate and unrelated theaters of war, and to some extent there was a third. The first theater was the "western" area, where the Kzintis, Carnivons, Lyrans, Klingons, and Hydrans battled for control. The only stable alliance in this area (the Klingon-Lyran pact) did not come into force until very late in the period. The most natural alliance that could be imagined (Kzintis and Lyrans against the Carnivon, or any of these two races against the third) never happened. The second theater included the almost continual Gorn-Romulan-Paravian wars.

THREE SHIPS

The march of history and technology through the Early Years period can be typified by three Klingon ships: the D3, D4, and D6.

The D3 was an armor-clad sublight (i.e. non-tactical warp) ship that came into service as the last and best of its kind. When warp drives were invented, this class was converted to use them, along with new phasers, disruptors, and drones. In one of history's little ironies, dozens of D3s had assembled in an out-of-the-way corner of the Empire for the planned invasion of Romulan space when the Tholians appeared and destroyed them, forcing the Klingons to replace them with more modern ships.

Once the nuances of Tactical Warp (a.k.a., warp drive) became known, the Klingons (like everyone else) designed a new class of ships from the keel up to make use of it. These were the workhorse D4s, the ships that built an empire (and held it together after the debacle against the Tholians).

After two generations of Klingon warriors had fought for Emperor and Empire in the D4, the new D6 appeared, with better weapons and, overall, more of everything. Ship size continued to increase during the entire period from Y67 through the end of the General War, and the D6 was considered the ship the D4 should have been. In another of history's lost ironies, most of the last Klingon D4s were assigned to occupation duty in conquered Hydran space when the Hydran Ranger and Lancer appeared and put an end to the Early Years period.

WEAPONS AND TACTICS

When the tactical warp ships of the Early Years first appeared, most were already armed with phasers, the standard weapon for both offensive and defensive use. Phasers formed the largest part of any ship's weapons suite, filled the roll of a "medium-caliber battery", and did most of the work when it came to battle. Phasers in the Early Years are mostly phaser-2s; the only phaser-1s are seen on some bases (where they filled a role that would later be filled by the phaser-4) and on the Vulcan and Tholian ships.

Some ships, however, began the period with warp targeted lasers. These were the final and most powerful versions of the lasers that had been the universal weapons for centuries. These were given an advanced fire control system able to accurately predict (up to a point) where a warp-speed target would be when the light pulse arrived. Their range was very short and these effectively form only a final defense against seeking weapons.

Heavy weapons are rare in the Early Years; ships generally mount half as many of them. They cannot be overloaded during this period, meaning that the General War tactic of the single huge killing volley simply never happens. The heavy weapons will be used for long-range sniping, forcing the enemy to either accept a closer-range phaser duel or leave the area to avoid being pounded into wreckage.

Seeking weapons are a considerably different story in the Early Years than in the General War. Drones were well known and commonly used by the Kzintis and Klingons, but by almost no one else. Their primary role was not so much in destroying the enemy as in keeping him at a distance. Anyone wanting to get into phaser range would have to work his way through a wall of drones.

Plasma torpedoes were another matter entirely. The Romulans had their magnificent type-R torpedo, and had they been able to field ships that could maneuver it into fighting positions it might well have been a galaxy-conquering advantage. As it happened, however, these were mounted on "sublight" ships and effectively became "keep away" weapons rather than a decisive attack force.

TECHNOLOGY MILESTONES

Y1 Humans develop non-tactical warp. Other races follow.
Y5 Tractor beams entered service in the Federation, but only for towing disabled ships.
Y62 First cruiser capable of Tactical Warp is launched by the Federation. This ship includes numerous technological advances, including a tractor beam able to function at trans-light speeds (albeit only for towing), transporters, photons, and phasers. Other races begin building similar ships.
Y65 Drones are first used in combat.
Y71 Federation forms the United Star Fleet.
Y78 Based on lessons from the Hydran War, the Klingons launch the D4 class cruisers, the first designed to include Tactical Warp. The Lyrans, Hydrans, Federation, and Kzintis follow suit with their own ships of this type.
Y79 Tholians arrive in our galaxy, bringing with them phaser-1s, phaser-4s, fully-functional transporters and tractors, and other marvels the galactics cannot understand.
Y80 At about this time, most races had developed tractor beams able to function in a 360° arc, but it was still limited to 10,000km. Also at about this time, most races were able to extend the range of their transporters to 20,000km. The Gorns did not reach these technological goals until Y90; the Romulans did not until the Treaty of Smarba.
Y81 Kzintis invent Scatter-Pack.
Y83 The Long Lance (III) drone enters service.
Y88 Romulans develop Seeking Plasmas and the Masking Device (an early version of the Cloaking Device).
Y93 Extended-range drones enter service.
Y100 At about this time, most races were able to extend the range of their transporters to 30,000km.
Y105 Gorns deploy seeking plasma torpedoes, having successfully copied Romulan technology, and extend the range of their transporters to 30,000km.
Y110 Tholians capture disruptor technology from Klingons.
Y119 Romulans replace the Masking Device with the improved Veiling Device and develop mauler technology.
Y120 At about this time, most races were able to extend the reach of their tractor beams to 20,000km and the range of their transporters to 40,000km.
Y125 The Klingons launch the first of the new D6 class. Shuttles are armed with phaser-3.
Y133 Gatling phasers and tactical warp fighters are developed by Hydrans.
Y140 Transporters reached a range of 50,000km.

THE EARLY WARS

Y12 Klingons put down fleet-wide Vergarian mutiny.
Y30-85 Gorn-Paravian conflict begins; lasts for decades.
Y36-39 First Gorn-Romulan War (lasers and atomic missiles).
Y38-42 First Lyran-Klingon War begins.
Y40-46 First Federation-Romulan War. After the initial Romulan attack, it was the addition of Orion forces that won the war for the Federation.
Y40-43 First Lyran-Hydran War erupts when Lyrans trying to outflank the Klingons run into the Hydrans. The Hydrans invade but are ultimately driven back.
Y48-56 First Lyran-Kzinti War begins moments after Lyrans (again, trying to outflank the Klingons) encounter their genetic cousins, the Kzintis. Both races suffer devastating losses.
Y50-82 First Klingo-Kzinti War, the longest war in history. The Kzintis mistakenly assume that the Lyrans and Klingons are allies. Their reactions to this non-existent "alliance" may have sparked the creation of it.
Y56 Carnivon-Feline war begins as both felinoid races are attacked by the canines. The Carnivons reach the WYN cluster by Y65.
Y62-68 Second Gorn-Romulan War. The Gorns develop warp power in mid-war and defeat the Romulans.
Y66 Undeclared war along Hydran-Klingon border.
Y68-71 Second Lyran-Hydran War. Lyrans are defeated by the new Hydran weapon (the Nova Cannon).
Y72 Klingon-Hydran "incident" (brief border war).
Y73 Hydrans attack Klingons, who (still at war with the Kzintis) face their first two-front war. The Klingons are defeated in Y75 and forced to grant humiliating concessions.
Y76 Klingons encounter and absorb the Vudar.
Y77 Klingons begin raiding the Romulan Empire, which is so technologically backward that it is deemed ripe for conquest.
Y79 Tholians arrive in our galaxy, and first contact the Klingons in Y83, touching off a vicious two-year war.
Y84 Klingons, having defeated Kzintis, attack the Hydrans to redeem the shame of their previous defeat. The Lyrans quickly launch their own attack, but are not formal Klingon allies. Despite the advent of new Hydran ship classes (Voltiguer and Grenadier), the Klingons and Lyrans have effectively conquered the Hydran Kingdom by Y87.
Y85 First contact between the Klingons and Federation. The Klingons, involved in a war with the Hydrans and still watching the Kzinti border, decide not to provoke this new enemy but instead send diplomats to hold trade talks. For several years, both maneuver to grab unclaimed planets.
Y85 The Gorns succeed in blockading the Paravian homeworld. The last known Paravian raider was hunted down in Y92. The Paravians are wiped out by a sun snake in Y94.
Y88-92 First Federation-Kzinti War.
Y88-91 Second Lyran-Klingon War fought over how to divide the Hydran Empire. In the confusion, three Hydran colonies remain unconquered. This war is settled by negotiation in Y91.
Y89 Romulans attack Tholians (to test new weapons), but abandon the "First Romulan-Tholian War" in less than a year. This war was never their real objective.
Y90-96 Third Gorn-Romulan War. After the initial Romulan success, the Gorns drive the Romulans back to the border.
Y92-102 The Great Klingo-Tholian War begins; it lasts 10 years and costs the Klingons 40% of their fleet.
Y102 Federation declares its formal (circular) border. Numerous border skirmishes are fought with the Klingons and Kzintis.
Y106-109 Kzintis and Lyrans drive Carnivons out of their space.
Y109-114 Second Lyran-Kzinti War.
Y110-111 First Federation-Klingon War.
Y110 Unknown Federation-Romulan War.
Y114 Klingon-Tholian "Incident" emphasizes border problems.
Y116 Kzinti Civil War; Usurper flees to WYN Cluster.
Y120-125 Fourth Gorn-Romulan War; Gorns win.
Y121 Klingo-Tholian "Incident" renews border tensions.
Y123-131 Third Klingo-Kzinti War.
Y125-131 Third Lyran-Kzinti War.
Y135 Hydrans from the lost colonies liberate their territory.

STAR FLEET UNIVERSE TIMELINE: THE EARLY PERIOD

Those trying to understand the Early Years (dating from just after the Tholian arrival in Y79 to just before the return of the Hydrans in Y135) should realize that technology drove the history. The invention of warp power (the early type known as Non-Tactical Warp) across the galaxy in ± Y1 allowed races to spread from their home planets. The invention of Tactical Warp ± Y62 was the next great milestone.

-Y? (Date Unknown) A group of Vulcan rebels fled their home planet and eventually settled on the twin-planets of Romulus and Remus. The Vulcans (and Romulans) had Non-Tactical Warp spaceflight from at least this time.

-Y25 (Date Approximate) The Old Kings return their Klingon starship crews to Klinshai, abandon some of their obsolete or inoperative equipment in various locations, and leave for parts unknown.

Y 1 First contact between Humans and a neighboring race (the Vulcans) as the Humans develop what will be known as Non-Tactical Warp. The Vulcans are already in contact with other space-faring races in the immediate vicinity (Andorian, Rigelian).

Y 2 (Date Approximate) Klingons build chemical-energy rocket boosters and primitive space capsules, and use these to reach the obsolete ships left in their system by the Old Kings. Within a few years, the Klingons have been able to make some of the old ships operational.

Y 4 The Federation is formed by the Humans, Vulcans, Andorians, Alpha-Centaurans, Rigelians, and others. While it is not clear exactly when each of the other races began expanding into space, it can be reasonably assumed that they began their expansion during about this same time period.

Y 5 Tractor beams entered service in the Federation. It could be presumed that other races developed them about the same time.

Y 8 Klingons, using star maps drawn by the last of the Klingons who served on ships of the Old Kings, contact the first of the other Old King subject worlds (the Dunkars) and begin to use them as subject race crewmen, even as the Old Kings had used both races.

Y12 After an unsuccessful fleetwide mutiny by Vergarian crewmen, the Klingons execute all Vergarians on their ships, bombard Vergar, and install security stations on all ships to prevent any further mutiny. Vergarians would not be allowed into space for decades, and the planet was forced to pay huge tributes to the Empire.

Y17 The Klingons are able to reverse-engineer the abandoned ships and produce their own primitive starships. Unlike the Old King ships the Klingons inherited, the new ships are patterned on a predatory marine reptile found in the oceans of the Klingon homeworld.

Y21 Federation encounters the Orions, a smaller but star-faring culture on their border. The Orions quickly set up trade relations.

Y24 Gorns and Paravians first meet. Early discussions quickly determined that neither race was native to its home planet, but had been brought there at some point in the ancient past. The Paravians, it was found, were the successors to a Gornlike race that had been destroyed by an asteroid. War breaks out by Y30; the conflicts lasts for decades at a relatively low level. As with most conflict in this period, lasers and atomic missiles are the predominant weapons.

Y33 First Gorn-Romulan contact. Relations are tense as both sides almost automatically assume that war between them is inevitable.

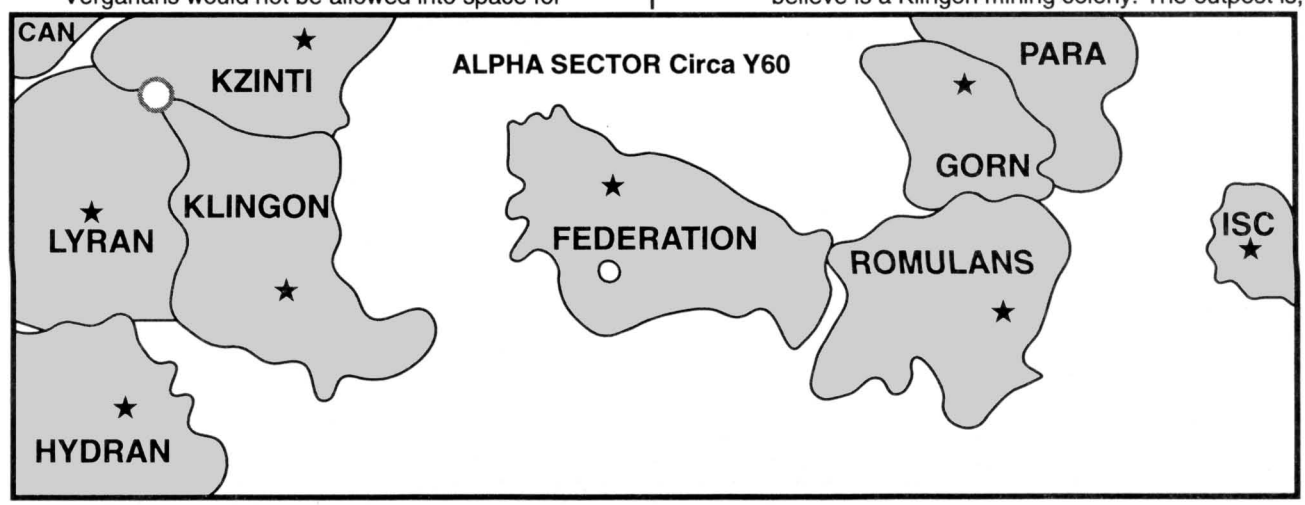
Y36 First Gorn-Romulan War begins; predominant weapons are lasers and atomic missiles. Their skirmishes begin to develop the first of what will become permanent borders. The Gorns will lose this war in Y39 at the Battle of Gorn-Shima, but Gorn-Romulan skirmishes and raids will continue indefinitely.

Y38 First Lyran-Klingon War begins. While few details are known, it is clear that both had been expanding for some time from their respective homeworlds (now imperial capitals) and that while these expansions were not at the same rate in each direction, this was the first contact either race had with a military-capable spacefaring race. If either race previously encountered any minor planet-bound races, it presumably absorbed and/or enslaved them.

Y39 The Klingons and Lyrans, each trying to outflank the other, expand their "front line" (eventually to be their border) to the "north and south".

Y40 First Federation-Romulan War begins as the ex-Vulcans now known as Romulans begin what they see as a historic march back to their original home planet. The Romulans use lasers and atomic missiles; the Federation fleet uses a variety of weapons as each planet has built its own ships. During this War, the Romulans and Federation never actually met face to face, and the Federation did not realize that the Romulans were the long-lost Vulcan renegades.

Lyrans, trying to outflank the Klingons, attack what they believe is a Klingon mining colony. The outpost is,



instead, from the Hydrans, a race not previously known, starting the First Lyran-Hydran War. The Hydrans had been expanding from their own homeworld, which is now the Royal Capital.

Y42 Lyran-Klingon War ends when several Lyran counties abandon the war to protect their homes from the Hydrans. Lyrans are forced to accept an unfavorable settlement.

Y43 Lyrans defeat Hydran invasion, but reach negotiated settlement rather than continue the war. First Lyran-Hydran War ends.

Y44 Gorns battle a powerful mysterious ship which they later learn is a time-traveling Federation cruiser.

Y45 A treaty between the Federation and the Orions effectively brings the Orions into the Federation albeit preserving some legal semblance of a semi-autonomous zone. This language, all but forgotten over the years, would come back to haunt the Federation 126 years later when the Orions invoke a clause of the treaty to become independent and neutral.

Y46 First Federation-Romulan War ends with cease-fire; Orion support for the war effort had given the Federation a major advantage. Because of the Romulan threat in this direction, the Federation develops more rapidly in its "southeast" area as the need for fleet support infrastructure drives the creation of colonies and bases.

Y48 Lyrans, trying to outflank the Klingons by moving around the (then-unoccupied) WYN cluster run into the previously-unknown Kzintis. The first Lyran-Kzinti War breaks out almost immediately and ends eight years later (Y56) with both races having suffered devastation of the thinly-settled worlds in the region.

Y50 First Klingo-Kzinti War begins as the Klingons, unaware that the Lyrans are fighting the Kzintis, also encounter this new foe. The Kzintis are confused by the attack, and assume that this is the second prong of a joint invasion by the "allied" Klingon and Lyran forces. The Kzintis do not learn until many years later that the Klingons and Lyrans were bitter enemies at this point in time.

Romulans deploy the Vulture class, their largest ship until the later Condor.

Y55 First known contact between the Kzintis and Carnivons (a canine race), and between the Lyrans and the Carnivons. Some earlier contacts may have occurred, but if so the Kzinti or Lyran ships did not survive to report. The Lyrans and Kzintis were, apparently, both trying to outflank the other when they encountered a new foe.

Y56 The First Kzinti-Lyran War ends. The Canines begin attacking both felinoid races, taking advantage of their exhausted forces in the region.

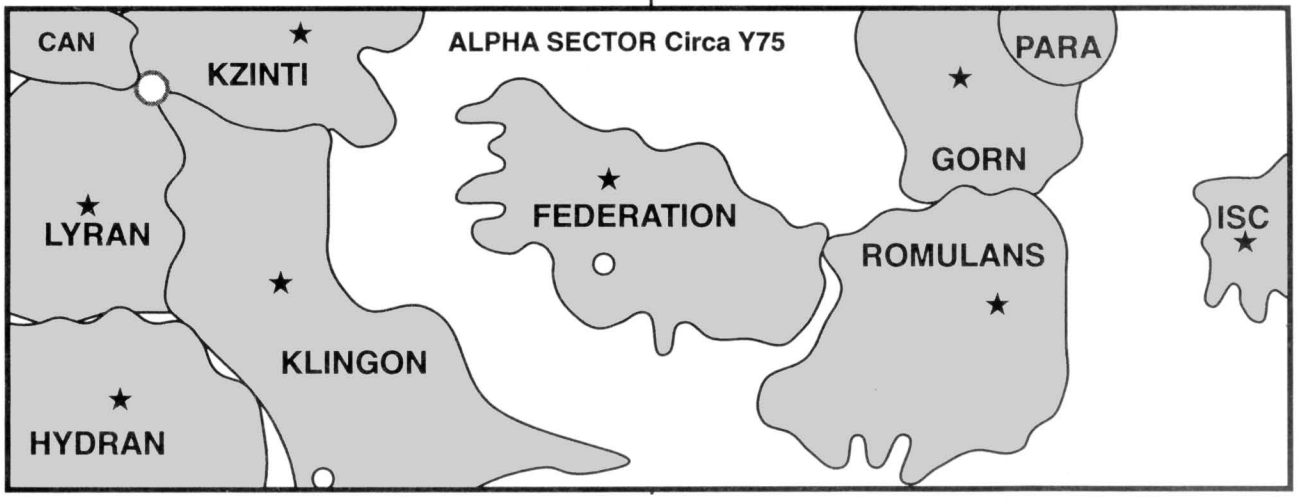
Y62 First cruiser capable of Tactical Warp is launched by the Federation; it is also the first ship not to be under command of any specific planet (although the formal creation of the Star Fleet was almost a decade away). This ship is, in fact, a conversion of a sub-light cruiser of the class eventually known as the "Old Light Cruiser". This ship included the first tractor beam that could be used by ships traveling at warp speed, but its range was limited to 10,000km and it could only function in the rear arc. Other races no doubt developed similar tractor beams as they went to Tactical Warp. The Romulans, limited to Non-Tactical Warp, used the original tractors (limited to 1,000km and dead astern towing only) until the Treaty of Smarba. Developed in conjunction with Tactical Warp, the transporter first entered service. It was limited to a range of 10,000km. Federation ships refitted with Tactical Warp had their heavy weapons replaced by Photon Torpedoes.

Other races develop tactical warp power over the next several years, although the Romulans fail to develop this technology and remain limited to Non-Tactical Warp power, putting them at a significant disadvantage. The other races begin converting existing NTW ships into TW technology. As each race moves to Tactical Warp, it develops transporters and extends the range of its tractor beams to 10,000km (still dead astern towing only). Most also replace their earlier heavy weapons with new ones (disruptors, plasma bolts, etc.).

Second Gorn-Romulan War begins. Both races have made their first progress toward tactical warp. Each has a breakthrough in a different area. The Romulans, having fought the Federation before (and knowing that the Federation now has tactical warp capability), focus on ways their existing ships can deal with tactical warp ships. The Gorns, unaware of the Federation, seek tactical warp drive as a means of positioning themselves in battle.

Y63 Klingons convert the first of their sublight D3 cruisers to use Tactical Warp and disruptors.

Y65 Drones are first used in combat. Klingons and Kzintis deploy these new weapons virtually simultaneously in an outgrowth of Tactical Warp technology. For a brief period, both races are deploying Non-Tactical Warp ships (which fight at sublight) armed with warp-speed weapons which appear to impact before they can be detected.



Canine forces reach the WYN Cluster, having driven a wedge between the Lyrans and Kzintis and having occupied several of their border provinces. The Kzintis and Lyrans will not have direct contact for decades (until Y106), the longest period of peace between each other in their mutual histories.

Y66 Gorns develop tactical warp power, but their ships are still armed with sub-light weapons (atomic missiles and lasers). The Romulans, on the other hand, have ships unable to use tactical warp but have developed plasma bolts and systems to target ships moving at warp speed in combat. Gorns could use this advantage to destroy the Romulans, but choose to fight defensively. The conflict between the Gorns and Paravians sharply accelerates at this time, which may explain why the Gorns did not press the Romulans.

Incidents along Hydran-Klingon border. Klingons want settlement rights on oxy-nitrogen planets in Hydran territory; Hydrans want same rights on Klingon methane worlds.

Y67 Gorn Vanguard teams conduct lightning raids on numerous vital Romulan research facilities, perhaps contributing to the Romulan inability to develop tactical warp technology as quickly as the other races. The Romulan effort to develop tactical warp, or some other way of fighting tactical warp ships, was hampered by the system of Great Houses. Each House did its own research, often refusing to exchange progress reports with other Houses. Some Houses even went so far as sabotaging the work of other houses, or blocking them from getting enough Government money to proceed with possibly successful research. This may have been exacerbated by an especially weak Emperor (Ruvellus) who could not force the Houses to cooperate. Ruvellus appointed seven Praetors in less than two years as powerful Great Houses maneuver to dispose (or assassinate) any Praetor controlled by another Great House.

Y68 Gorns win the Second Gorn-Romulan War. Revellus appoints his eighth and last Praetor. Gorns turn to deal with Paravian raids. The Gorn ships have mostly been upgraded with tactical warp already and begin receiving plasma bolt refits at forward bases, while the Paravian ships must return to their home planet to get tactical warp and the new quantum wave torpedoes. Using this decisive technological advantage, the Gorns quickly kill virtually every unrefitted Paravian ship. Many Gorn ships, hurriedly refitted, are sent into combat with tactical warp and plasma bolts, but without their phasers. The first tactical warp Paravians give these semi-refitted Gorn ships a rough time, but there are relatively few mismatches of this type.

Second Lyran-Hydran War begins.

Y71 Federation forms the United Star Fleet. Member planets begin disbanding their "national" fleets, which are comprised of Non-Tactical Warp ships, in favor of the United Star Fleet, which consists exclusively of photon-armed ships capable of Tactical Warp. This is one of the cornerstones of Federation cohesiveness, as the united fleet makes the national fleets obsolete. To "facilitate training", however, the Federation Council agrees to allow each planet to convert a few old ships to tactical warp and photon torpedoes. In fact, the member planets still do not entirely trust each other and these refitted ships are a symbol of political power. While there will never be a Federation Civil War, there are moments in which tensions over trade concessions and other matters reach high levels.

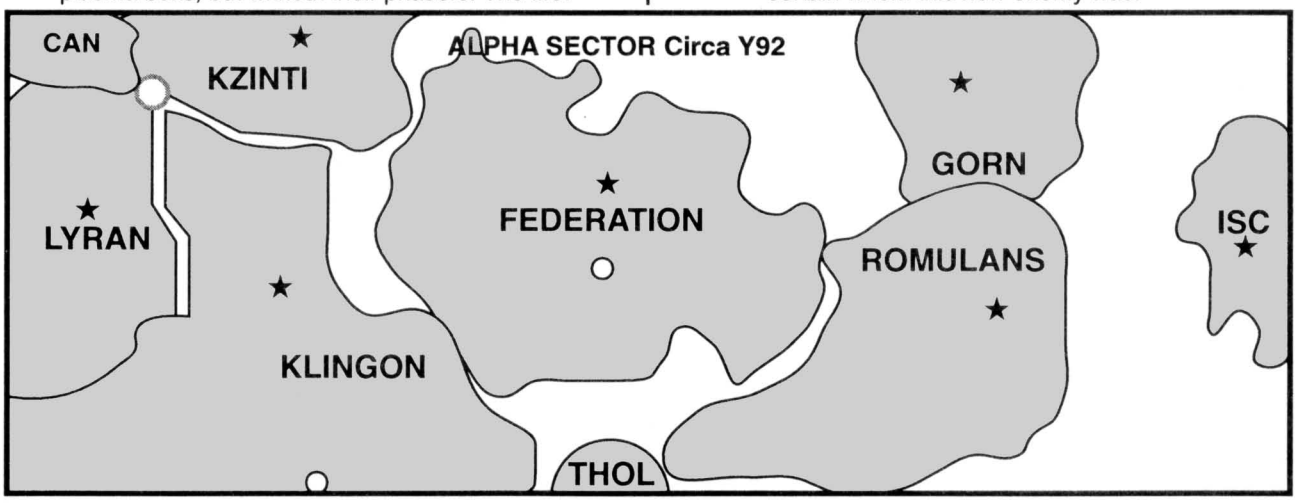
Second Lyran-Hydran War ends when improved Hydran weapons (the Nova Cannon) give them a decisive advantage over the Lyrans.

Y72 Klingon-Hydran "incident" (brief border war).

Y73 Hydrans attack Klingons. They do not have a formal alliance with the Kzintis (who are still at war with the Klingons), but are considered as co-belligerents. Klingons are hard-pressed to fight a war on two fronts. The Nova Cannon gives the Klingons much concern.

Y75 Badly outnumbered Klingon fleet defending the Hydran Frontier is decisively defeated by the Hydrans. Klingons agree to a peace settlement granting the Hydrans trade concessions and allowing them to colonize several methane-atmosphere planets within Klingon Empire. Kzintis howl with rage because Hydrans will not continue the war. Klingons purchase tons of war material (at ridiculously inflated prices) from Hydrans and launch an attack on the Kzintis.

Y76 Klingons, expanding their territory to the Galactic Rim, encounter the Vudar, and eventually absorb them into the Empire under special semi-autonomous conditions as only the Vudar can survive for extended periods in the radiation zones along the Rim. Other Klingon explorers contact the Romulans, and report that the backwards state of Romulan technology makes them ripe for conquest. Several Klingon ships raid Romulan territory, and Romulan Ale becomes a trophy much in demand in the Klingon fleet. The Romulans were not entirely certain whom this new enemy was.



Y78 Based on lessons from the Hydran War, the Klingons launch the D4 class cruisers, the first designed to include Tactical Warp. The Lyrans, Hydrans, and Kzintis follow suit with their own ships of this type.

Y79 Tholians arrive in our galaxy, settling in the tip of the same spiral arm that includes the Klingons. The Klingons had explored and claimed this territory only a few years previously, and had planted a few colonies there, but no Klingons were present at the precise point of Tholian arrival so the Klingons did not initially detect a new threat. Unconfirmed reports indicate that some Klingon survey vessels disappeared about this time, but there are any number of possible explanations. Although no one knew it at the time, the Tholians probably saved the Romulans from being conquered by the Klingons.

Federation launches the first of the Republic-class cruisers and begins refitting the older Province-class cruisers to the improved (and faster) tactical warp engines.

Y80 At about this time, most races had developed tractor beams able to function in a 360° arc, but it was still limited to 10,000km. Also at about this time, most races were able to extend the range of their transporters to 20,000km. The Gorns did not reach these technological goals until Y90; the Romulans did not until the Treaty of Smarba.

Y82 First Klingo-Kzinti War ends. Klingons capture three key planets.

Y83 Tholians first known contact with the Klingons as the Tholians established the borders of the Holdfast. First of several vicious border wars lasts two years, causing heavy losses among the Klingon ships. Tholians wipe out three minor Klingon colonies, the largest of which was Kalesta (intended as the jumping off point for the conquest of the Romulans). The Klingons will forever after regard the Tholians as "foreign invaders". The shame of having a part of the Empire occupied by a foreign power will stain the honor of the warrior class forever. Missing the chance to conquer the Romulans will give the Klingons much anguish.

The Long Lance (III) drone enters service.

Federation Marine Major-General Kripney delivers the now famous report "Case for Primary Contact Action Teams in Novel Contact Environments" to Star Fleet Command.

Y84 Klingons, having defeated Kzintis, attack the Hydrans. This is known as the "Second Klingo-Hydran War" to Federation Historians, as the "War of Retribution" to the Klingons, and as the "War of Infamy" to the Hydrans. Lyrans attack collapsing Hydran border (Third Lyran-Hydran War) and capture several planets, but are not formal Klingon allies.

First contact between the Tholians and Federation. The Tholians strongly indicate that they have no interest in Federation suggestions for commerce and the free exchange of ideas.

In the Federation, Tumball Massi is placed in charge of the Primary Contact program; genesis of Prime Teams.

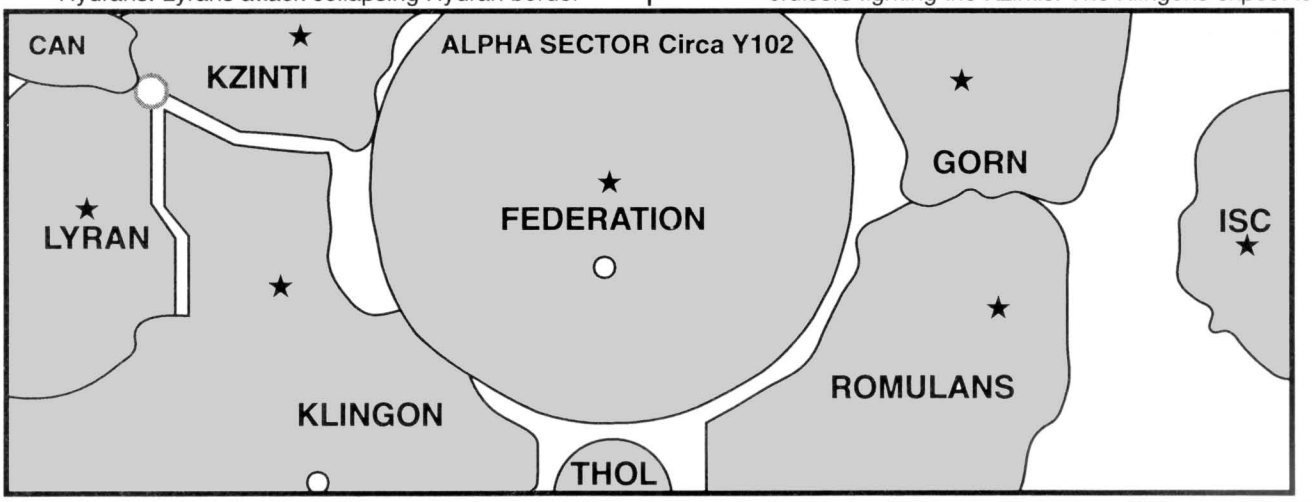
Y85 First contact between the Klingons and Federation (although the Vulcans had previously told the other Federation members of past meeting with the warrior race). The Klingons, involved in a war with the Hydrans, furious with the Tholians, and still watching the Kzinti border, decide not to provoke this new enemy but instead send Klingon civilians and diplomats to hold trade talks and discuss cooperation treaties. For several years, the Klingons and Federation remain on friendly terms, which are increasingly strained as both try to snap up good colony worlds in the relatively unexplored territory between them. While both assume the other race is not particularly warlike, both note that the other is positioning colonies for strategic advantage and intensify intelligence-gathering efforts.

Ground breaking ceremonies for Cultural Indoctrination Center and for the Prime Central facility on the Moon.

The Gorns succeed in blockading the Paravian homeworld (destroying all orbital and space-related facilities) and begin hunting down the surviving Paravian raiders. Unknown to the Gorns, some Paravians escape to the Omega Sector. The Gorns, unwilling to actually annex territory claimed by the Paravians, set up the Trusteeship Zone covering areas previously dominated by the Paravians.

Y87 Klingons smash Hydran fleet and destroy Hydran colonies. Many atrocities are committed by the Klingons. All Hydran ships larger than police corvettes are destroyed, and the Hydran Kingdom is reduced to a Klingon client. Klingons establish governors over Hydran planets. Due to the difference in atmospheres, however, these governors are never really able to control the populace and rule from orbiting satellites. These satellites have powerful weapons aimed at the planet below, but are poorly defended against attack from space.

Y88 First Federation-Kzinti War begins as Kzintis attack. The Klingons provide the Federation with much useful intelligence and tactical advice, and for a few years Klingon officers are honored guests on Federation cruisers fighting the Kzintis! The Klingons expect to



eventually fight the Federation simply because they have fought all of their neighbors, but do not do so at this point because there are no bases on the Federation border to support fleets, and there is enough trouble with their other neighbors. Under tremendous pressure, the Federation Council agrees to allow each member planet to keep a "squadron" of old ships refitted with tactical warp power and photon torpedoes. As the size of these squadrons is not defined, the move in effect legalizes the "training" squadrons that had grown far larger than the original decision of Y71 intended. Some of these ships will serve in combat.

Second Lyran-Klingon War begins in arguments over division of the Hydran Empire. In the confusion, the Hydran colonies of Altroth, Minxitith, and Krooth have not been found or occupied by the Klingons or Lyrans. These colonies were established by the Hydran merchant guilds, and the later power of the Guilds stems from this period. The Guilds maintain the monarchy through Prince S'Lenthna, the last heir of Hydraxan IX. The Prince is a virtual puppet (the Guilds hold the real power), but his presence is important in rallying the Hydrans. The Guilds began converting their merchant shipyards into facilities able to produce warships.

Romulans develop Seeking Plasmas and the Masking Device (an early version of the Cloaking Device), installing them in their Vulture, Warbird, Hawk, and Snipe classes.

Y89 Kzintis make gains against the Federation, capturing several planets.

Romulans attack Tholians (to test new weapons), but abandon the "First Romulan-Tholian War" in less than a year. This war was never their real objective.

Y90 Third Gorn-Romulan War begins with Romulan attack. The Romulans, using their new technology, drive deep into Gorn territory despite the fact that they are practically sitting ducks in combat. The Romulans will, for the next 35 years, plunder their own resources trying to fund wars of aggression with inferior ships, reducing their Empire to near the poverty level.

Civil wars in the Hydran "lost colonies" as Prince S'Lenthna tries to break the power of the Guilds.

Y91 Klingons and Lyrans settle their differences by negotiation. The Klingons are anxious to do so because they plan to attack the Tholians and rid the galaxy of the "Tholian Menace". Over the years, the Klingons and Lyrans become allies, finally cementing their good relations about Y100.

Federation begins counter-offensive to regain territory occupied by the Kzintis, making steady progress.

Greatest extent of Romulan gains into Gorn territory. Gorns rush the first of the new cruisers designed from the keel up for Tactical Warp into service.

Y92 The Great Klingo-Tholian War begins; it lasts 10 years.

First Federation-Kzinti War ends, with the Federation frontier re-established in the original location, creating a temporary "border".

One of the Primary Contact Teams, known as *The Wraiths*, encounters energy creatures on Vetrised IV.

Last known battle between Gorn ships and Paravian raiders outside of the Blockade.

Y93 Extended-range drones enter service.

Y94 A sunsnake causes the Paravian home star to go nova, effectively destroying the Paravian race in the Alpha Sector. The Gorns are overcome with shock, shame, and guilt.

Y95 Star Fleet Marine Corps and the Federation Merchant Service are formally brought under the umbrella of Star Fleet Command.

Y96 Third Gorn-Romulan War ends as the Gorns drive the Romulans back to the original border and (suffering from "Paravian Guilt") refuse to advance beyond it. The Romulans continue attacks, raids, and harassment along the border at varying levels over the next 24 years, often blaming the attacks on "Privateers", an excuse they will use again.

Y98 Klingons attack Tholian homeworld. While causing much damage, they cannot destroy it and withdraw.

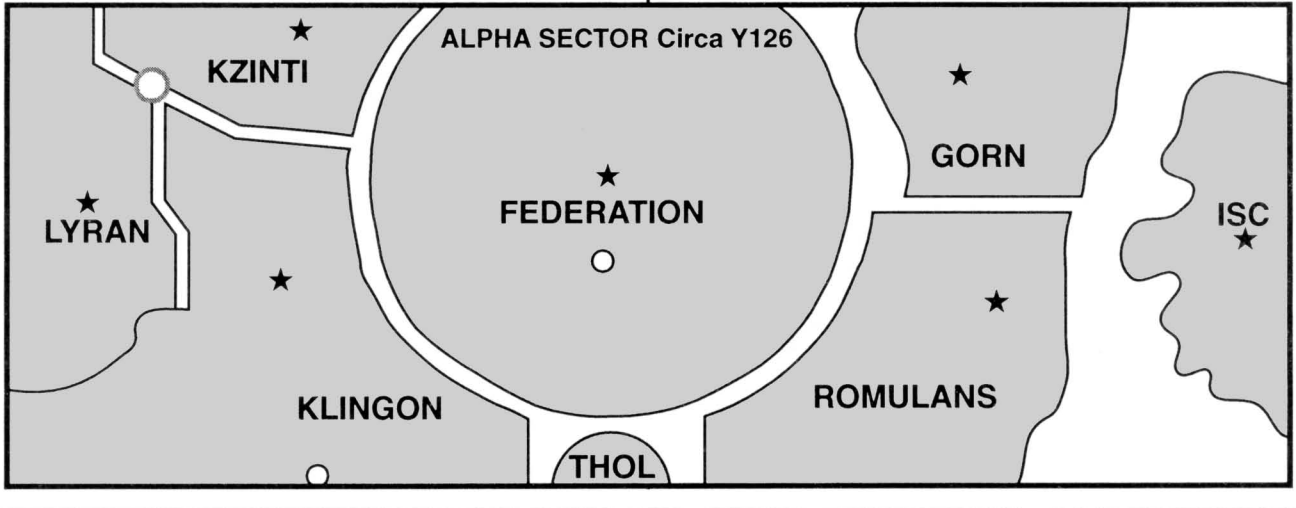
Y100 At about this time, most races were able to extend the range of their transporters to 30,000km.

Y101 Hydran civil wars intensify. Much of Minxitith is rendered uninhabitable.

Y102 Klingons abandon war against Tholians.

Noting the problems of an undefined Klingon border, the Federation Council defines the border of the Federation to be 4750 parsecs from the center of the Primary Member Zone, an area that will later be known simply as "the capital". This declaration is announced as a great peacemaking effort, in that the Federation will not attempt to control territory beyond this limit. The limit, defined by the distance from the capital to the Romulan Neutral Zone, includes territory occupied by the Kzintis and disputed by the Klingons, neither of which are impressed with Federation diplomatic statements.

Federation Primary Contact teams are officially renamed Prime Teams, a designation they have carried unofficially for several years.



Y103 Second Klingo-Kzinti War begins.
A series of incidents on the Federation-Klingon "border" begin with the declaration by the Federation and build up over the next six years.
Y105 Gorns deploy seeking plasma-Y torpedoes, having successfully copied Romulan technology, and extend the range of their transporters to 30,000km.
Federation colony on Aberdeen III is found to be completely abandoned under mysterious circumstances.
Y106 Kzintis win second Klingo-Kzinti War and regain planets. They immediately launch an attack on the Canines. Sensing the weakness of the Canines, the Lyrans attack them as well. Over the next few years, the Canines are defeated decisively [and driven off of the F&E map].
Y109 Second Lyran-Kzinti War begins when a Kzinti CS destroys a Lyran exploration ship. The Lyrans claim a moral outrage over the attack, but ignore the fact that their "exploration ship" was exploring Kzinti territory (albeit just liberated from the Canines) for new colony sites.
Y110 First Federation-Klingon War begins with Klingon attack on territory claimed by the Federation declaration of Y102.
Tholians capture disruptor technology from Klingons in a daring raid. The Klingons are furious but unable to react due to their new war with the Federation. The fact that the Tholians had superior weapons to those on Klingon ships (e.g., Phaser-1s) may have been the reason that the Klingons abandoned the war with the Federation so quickly.
Romulan Senate votes to launch a new war against the Federation, but after the sudden death of Emperor Ramillius, the Senate reverses its decision and recalls the ships sent to the Federation border. At least one Federation ship was destroyed in a skirmish with the initial Romulan probes, but the Romulans withdrew before the Federation detected any Romulan attack and the ship (which was unable to transmit a warning) was written off as "fate unknown".
Y111 First Federation-Klingon War ends as the Klingons abandon their attacks and launch furious diplomatic protests over the new Federation border.
Y113 When Federation member planets stall on the scrapping of their "national" fleets, the Federation Council passes the Federation Defense Act, creating the National Guards of each planet. These are, officially, a reserve for the Star Fleet, but this will not become fact for a generation. In the interim, each planet regards its National Guard as its defense against domination by other members of the Federation. Sixteen Orion ships and 9,000 skilled crewmen mutiny and disappear. These actually go to secret Orion colonies and become the nucleus of the Orion Pirates.
Y114 Second Lyran-Kzinti War ends.
Klingon-Tholian "Incident" emphasizes border problems.
Y116 Kzinti Civil War. The Usurper attempts to overthrow the Patriarch and fails. Usurper flees to WYN Cluster.
Y117 Orion Pirates are noted to be in widespread operation and begin eliminating or coopting non-Orion pirates that had been in operation for decades.
Y119 Romulans replace the Masking Device with the improved Veiling Device and develop mauler technology.
Y120 Fourth Gorn-Romulan War begins.
At about this time, most races were able to extend the reach of their tractor beams to 20,000km and the range of their transporters to 40,000km.
Y121 Klingo-Tholian "Incident" renews border tensions.
Y122 Gorns upgrade their plasma torpedoes to Type-G.
Y123 Third Klingo-Kzinti War begins.
Y124 The last of the Romulan mauler ships is destroyed in combat. The weapon, which drew too much power, was regarded as a failure. The design will be resurrected when Klingon warp engines provide the Romulans with a better source of power.
Y125 Fourth Gorn-Romulan War ends in a Gorn victory. Gorns occupy some Romulan territory to establish a cleanly defined border, and destroy Romulan bases used to launch aggression.
Lyrans attack Kzintis (Third Lyran-Kzinti War) with part of their fleet, taking advantage of the Klingo-Kzinti War.
The Klingons launch the first of the new D6 class.
Y126 The first of the new Federation heavy cruisers known as the Constitution class are launched.
Y128 Hydran civil wars end as Prince S'Lenthna abdicates in favor of his grandson. Under-age, all of the boy-king's regents are heads of Guild houses.
Y129 Hydran "lost colonies" begin preparations for restoration of the kingdom. Technology is acquired from unknown foreign sources, later said to be Kzinti or perhaps Orion.
Y130 Federation heavy cruisers of the *Constitution* class are simultaneously inaugurated as the flagships of all of the numbered fleets. Some have been defacto flagships for some time.
The Federation Aurora colony disappears mysteriously. A century will pass before it is found in the Omega Sector.
Y131 Third Klingo-Kzinti War ends, with inconclusive results.
Third Lyran-Kzinti War ends.
Federation Commercial Starliner, *The Celestial Queen*, with numerous dignitaries on board, is boarded by Orion Pirates. *Highlanders Prime Team*, under the command of Sheroc Kelleret, liberates the Starliner with no civilian fatalities. While the Orions fought to the death rather than surrender, Orion propaganda will convince many that the pirates were executed by a vengeful Prime Team.
Y132 Hydran agents begin infiltrating the Klingon-occupied planets of the Kingdom.
Y133 Gatling phaser developed by Hydrans.
Y134 New Hydran ships (Ranger, Lancer, Scout) are in service in the "lost colonies", along with the first fighters in the Alpha Sector capable of tactical warp combat.
Y135 Hydrans from the lost colonies under King Hydraxan XI attack the Klingon satellites over the Hydran planets. In a swift campaign, lasting only a few weeks, the Hydran Kingdom is restored. The personal popularity of Hydraxan XI makes him "unacceptable" to the Guilds, and he dies under mysterious circumstances. While Hydraxan XII ascends the throne, the Guilds solidify their power.
Kzintis field the first battle tug, which defeats an Orion attack on a convoy.

(Y0.0) EARLY YEARS RULES

The Early Years module covers the period of Y80 to Y120 and can (with minor caveats) be adapted to cover the period of Y67 to Y135.

This was the period of the early warp-driven ships. These early starships were considerably slower and less powerful offensively than the ships that fought in the General War. The style and tempo of combat is considerably different. Most systems were available in this period, but they work over shorter ranges or less effectively.

These Early Years rules modify the basic rules system. Generally speaking, all rules outside of the (Y0.0) section apply except as modified within the (Y0.0) section. Modifications are keyed to the original rules by using a Y prefix to the existing rule number.

Effective Dates: Except where noted, these "early years" rules apply to the W-series and Y-series ships in this product. The new ship classes built after Y120 (e.g., Klingon D6, Federation CA, Orion CR) used the "normal" rules found in Basic Set and other non-Y products. The Early Years ships (e.g., the YCA, D4, etc.) were never given the new ("normal") technology except where noted. Some changes are obvious; when a ship which has hellbores or ADDs or PPDs on its SSD becomes available on the Master Ship Chart, the Y-rule noting that this weapon is not available obviously no longer applies.

Romulan ships are released from all of their unique "early years restrictions" in Y140, although they do not receive several items of technology until the Treaty of Smarba.

(YA0.0) GENERAL RULES

(YA1.0) INTRODUCTION: During the Early Years period, ships have less firepower (fewer heavy weapons, slow drones, phaser-2 instead of phaser-1, etc.) and less power.

(YA3.1) RULES ORGANIZATION: The rules for the Early Years modify the existing rules. Whenever a modification is required, the rule number for the normal game is listed, with a "Y" in front of it to indicate that this is the Early Years version of the rule. Some but not all rules which have no changes are marked "no changes" as a convenience to players.

(YB0.0) HOW TO PLAY

(YB2.0) SEQUENCE OF PLAY: A Sequence of Play for the Early Years is provided in Module Y. As you can see, it is considerably simpler than the Basic Game version as there are many things which cannot be used.

(YB3.0) ENERGY ALLOCATION: No changes, although it is much simpler due to the number of items not invented yet.

(YC0.0) MOVEMENT

(YC2.0) ENERGY COST: No changes, but because ships in the Early Years period have considerably less energy, they will generally be slower. This is balanced to some extent by the shortage of heavy weapons and lack of overloads.

(YC8.0) EMERGENCY DECELERATION: No change. (While the Federation invented the maneuver in Y63, everyone else copied it almost immediately, so it is available to everyone.)

(YC9.0) POSITRON FLYWHEEL: Not available in Early Years.

(YC12.0) CHANGING SPEED IN MID-TURN: No more than three speed changes per turn. No speed change can be within 12 impulses of the previous change. (These rules apply to ships in this product such as the D4 and YCA; newer ships such as the D6 and CA use the "normal" rules.)

(YC14.0) THOLIAN PINWHEEL: No changes. The Tholians can use this tactic during Early Years.

(YD1.0) COMBAT

(YD2.0) FIRING ARCS: No changes. The Klingon D4 and F4 have the arcs in (D2.33). The Federation YCA have the firing arcs in (D2.31).

(YD6.0) FIRE CONTROL SYSTEMS
(YD6.31) The maximum amount of energy which a ship can put into ECM and ECCM combined is four points or the current sensor rating, whichever is lower.
(YD6.3144) The maximum EW that can be received by lending is four points of ECM and four points of ECCM.
(YD6.3145) The maximum OEW lending is four points.
(YD6.5) UIM: This device is not available in the Early Years.

(YD8.0) CRITICAL HITS: The number of damage points (D8.1) which can trigger a critical hit is 15 in Early Years ships.

(YD10.0) POWER ABSORBERS: No Andros in Early Years.

(YD11.0) CHAFF: Romulan Early Years fighters did not use chaff, and there are no other fighters in the Early Years.

(YD13.0) AEGIS: Not available in this time period.

(YD16.0) ADVANCED BOARDING PARTY COMBAT: Diagrams are provided in Module Y1 for the new ships which are introduced in this product.

(YD17.0) TACTICAL INTELLIGENCE: Early Years ships receive Tactical Intelligence at two levels lower than would normally apply. For example, a ship at range 20 would normally receive intelligence at level E. In an Early Years ship, it would receive only level C information.

(YD23.0) SHOCK EFFECTS: No ship during the Early Years period suffered from shock effects except the Romulan Veiled Falcon Mauler.

(YE0.0) DIRECT FIRE WEAPONS

(YE1.0) GENERAL RULES: No weapon in Early Years can be overloaded except for Neo-Tholian particle cannons.

(YE2.0) PHASERS
(YE2.11) Type–1 phasers are not available for ships during the Early Years. All ships have phaser–2.

EXCEPTION #1: Tholian ships apparently arrived in this galaxy with phaser–1 technology and use this type of phaser.

EXCEPTION #2: Most bases have ph-1 instead of ph-4.

EXCEPTION #3: Vulcans had ph-1 in the Early Years.

(YE2.15) Type–G phasers are not available in Early Years.

(YE3.0) DISRUPTOR BOLTS
(YE3.5) No overloaded weapons can be used in Early Years ships; e.g., the D4 could not use overloads even if in service in reserve areas decades later. Certain specific exceptions may be noted in other products.
(YE3.6) UIMs and DERFACS are not available in Early Years.

(YE4.0) PHOTON TORPEDOES
(YE4.3) Proximity photons are not available in Early Years.
(YE4.4) No overloaded weapons can be used in Early Years ships.

(YE5.0) ANTI-DRONES: Not available in Early Years.

(YE7.0) FUSION BEAMS: These were not used during the Early Years. Hydran ships mounted the less effective Nova Cannon. Rules for that weapon are provided separately.

(YE8.0) MAULERS: The only mauler available during the Early Years was the Romulan Veiled Falcon, which was regarded as a failed experiment.

(YE9.0) TRACTOR-REPULSOR BEAMS: There are no Andros in Early Years.

(YE10.0) HELLBORES: Not available in the Early Years.

(YE11.0) PLASMATIC PULSAR DEVICE: Not available during the Early Years.

(YE12.0) WEB CASTER: This weapon is available only on the two Neo-Tholian DDs which arrived with the Tholians; both were lost in combat before Y100. The Tholians were unable to copy these weapons until the Neo-Tholian 312th Battle Squadron arrived decades later.

(YE13.0) SNARE GENERATORS: This weapon is not available during the Early Years.

(YE14.0) WEB FIST: This weapon is available only on the two Neo-Tholian DDs which arrived with the Tholians; both were lost in combat before Y100. The Tholians were unable to copy these weapons until the Neo-Tholian 312th Battle Squadron arrived decades later.

(YE15.0) WEB BREAKER: This weapon is not available during the Early Years as the Seltorians had not arrived.

(YE16.0) SHIELD CRACKER: Not available in Early Years as the Seltorians had yet to arrive.

(YE17.0) PARTICLE CANNON: This weapon is available in Early Years, but only on the few Neo-Tholian DDs and FFs and could not be copied by the Tholians until the Neo-Tholian 312th Battle Squadron arrived decades later. Note that, as an exception to the Early Years rules, particle cannons can be overloaded.

(YF0.0) SEEKING WEAPONS

(YF3.0) SEEKING WEAPON GUIDANCE: The maximum range at which seeking weapons can be guided (F3.31) is only 25 hexes in Early Years.

(YFD0.0) DRONES

(YFD1.0) GENERAL RULES: No changes. Type-I drones were first used by the Kzintis and Klingons in Y65.

(YFD2.0) TYPES OF DRONES: Drone types (II, IV, V) were in service in Y77. The Type-III drone became available in Y83. See (YFD10.0) for more drones. The warhead strength of all drones is reduced by 50% until Y125, after which all drones (including those on older ships) have full warhead strength.
(YFD2.221) ATG became available in Y126.
(YFD2.222) Extended range became available in Y93.

(YFD3.0) TYPES OF DRONE RACKS: Drone rack types A, B, C, D, and F were in service in Y65. Other types did not become available until after the Early Years.

(YFD4.5) OAKDISC: Available Y125 on new classes.

(YFD6.0) PROBE DRONES: Not invented until Y152.

(YFD7.0) SCATTER-PACKS: No changes. These were first used in combat in Y81 during the Klingo-Kzinti War.

(YFD8.0) MULTI-WARHEAD DRONES: These were not invented until Y170 and are not used in the Early Years.

(YFD9.0) ECM DRONES: Not invented until Y150.

(YFD10.0) DRONE CONSTRUCTION: Type-II and type-V drones were limited availability (FD10.65) items until Y100, then became restricted availability until Y120, after which they were general availability items.

Type–III drones entered service in Y83 and remained limited available through the Early Years period.

(YFD11.0) SWORDFISH: Not invented until Y174.

(YFD12.0) ARMORED DRONES: Available Y67.

(YFD13.0) SLUG DRONES: Available Y67.

(YFD14.0) SPEARFISH DRONES: Available Y174.

(YFD15.0) STARFISH DRONES: Available Y172.

(YFD16.0) STINGRAY DRONES: Available Y168.

(YFP0.0) PLASMA TORPEDOES

(YFP2.0) TYPES OF PLASMA TORPEDOES: Only type-G, type-F (with no stasis box, hold cost 1), and type-R were available in the Early Years, although these could download some of the other types.

(YFP5.0) ENVELOPING PLASMA TORPEDOES: Not available until Y162.

(YFP7.0) PLASMA SHOTGUN: Not invented until Y168.

(YFP8.0) EARLY YEARS PLASMA BOLTS

Romulan ships could use plasma bolts during the period Y66 through Y89 under the following rules. From Y89, they use plasma bolts under the (FP8.0) rules. The Gorns use plasma bolts (only) from Y68 through Y104.

(YFP8.1) The maximum true range is 5 hexes. If a penalty creates an effective range more than 5 hexes, use the effective range to determined the probability of a hit and the true range to determine the damage. If the true range is greater than five, there is no damage to the target.

(YPF8.2) The cost to arm a plasma bolt is unchanged from the normal rules. They can be fast loaded.

(YFP8.3) The repair cost of a bolt-limited launcher is one half that of a normal (seeking) torpedo launcher (round fractional costs up). Normal launchers cannot be repaired as bolt launchers.

(YFP9.0) TYPE–D TORPEDO: Not invented until Y165.

(YFP10.0) PLASMA RACK: Not invented until Y165.

(YG0.0) SHIP'S SYSTEMS

(YG2.0) CONTROL SYSTEMS: There are no changes to these rules, except that some of the systems which cannot be used in an uncontrolled state do not exist in this time period.

(YG4.0) LABS

(YG4.1) RESEARCH: To reflect the lower efficiency of lab equipment during the Early Years, add 2 to the effective range of all objects of scientific research.

(YG4.2) SEEKING WEAPON IDENTIFICATION: To reflect the lower efficiency of lab equipment during the Early Years, add 2 to the effective range to all seeking weapons being investigated.

(YG4.3) OTHER LAB FUNCTIONS: No changes.

(YG5.0) PROBES

(YG5.11) Probes in the Early Years have a maximum range of four hexes; each ship carries only three probes per launcher.

(YG7.0) TRACTOR BEAMS

Tractor beam technology evolved over time, and many types of tractor beams are seen on Early Years ships. Negative tractor is always available.

(YG7.61) Tractor-S: This was the original sub-light tractor designed for emergency towing of a disabled ship. Range is zero, it functions only in the RA arc (360° on bases), and it can only be used to tow a friendly or captured ship or shuttle. It cannot be used to tractor missiles or drones as the targeting systems cannot deal with the higher speed targets. This was developed by most races about Y5. (A ship in the same hex with the ship/shuttle it wants to tractor can declare it to be in the RA arc on the second impulse it is in the hex.)

(YG7.62) Tractor-W: Provided to ships with the original tactical warp engines, which entered service in Y62-67 (except for the Romulans). These could function at a range of one hex, but are still limited to towing a friendly or captured ship or shuttle, still function only in the RA arc (360° on bases), and cannot tractor drones or missiles. (A ship in the same hex with the ship/shuttle it wants to tractor can declare it to be in the RA arc on the second impulse it is in the hex.)

(YG7.63) Tractor-Y: The first tactically-useful tractor beam, it could function in a 360° arc, and it could tractor drones, missiles, enemy ships, and other items which later tractor beams could hold. Tractor-Y came into service about Y80 for most races. The Gorns did not achieve this technology until Y90, and the Romulans never did (obtaining Tractor-Ns from the Klingons after the Treaty of Smarba).

(YG7.64) Tractor-M: An improvement that entered service in Y120. Similar to the Tractor-Y and Tractor-N, it has a range of 2 hexes, can tractor anything a later tractor can hold, and functions in a 360° arc.

(YG7.65) Tractor-N: This is the type of tractor familiar to SFB players of the General War Era; it came into service in Y140-45 (except for the Romulans). It has a range of three hexes, can function in a 360° arc, and can tractor most types of units or objects as per the normal rules.

(YG8.0) TRANSPORTERS

(YG8.14) The maximum range of transporters in the Early Years was extended over time as the technology improved:

- Y62+: As each race developed tactical warp technology, the new W-series ships were equipped with transporters which had a range of 1 hex. Sublight ships generally do not have transporters.
- Y80: Transporters were improved and functioned at a range of two hexes. The Gorns did not achieve this technology until Y90.
- Y100: Improved transporters could reach a range of three hexes.
- Y120: Further improvements pushed transporter range to four hexes.
- Y140: Yet more improvements extended transporter range to five hexes.

(YG10.0) THOLIAN WEB

(YG10.41) During the Early Years, webs deteriorate by two energy points for each hex of web at the end of each turn. This was improved to the standard rate of one point per hex per turn in Y121.

(YG11.0) SUPER COMPUTERS: Not available in Early Years.

(YG12.0) SHIP SEPARATION

(YG12.11) The C4 boom needs 10 boxes and has the same firing arc changes as a C9.

(YG12.12) The D4, D3, and T4 booms needs 6 boxes (FX phasers become 360°); the F4 boom cannot separate.

(YG12.21) The YDN saucer needs 10 boxes and has the same firing arc changes as the DN saucer.

(YG12.22) The YCA saucer needs 7 boxes. LF+L becomes LS; RF+R becomes RS.

(YG13.0) CLOAKING DEVICES: The Romulans did not develop the Cloaking Device until Y140, but they did develop the earlier Masking Device in Y88 and the Veiling Device in Y119. See separate rules on these systems.

(YG14.0) TUGS AND PODS: Research indicates that many races deployed tugs (with cargo and personnel pods only) during the Early Years periods. These tugs carry, attach, and drop their pods just as later tugs do.

(YG15.0) ORION PIRATE SPECIAL RULES: Orions did not begin openly operating as pirates until Y113.

(YG15.1) The "no surrender" doctrine applies to Early Years pirates and raiders.

(YG15.2) Engine doubling was not available in the National Guard ships or the Y-series raiders.

(YG15.3) Orions did not obtain cloaking devices until after Y140.

(YG15.4) Orions did not have "option mounts" until the CR and other post-Y120 ships. The Y-series raiders and Guard ships used photons, drones, and phasers.

(YG15.5) Early Years Orions can use control as labs.
(YG15.6) Early Years Orions can use gravity landing.
(YG15.7) Early Years Orions did not use fighters.
(YG15.8) The YLR and YCR had a stealth bonus of +1 rather than the +2 seen in later Orions.

(YG16.0) STASIS FIELD GENERATORS: Not available in EY.

(YG17.0) REPAIR SYSTEMS: No changes, except that equipment which does not exist cannot be repaired, and equipment cannot be partially repaired to standards that do not exist during the Early Years period.

(YG18.0) DISPLACEMENT DEVICE: There were no Andromedans during the Early Years.

(YG19.0) SATELLITE SHIPS: There were no Andromedans during the Early Years.

(YG20.0) ENERGY MODULES: There were no Andromedans during the Early Years.

(YG21.0) CREW QUALITY: No changes, except that some technology is not available and so is not affected by crew quality.

(YG22.0) LEGENDARY OFFICERS: No changes, except that some technology is not available and so is not affected by Legendary Officers.

(YG23.0) EXPANDING SPHERE GENERATORS
These restrictions apply to the Y-series ships. They would apply to the W-series ships except none of those had ESGs.
(YG23.22) An ESG can hold up to 2 points of power.
(YG23.24) There are no ESG capacitors in Early Years.
(YG23.41) Radius can be 0 or 1.

(YG24.0) SCOUT FUNCTIONS: Only bases (not ships) had special sensors during Early Years. (Exception: Vulcans.) These restrictions are removed as of Y134. The Tholians deployed a Scout (under these restrictions) in Y125. Tholian bases were under these restrictions until Y134.
(YG24.222) The target drone must be within 10 hexes.
(YG24.23) The target drone must be within 10 hexes, and the unit controlling the drone must be within 25 hexes.
(YG24.24) The channel can control six weapons to a maximum range of 25 hexes.
(YG24.252) The target weapon must be within 10 hexes.
(YG24.26) No change to mine detection.
(YG24.271) The object of study must be within 10 hexes.
(YG24.28) The self-lending limit is 4 points.
(YG24.29) No change to Tac Intel; see (YD17.0).

(YG26.0) WEB ANCHOR: Not available during the Early Years.

(YG27.0) CLOAKED DECOY: Not available during Early Years.

(YG31.0) TEMPORAL ELEVATOR: No Andros.

(YH0.0) POWER SYSTEMS

(YH0.0) ALL RULES: No changes.

(YJ0.0) SHUTTLECRAFT

(YJ2.0) ADMINISTRATIVE SHUTTLES: These entered use in Y70 along with Ground Attack Shuttles. Prior to that year, use sublight shuttles (R4.F0). Shuttles are limited to a speed of four hexes per turn until Y125.
(YJ2.13) Shuttles during the Early Years period did not have phasers until Y125 and never had lasers. (Exception: Romulan fighters had lasers.)
(YJ2.2211) The maximum power that can be applied to a suicide shuttle is six points, no more than 2 points per turn.

(YJ3.0) WILD WEASELS: These are available, but produce only four points of ECM and the protected ship must remain within 25 hexes.

(YJ4.0)-(YJ13.0) FIGHTERS: There are no fighters, SWACS, or MRS shuttles in the Early Years period except for the Romulan sublight fighter. There was no dogfighting in the Early Years.

(YK0.0) FAST PATROL SHIPS

Fast Patrol Ships are not available in the Early Years.

(YM0.0) MINE WARFARE

(YM1.0) GENERAL RULES: Because of the smaller detection range, mine warfare was fairly uncommon, even if mines were cheaper. (The lower cost zero-radius mines, shown in the Annexes, are not available after Y145, although standard mines could be set to zero detection radius.)

(YM2.0) NUCLEAR SPACE MINES
(YM2.35) The maximum detection radius is zero during Early Years. The target must actually enter the mine's hex to have any chance of detonating it. The development of radius-1 mine triggers in Y145 radically altered the course of mine warfare. The explosion is always the standard size and radius.

(YM3.0) TRANSPORTER BOMBS: Size-3 ships can have no more than two; size-4 ships can have no more than one; size-2 ships can have no more than four. Each T-bomb comes with a separate dummy T-bomb. Early Years ships remain under these restrictions unless published data indicates otherwise; new classes built after Y120 (e.g., D6) are under the "normal" rules. Tholians first began using T-bombs in Y88 and were under the Early Years restrictions until Y121. Their T-bombs, like those of other races, did not get the radius-1 detonators until Y145. The explosion is always the standard size and radius.

(YM4.0) MINE TYPES AND SIZES
(YM4.4) CAPTOR MINES: These were not invented until after the Early Years period and are not used in this Module.

(YM10.0) POWER ABSORBER MINES: No Andros.

(YE7.0) NOVA CANNON

The Nova Cannon was the primary armament of the Hydran Fleet during the Early Years. Its power is derived from a stream of excited deuterium nuclei that are projected to the target via a trans-light warp. The nuclei are then fused into helium, releasing significant energy at the instant of contact. The weapon is short-ranged but powerful.

The standard Hydran tactic is to move rapidly toward the target, leaving the Nova Cannons uncharged to save power for more speed. The Hydran ship tries to end the turn near the target, then arms and fires its Nova Cannons at the start of the next turn.

The Nova Cannon eventually evolved into the Fusion Beam, but a Fusion Beam cannot be hastily repaired as a Nova Cannon.

(YE7.1) DESIGNATION

(YE7.11) SSD: Each box on the SSD represents a single Nova Cannon. Each such weapon is recorded separately.

(YE7.12) DESTRUCTION: Hydran Nova Cannons are destroyed on "torpedo" hits.

(YE7.13) REPAIR: Each destroyed Nova Cannon requires three points to repair. Fusion beams cannot be repaired as Nova Cannons.

(YE7.14) OTHER DATA: The cost to mount a Nova Cannon in an Orion Option Mount is -0.25 points (i.e., reduces BPV of Orion ship). Nova Cannon are detected at Tactical Intelligence Level F.

(YE7.2) ARMING PROCEDURE

(YE7.21) ENERGY: Charging a Nova Cannon requires one point of power from any source during a single turn.

(YE7.22) COOLING: If the weapon is fired, it requires one turn of cooling and cannot be armed or fired during the game turn after the turn on which it was fired. If the weapon is merely discharged (E1.24), cooling is not required.

EXAMPLE: If a Nova Cannon is fired during any impulse of Turn #1 (no matter whether #1 or #32), it cannot be armed or fired on any impulse of Turn #2.

(YE7.23) HOLDING: Nova Cannons cannot be held in an armed state, but must be fired or discharged (E1.24) shortly after (i.e., on the turn that) they were armed. If the weapon is not fired on the turn it is armed, the weapon is discharged (E1.24) and the energy is lost, but the weapon does not need to cool and can be armed and fired during the next turn.

(YE7.24) RESERVE POWER: Nova Cannons can be fired with reserve power (H7.52).

Nova Cannons can be partially armed with allocated power and then completed at (or prior to) the point of firing with contingent reserve power (H7.6). If this power is not provided and/or the weapon is not fired, the weapon will be discharged and the power will be lost at the end of the turn.

(YE7.3) FIRING NOVA CANNONS

(YE7.31) NOVA CANNON TABLE: Nova Cannon fire is resolved on the NOVA CANNON TABLE, which is found on the SSDs of ships armed with Nova Cannons.

DIE ROLL	RANGE (Hexes)					
	0	1	2	3–8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

(YE7.32) PROCEDURE: Determine the range to the target. Roll one die, and cross-index the die roll result with the range column. The result is the number of damage points scored.

(YE7.33) CONDITIONS: Nova Cannon a penalized when firing at drones (FD1.52). Nova Cannon are affected by terrain in the same manner as fusion beams, e.g., (P2.541).

(YE7.4) OVERLOADS

Nova Cannons cannot be overloaded.

(YE7.5) HOLDING NOVA CANNONS

Nova Cannons cannot be held. They must be fired or discharged on the turn that they are armed. Nova Cannon are not "multi-turn arming weapons" so a ship cannot enter a scenario "holding" such weapons in an armed state.

(YE21.0) WARP-TARGETED LASERS

Sublight ships used lasers as their "medium-caliber" weapons, much as later ships used phasers. In the "eastern zone", the Gorns, Paravians, and Romulans did not follow the same direct evolutionary path in their technology as the "western powers" and consequently, many ships in this area retained lasers for some time (decades, in the case of the Romulans). These were given advanced targeting systems to allow them to fire at ships moving at faster-than-light speeds with at least some chance of a hit. Lasers in SFB operate in the same way as the more familiar phasers except as noted in this rule. Warp-Targeted lasers are not related, in any way, to the warp-tuned lasers in the Magellanic Cloud.

The concept of lasers in Early Years began at a design conference including Steve Petrick, Steve Cole, and Mike Strain. The rules below bear little relation to the early design.

(YE21.1) DESIGNATIONS

(YE21.11) SSD: Each box marked "LASER" or "LSR" or "LAS" on the SSD represents one laser mount.

(YE21.12) DESTRUCTION: Lasers are destroyed on "phaser" hits and use the phaser directional restriction rules (D4.321).

(YE21.13) REPAIRS: Lasers cost two points to repair. Lasers cannot be hastily repaired as fighter-mounted lasers. Phasers cannot be hastily repaired as lasers.

(YE21.14) ORIONS receive a one-point BPV reduction for each laser placed in an option mount.

(YE21.2) OPERATIONS

(YE21.21) ARMING: Lasers require one point of power for each shot. This power can come from any source on the ship. Lasers have a capacitor system (H6.0) identical to that used by phasers.

(YE21.22) FIRING: Lasers are fired in the Direct Fire Weapons Stage (6D), and each can fire a maximum of once per turn and cannot fire twice within 1/4 turn. Roll one die for each laser fired and cross-index the result on the chart in (YE21.3).

(YE21.23) RANGE: The maximum true range of a laser is two hexes. The laser chart has a column designated as "P" which is used in cases where various firing penalties might ordinarily cause a shot to be treated as firing at a higher range bracket (e.g., no lock-on, target on passive fire control, etc.) Multiple penalties still are resolved on the "P" column.

(YE21.24) TARGETS: Lasers can fire at (and damage) any target a phaser can be fired at (and damage). They can be fired at and damage a "receding target" which is, technically, faster than the pulse of light the laser fires. They will damage asteroids (P3.25), plasma torpedoes (FP1.61), and ships in the same manner as phasers. They are not penalized when firing at drones (FD1.51). They suffer the same (P2.541) effects as Phasers when firing through an atmosphere.

(YE21.3) WARP-TARGETED LASER TABLE

RANGE	0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

(YE21.4) FIGHTER-MOUNTED LASERS

Romulan sublight fighters carried this type of laser, which is less powerful than ship-mounted lasers.

(YE21.41) OPERATIONS: Fighter-mounted lasers operate in the same manner as ship-mounted lasers except as noted.
(YE21.411) They have a maximum true range of 1; use the "P" column if a penalty (such as a target on passive fire control or firing without a lock-on) would normally force the die roll to be on a higher range bracket. It can fire one shot per turn.
(YE21.412) The laser cannot fire once the fighter is crippled. It is repaired when the fighter is repaired at no additional cost.

(YE21.42) POWER: Fighters do not pay to arm this weapon, nor does it need to be rearmed by deck crews.

(YE21.43) FIGHTER-MOUNTED LASER TABLE

RANGE	0	1	P
1	2	1	1
2	1	1	0
3	1	1	0
4	1	1	0
5	1	0	0
6	1	0	0

(YE22.0) QUANTUM CANNON

This weapon was used by the Paravians prior to their adopting the Quantum Wave Torpedo.

(YE22.1) DESIGNATIONS

(YE22.11) SSD: Each box marked "QC" on the SSD represents one Quantum Cannon mount.

(YE22.12) DESTRUCTION: Quantum Cannon are destroyed on "torpedo" hits on the DAC and are considered to rank below Quantum Wave Torpedoes (D4.3222).

(YE22.13) REPAIRS: QCs cost four points to repair. A Quantum Wave Torpedo cannot be hastily repaired as a Quantum Cannon.

(YE22.14) OTHER DATA: Cost in Orion option mounts = 0.25.

(YE22.2) OPERATIONS

(YE22.21) ARMING: QCs require two points of power for each shot. This power can come from any source on the ship. Once armed, the weapon cannot be held and must be fired or discharged by the end of the turn.

(YE22.22) FIRING: QCs are fired in the Direct Fire Weapons stage (6D), and each can fire a maximum of once per turn. Roll two dice and compare the total to the chart below; if a hit is scored, record the indicated amount of damage for that range. It cannot fire twice within a period of 1/4 turn. When firing at drones, it is penalized by (FD1.52). When firing through terrain, it is affected as a plasma bolt, e.g., (P2.542). When fired at cloaked ships, use effective range for the probability of a hit and the true range to determine the damage caused.

(YE22.3) QUANTUM CANNON COMBAT TABLE

RANGE	0-2	3-5
TO HIT	2-9	2-7
DAMAGE	7	6

(YE23.0) DISRUPTOR CANNON

The Disruptor Cannon is a version of the disruptor used by the Carnivons. Unlike the Disruptor Bolts used by the Lyrans, Klingons, Kzintis, and others, the Disruptor Cannon is a two-turn-arming weapon. It is, for game purposes, literally a disruptor that uses twice as much power, fires half as often, and does twice as much damage. The Kzintis might have adopted it as their primary weapon except that it proved impossible to overload this weapon while the faster-firing Disruptor Bolt could be overloaded.

All rules for the Disruptor Cannon are the same as those for the Disruptor Bolt except as noted herein.

(YE23.1) DESIGNATION

(YE23.11) SSD: Each "DC" box on the SSD represents one Disruptor Cannon. Each is recorded and fired separately.

(YE23.12) DAMAGE: Disruptor cannon are destroyed by "torpedo" damage points.

(YE23.13) REPAIR: Each Disruptor cannon requires a variable amount of repair points under (D9.7) or (G17.0) depending on the maximum range:

Range 30 8 points
Range 22 7 points
Range 15 5 points
Range 10 4 points

These are the same repair costs as disruptor bolts. Hasty repairs can be used but produce weapons of shorter range. Disruptor Cannons cannot be repaired as disruptor bolts, and disruptor bolts cannot be repaired as disruptor cannons.

(YE23.14) ORIONS cannot use Disruptor cannons.

(YE23.15) TACTICAL INTELLIGENCE: Disruptor cannon cannot be distinguished from disruptor bolts (and vice versa) until tactical intelligence level I.

(YE23.16) DAMAGE PRIORITY: For purposes of (D4.3222), disruptor cannon count as the next item better than a disruptor bolt of the same range.

(YE23.2) ARMING PROCEDURE

(YE23.20) PROCEDURE: Disruptor cannon are fired by the following procedure. Two units of energy are allocated for each cannon on each of two consecutive turns. Armed cannon can be held in an armed state by using what amounts to rolling delay (YE23.24).

(YE23.201) If energy is allocated to a disruptor cannon and the arming is not completed with allocated power on the next turn, the original arming energy is lost. Reserve power cannot be used for the second turn of arming because the weapon will have already self-discharged when no allocated power was provided.

(YE23.21) SOURCE: Energy to fire a disruptor cannon can come from any source. This can be allocated or (for the first turn only) reserve power. Contingent reserve could be used on the first turn of arming but not the second.

(YE23.22) FIRING: Disruptor cannon are fired during the Direct-Fire Weapons Stage of the Impulse procedure. There is no counter (i.e., playing piece) for a disruptor cannon shot. Their effect is determined by die roll and resolved immediately.

(YE23.23) RATE: A given disruptor cannon cannot be fired more often than once every second turn (due to the arming cycle).

(YE23.24) HOLDING: If the arming of a disruptor cannon has been completed during a given turn, and the cannon is not fired or discharged on that turn, then the original first turn arming energy is lost. The energy from the second turn of arming remains in the weapon and can be counted as the first turn of a new arming cycle.

(YE23.3) FIRING PROCEDURE

(YE23.31) PROCEDURE: The number of damage points scored by a disruptor cannon is determined by the range, the firing characteristics of the weapon being fired, other factors such as EW, and a die roll. Refer to the DISRUPTOR CANNON CHART (YE23.4).

There is only one row on the Disruptor Cannon Chart because it cannot be overloaded and there are no advanced fire control systems (DERFACS, UIM) in the Early Years.

Determine the range and find which bracket on the range line includes this range. Then roll one die. If the result is within the "hit" numbers listed (inclusive) then the weapon has scored the number of damage points on the damage line for that range. If the result is a miss, no damage was scored.

(YE23.32) RANGE: The maximum range of a Disruptor Cannon varies with the size of the ship firing it, as larger ships provide a more stable firing platform with better (read: more expensive) fire controls. All Disruptor Cannon on a given ship will have the same range (unless one has been the subject of a hasty repair).

(YE23.321) Disruptor cannon cannot be fired at range zero.

(YE23.33) RANGE EFFECTS: When the effective range of a disruptor cannon shot is different from the true range, use the effective range to determine the probability of a hit and the true range to determine the number of damage points scored.

(YE23.4) DISRUPTOR CANNON COMBAT CHART

RANGE	0	1	2	3-4	5-8	9-15	16-22
TO HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

(YE23.5) DISRUPTOR CANNON OVERLOADS are not available in Early Years.

(YE23.6) ADVANCED FIRE CONTROL SYSTEMS are not available in Early Years.

(YE24.0) HEEL NIPPER

The "Heel Nipper" (more properly the Warp Field Interruption Device, although this term is rarely used) was used by the Carnivons as part of their system of engaging enemy starships in combat. The weapon, which was very short ranged, would disrupt the warp field of an enemy starship, causing it to momentarily drop out of warp and, in some cases, involuntarily turn.

(YE24.1) DESIGNATION

(YE24.11) SSD: Each "HN" box on the SSD represents one Heel Nipper weapon. Each such weapon is recorded and fired separately.

(YE24.12) DAMAGE: Heel Nippers are destroyed on "drone" damage points.

(YE24.13) REPAIR: Heel nippers cost 3 points to repair. There is no hasty repair function for the heel nipper.

(YE24.14) ORIONS cannot use heel nippers. They were never able to figure out the technology. If used in the simulators, the cost is +1.0.

(YE24.15) TACTICAL INTELLIGENCE: Heel nippers will be distinguished from other weapons at level F.

(YE24.16) DAMAGE PRIORITY: For purposes of (D4.3222), heel nippers count as just better than a starbase ADD.

(YE24.2) ARMING PROCEDURE

(YE24.20) PROCEDURE: Heel nippers are armed by the following procedure. One unit of energy is allocated to the heel nipper to arm the weapon. Each point of energy fires the weapon one time. No more than one point of energy can be applied to the weapon each turn.

(YE24.21) SOURCE: Energy to arm a heel nipper must be warp power. It can be allocated or reserve power.

(YE24.22) FIRING: Heel nippers are fired in the Direct Fire Weapons Stage (6D) of the Impulse Procedure. There is no counter (i.e., playing piece) for a heel nipper shot. The effect of a heel nipper shot is determined and resolved immediately.

(YE24.23) RATE OF FIRE: Each heel nipper can be fired only once per turn. A given heel nipper may not fire more than once in any period of eight consecutive impulses.

(YE24.24) HOLDING: Armed heel nippers cannot be held and fired on a later turn. If a heel nipper is not fired on the turn it is armed, it is automatically discharged (E1.24) at the end of the turn and the energy applied to it is lost and cannot be regained. Discharge does not constitute firing the weapon and does not delay firing the weapon (with different energy) on the next turn.

(YE24.25) OVERLOADS: There is no overload function of the heel nipper.

(YE24.3) FIRING PROCEDURE

(YE24.30) PROCEDURE: The heel nipper is a "hit or miss" weapon. To determine if it has hit, determine the range to the target, designate which warp engine on the target ship is the target of the heel nipper, and roll one die. [If the target has no warp engines, the heel nipper cannot affect it. Heel nippers do not affect AWRs.] If the resulting die roll is within the designated range on the "hit" line of the heel nipper chart for that range, the weapon has hit the target. The effect of a hit is resolved as per (YE24.31).

(YE24.31) EFFECT OF A HIT: In the event that the heel nipper strikes the target, the following effects are resolved:

1. One point of damage is scored on the targeted warp engine. This damage is scored on the warp engine regardless of any shields, PA panels, or armor the targeted ship has.
2. The target loses its next scheduled impulse of movement or its next warp tactical maneuver. Orbital movement and movement caused by terrain or a tractor beam is not affected.
3. The target is involuntarily forced to turn (YE24.32) [but not move] on the next impulse, and its turn mode and sideslip mode are reset to zero. Any directed turn mode (C3.8) accumulation is lost.

There are no other effects. A hit by a heel nipper cannot affect or stop erratic maneuvers or an allocated HET, nor would it prevent docking or shuttle recovery, nor would it stop a tumbling ship from tumbling or cause a ship to tumble. If several heel nippers strike a given ship in the same impulse, only the first hit has any effect. (If there is any dispute over which was fired first, resolve it by a random die roll.)

(YE24.32) INVOLUNTARY TURN: Which engine was hit determines the direction of an involuntary turn:
Left warp engine: ship turns left.
Center warp engine: ship does not turn.
Right warp engine: ship turns to right.
(YE24.321) Note that in the case of a Gorn ship, both engines are actually "center" even though one is designated "right" and the other is designated "left" for purposes of the DAC.

(YE24.33) MAXIMUM RANGE: The maximum range of the heel nipper is 2 hexes.
(YE24.331) In cases in which the true range and the effective range are different, use the true range to determine the chance of a hit. If the true range is 2 or less and the effective range is 3 or more, treat the range as "two hexes" for both purposes.

(YE24.34) OTHER TARGETS
(YE24.341) If fired at a shuttle, and a hit is scored, count effect #1 was one point of damage to the shuttle, resolve effect #2 normally, and count effect #3 as if the shuttle had "center warp".
(YE24.342) If fired at a drone or missile, and a hit is scored, count effect #1 was one point of damage to the drone, resolve effect #2 normally, and count effect #3 as if the drone had "center warp". The heel nipper is an unpenalized weapon under (FD1.51).
(YE24.343) Heel nippers cause no damage to and have no effect on: terrain, units without warp engines, plasma torpedoes or similar weapons unaffected by disruptors, or mines.
(YE24.344) If a target that would otherwise be affected is docked to a base or has landed on a planet, moon, or large asteroid, ignore effects #2 and #3. If the target is trapped in a web, ignore effect #3 but note that effect #2 may delay escape from the web.
(YE24.345) If a monster is hit by a heel nipper, it suffers all of the effects that a ship would suffer. These are, in the case of some monsters, all but irrelevant.

(YE24.4) HEEL NIPPER COMBAT CHART

RANGE	0	1	2
TO HIT	1-5	1-4	1-3

(YFD18.0) ATOMIC MISSILES

Atomic Missiles were commonly used by ships in the sublight era. They were similar to drones, and carried an atomic warhead. In the early stages of the tactical warp revolution, some races continued to use Atomic Missiles (albeit with much faster engines) for several years. The Gorns, for example, used these weapons against the Romulans and Paravians for several years. Atomic Missiles operate as drones do except where noted in these rules as being different.

(YFD18.1) DESIGNATIONS

(YFD18.11) SSD: Each "MSL" box on the SSD is one atomic missile launcher. Each launcher holds four missiles, but can only engage targets in a designated 180° arc. [LS can launch in directions 5 or 6; RS in directions 2 or 3.] Each rack can launch one missile per turn.

(YFD18.12) DAMAGE: Missile launchers are destroyed on "drone" hits, and are regarded as the lowest-ranking "drone" hit for purposes of (D4.3223).

(YFD18.13) REPAIRS: Repairing a destroyed missile rack costs 3 points. Drone racks cannot be repaired as missile racks.

(YFD18.14) LIMITATIONS: Atomic missiles cannot be placed in captor mines or scatter packs. There are no "warhead modules" or active terminal guidance. If place in an Orion Option Mount, the BPV of the ship is reduced by one point. Atomic missiles are distinguished from drone racks at Level I.

(YFD18.2) OPERATIONS

(YFD18.21) MOVEMENT: Atomic missiles move two hexes per turn, but they perform this movement in Impulses #8 and #24 rather than in the normal impulses for this speed. Atomic missiles have a maximum range of six hexes. Atomic missiles cannot make high energy turns.

(YFD18.22) COMBAT: Missiles en route to a target are destroyed by two damage points. If the missile hits its target (treat this as a drone hit), it scores 4 points of damage. There is no arming cost.

(YFD18.23) RELOADS: Each rack is loaded at the start of a scenario and comes with one set of reloads. The racks are reloaded in the same manner as drone racks (FD2.42); each missile counts as a one-space drone. Each ship can buy extra reloads (up to one full set) for 0.5 points per missile. Atomic missile racks cannot use drones (and vice versa). Fighters armed with drones cannot carry atomic missiles.

(YFD18.24) GUIDANCE: Atomic missiles are not self-guiding, but must be guided by a ship [using the drone guidance rules (F3.0)]. The maximum range at which the ship can guide the missile is 12 hexes (missile to ship, ship to target, missile to target). Ships armed with seeking weapons can control a number of atomic missiles equal to their sensor rating.

(YFD19.0) ANDORIAN DRONES

The Andorians (a Federation member race) used drones during the Early Years period. Their drones operate in the same manner as any other Type-I-Early drone with the following exceptions:

(YFD19.1) It takes five damage points (rather than four) to destroy an Andorian drone.

(YFD19.2) Andorian drones score eight points of damage (rather than six) when they strike their targets.

(YFD19.3) The drone racks on Andorian ships can only engage targets in a designated 180° firing arc. FH can launch in directions 6, 1, or 2; LS can launch in directions 5 or 6; RS can launch in directions 2 or 3.

(YFD19.4) Andorian drones cannot use modules, armor, or other variations. All are speed eight.

(YFD20.0) DEATH BOLTS

Death Bolts are a type of large drone used by the Carnivons. Their rules are the same as drones except for some special changes.

(YFD20.1) DEATH BOLT RACKS

(YFD20.11) RACKS: Death Bolts are not launched from traditional drone racks, although the effect is largely the same. They are stored in the ship's shuttle bay in a Death Bolt Rack (which is more like a ready rack than a drone rack) and are launched through the shuttle hatch.

(YFD20.12) SSD: Each Death Bolt Rack on a ship is represented by one box marked "DB". These boxes will always be adjacent to a shuttle bay box.

(YFD20.13) LIMITATION: An impulse in which a Death Bolt is launched is considered an impulse of a shuttle launch for purposes of (J1.50).

(YFD20.14) AMMUNITION: A ship armed with Death Bolts has four of them for each rack on special mounts on the shuttle bay deck and four more (for each rack) in storage. Death Bolts cannot be loaded on scatter packs, drone racks, or fighters; Death Bolt racks cannot be loaded with drones.

(YFD20.15) DAMAGE: Death Bolt Racks are destroyed on "drone" hits. For purposes of (D4.3223), Death Bolt Racks are considered the next better item from a C-rack. Death Bolt racks will be destroyed by Chain Reaction explosions (D12.0).

(YFD20.16) REPAIR: To repair a death bolt rack under (D9.7) or (G17.0) requires 3 repair points.

(YFD20.17) ORIONS cannot mount Death Bolt Racks in their option mounts or shuttle bays.

(YFD20.18) TACTICAL INTELLIGENCE: Because Death Bolt Racks are inside the shuttle bay, they cannot be detected until a Death Bolt is launched.

(YFD20.2) PREPARING DEATH BOLTS

(YFD20.20) REQUIREMENT: Each Death Bolt must be "prepared" prior to being launched. Preparation requires one "deck crew action". It does not require energy to prepare a Death Bolt. The deck crew must be in the DB box to prepare a death bolt and are killed if the DB box they are in is destroyed.

(YFD20.21) LIMIT: A given Death Bolt Rack may have no more than one Death Bolt prepared for launch (or in any stage of preparation) at any given time.

(YFD20.22) SEQUENCE: The deck crew of a given Death Bolt Rack may not start work on preparing a Death Bolt for launch until 16 impulses after that Rack has launched a Death Bolt. [This effectively limits the maximum launch rate to one Death Bolt per rack every 48 impulses.] If work is interrupted, it must be restarted from zero; it cannot be resumed at the point of the interruption.

(YFD20.23) DECK CREW LIMIT: No more than one deck crew may work on preparing a given Death Bolt or the death bolts of any given Death Bolt Rack at any one time. The Deck Crews that work on Death Bolts are in fact the crew provided by (J4.814).

(YFD20.24) STORAGE: It requires two deck crew actions to remove a Death Bolt from storage and place it in the rack. This cannot be done during any time that a deck crew is working on the preparation of a Death Bolt on that same rack. If work is interrupted, it must be restarted from zero; it cannot be resumed at the point of the interruption.

(YFD20.25) SCATTER PACKS: Death Bolts cannot be used in scatter packs.

(YFD20.3) DEATH BOLT OPERATIONS

(YFD20.30) Except for special death bolt targeting (YFD20.4), Death Bolts operate exactly as drones do. This includes targeting limits (anything but a plasma torpedo), firing at drones, ESG interactions, etc.

During the Early Years period, there were no drone modules per se, and there was only one type of death bolt.

External armor was not available in Early Years.

Death Bolts did not have active terminal guidance in the Early Years period.

(YC1.31) PARAMETERS: Death Bolts have a speed of 8, a warhead of 12 points, an endurance of three turns, and require eight damage points to destroy.

(YC1.32) IMPACT: The impact of a standard, type-VI, or Andorian drone will kill a Death Bolt, and vice versa. While anti-drones are not used in Early Years, an anti-drone will destroy a Death Bolt.

(YFD20.4) SPECIAL DEATH BOLT TARGETING

(YFD20.40) BASIC CONCEPT: Deathbolts were not as accurate in pursuing their targets as standard drones. They made up for this, however, with a directional warhead. While the warhead "range" is vastly less than a single hex, it is somewhat more than the proximity blast detonation system used by drones.

(YFD20.41) DESIGNATION: At the time a given Death Bolt is launched, the launching player designates if the weapon is to "lead", "normal", or "follow" the target. This designation has no effect on normal drone movement; it comes into play only upon impact. This designation is made secretly and in writing.

(YFD20.42) EFFECT: At the time a Death Bolt enters the hex of its target, the controlling player reveals the designation above. The shield that the death bolt strikes is then determined by the chart below:

Nominal	Shield Actually Struck		
Shield Facing	Lead	Normal	Follow
1	1	1	2 or 6
2	1	2	3
3	2	3	4
4	3 or 5	4	4
5	6	5	4
6	1	6	5

As you can see, if the designation is to "lead" the target, then the death bolt's damage is scored on the shield that is one "shield facing" toward the front of the ship. For example, a "leading" Death Bolt which (by normal drone movement) would strike the #3 shield will in fact strike the #2 shield.

(YFD20.421) There is one complicated situation, that being in the event of a leading death bolt approaching the rear shield or a following deathbolt approaching the front shield. In either case, roll one die, with odd numbers indicating that the death bolt has struck the starboard (right side) shields (#2 or #3) and even numbers indicating it has struck the port (left side) shields (#5 or #6).

(YFD20.422) In the event that the ship is traveling in reverse, treat a leading death bolt as a following death bolt (and vice versa) for the chart above. Treat a ship which is not moving as one that is moving forward.

(YFD20.423) If the target is a base, the designation is "left" or "center" or "right" (from the viewpoint of the launching ship), not "lead", "normal", or "follow". The shield that is struck is judged accordingly.

(YFQ1.0) QUANTUM WAVE TORPEDOES

Quantum Wave Torpedoes (QWTs) are continually expanding waves of energy which seek their target. Due to the large size of the waves, the damage from a Quantum Wave Torpedo tends to slightly envelop the target.

(YFQ1.1) LAUNCHERS

(YFQ1.11) SSD: Each "QWT" box on the SSD represents one quantum torpedo tube and can arm and launch one quantum torpedo at a time.

(YFQ1.12) ARMING: Two points of power are allocated to arm each Quantum Wave Torpedo which is to be launched on a given turn. This power may come from any source.
(YFQ1.121) A Quantum Wave Torpedo must be launched or discharged (FP1.14) on the turn it is armed; it may not be held. If it is discharged, this fact must be announced.
(YFQ1.122) A QWT launcher may launch a torpedo once every turn, but a single launcher may not launch two torpedoes within 1/4 turn (eight impulses) on consecutive turns.
(YFQ1.123) QWTs may be armed with reserve power and launched immediately, or at any later point in the turn after the reserve power has been applied (H7.52). It is legal to allocate one point of power to a given quantum torpedo launcher, and then finish it later in the turn with reserve power. If the reserve power is not applied, the allocated point of power will have to be discharged at the end of the turn, and be reported as such.

(YFQ1.13) FIRE CONTROL: QWTs use the same rules (F3.0) as other seeking weapons; see also (FP4.0). To launch a Quantum Wave Torpedo, the launching unit must have active fire control. Quantum Wave Torpedoes cannot be launched by ships with Low Power (D6.7) or Passive (D19.0) Fire Control. A ship with disrupted fire control (D6.68) cannot launch QWTs.

(YFQ1.14) LAUNCHING: QWTs are launched in the Launch Plasma Torpedoes Step in the Seeking Weapons Stage (6B6) of the Sequence of Play Annex #2. The ship cannot launch a QWT if conducting erratic maneuvers.

(YFQ1.15) OTHER DATA: Repair cost 6. Orion Option Mount cost 0. HDW Option Mount Cost 4. Not distracted by chaff. QWT launchers are identified at Tactical Intelligence Level F. They are destroyed on "torpedo" hits.

(YFQ1.2) MOVEMENT

(YFQ1.21) SEEKING WEAPON: Quantum Wave Torpedoes are seeking weapons and move under all the procedures of (F2.0) except as provided here.

Quantum Wave Torpedoes are Self-Guiding Seeking Weapons (F3.42), and operate under those rules. While they could be launched on a ballistic trajectory (F4.0) into empty space, the only targets they could hit by that method are planets or moons for general destruction purposes (P2.311). [They cannot ballistically target ground bases.]

(YFQ1.22) ENDURANCE: Quantum Wave Torpedoes have an endurance of 20 impulses and are removed thereafter.

(YFQ1.23) SPEED: Quantum Wave Torpedoes move at a speed of 32 only.

(YFQ1.3) WARHEAD

(YFQ1.31) STRENGTH CALCULATION: The warhead strength of a Quantum Wave Torpedo is determined at the instant of impact, based on two factors: the distance the torpedo has moved and the damage done to it by phasers and/or terrain. See the table in (YFQ1.34).

(YFQ1.32) SPLASH EFFECT: The impact of the weapon is spread over three shields. This is not an optional use of the weapon; it is the way that the weapon always operates. Players cannot voluntarily operate the weapon "without splash" under any circumstances.
(YFQ1.321) The main (center damage element) is scored against the facing shield of the target struck by the QWT, while the splash elements damage the two adjacent shields.
(YFQ1.322) In the case of size class six and size class seven units (and monsters, planets, small or medium ground bases, or other targets which do not have or never had shields) apply the full damage directly to the unit.
(YFQ1.323) Note that because of the splash effect, it is possible that phasers that do not directly face the QWT may be damaged. If one or both splash elements penetrate shields, with or without the main element, the internal damage from the splash elements are determined last, but as part of the same volley, with the left splash element resolved before the right splash element.
(YFQ1.324) In the case of Andromedan ships with two groups of PA panels (and Interceptors with two groups of shields):

If the Quantum Wave Torpedo strikes the position of the #1 shield, all damage is scored on the forward panels.

If the Quantum Wave Torpedo strikes the position of the #4 shield, all damage is scored on the rear panels.

If the Quantum Wave Torpedo strikes the position of the #2 or #6 shield, one splash element is scored against the rear panels, while the main element and the other splash element are scored against the forward panels.

If the Quantum Wave Torpedo strikes the position of the #3 or #5 shield, one splash element is scored against the forward panels, while the main element and the other splash element are scored against the rear panels.

In the case of units with six groups of panels (e.g., Starbase, BATS), these are treated as shields would be.
(YFQ1.325) See (C13.733) and (C13.943) if the target is docked to another unit.

(YFQ1.33) SEQUENCE: Damage is applied and combined with all other damage resolved during the Resolve Damage From Seeking Weapons Not Resolved Above Step of the Damage During Movement Stage (6A3), see the Annex #2: Sequence of Play. Splash elements are resolved last (left, then right) but as part of the same volley.

(YFQ1.34) QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

(YFQ1.4) FIRING AT QUANTUM WAVE TORPEDOES

(YFQ1.41) DAMAGING QUANTUM WAVE TORPEDOES: Quantum Wave Torpedoes may be weakened by phaser fire, asteroid damage, nebulae damage or dust damage. Asteroid (P3.24), Nebulae (P6.73), Pulsar (P5.33), and dust (P13.3) damage is computed exactly as for plasma torpedoes.
(YFQ1.411) Four points of phaser, asteroid, or dust damage will remove the "splash" elements from the torpedo. If the QWT has moved 20 hexes, and the splash element has dissipated to zero, then the main element is reduced to zero.
(YFQ1.412) An additional seven points of phaser, asteroid, or dust damage [for a total of 11 when combined with (YFQ1.411) above] will completely reduce the main element to zero damage.
(YFQ1.413) All damage versus a given QWT is cumulative, e.g., one point of dust damage combined with five points of asteroid damage and two points of phaser damage would leave a Quantum wave torpedo with no splash elements and full warhead strength (but only three more damage points will totally eliminate the warhead).
(YFQ1.414) Note that unlike plasma torpedoes, QWTs only have two levels of reduced damage. Any damage less than the required levels does no damage to the torpedo, but the torpedo will be totally destroyed by 11 points of damage regardless of its warhead strength. In this sense, the Quantum Wave Torpedo acts very much like a drone.

(YFQ1.42) OTHER WEAPONS: WARGs (E18.432) and (E18.54) affect QWTs. Convert the damage to "phaser" damage and apply that within the QWT rules.

No other weapon in the game system can affect a QWT at the current time. If a new weapon is able to damage QWTs, it will be noted in its rules.

A displacement device, while it will not damage a QWT, can relocate it as if it were a plasma torpedo. This may cause the Quantum Wave Torpedo to lose tracking and be removed from play in the same manner as a plasma torpedo (G18.71).

A QWT cannot accept another Quantum Wave Torpedo or a plasma torpedo as a target. QWTs cannot be fired through webs, but can fire through ESG fields.

(YFQ1.43) OTHER TERRAIN: Each hex of atmosphere (P2.85) or gravity wave (P9.312) traversed by a Quantum Wave Torpedo reduces its strength as if it were a plasma torpedo. Quantum Wave Torpedoes are affected by Black Holes as per (P4.11) and (P4.22). If other terrain is added that affects Quantum Wave Torpedoes, the effect will be defined in the rules of that terrain.

(YFQ1.5) OTHER SPECIAL CASES

(YFQ1.51) DISTRACTION: Quantum Wave Torpedoes may be distracted by "wild weasel" shuttlecraft (J3.0) or by wild SWACS (J9.2). They may accept planets as their targets under some conditions, see (P2.33). They are not distracted by Chaff, but can be attracted by a wild scout PF (K1.756).

(YFQ1.52) SYSTEMS: Some systems can affect Quantum Wave Torpedoes, others cannot.
(YFQ1.521) Quantum Wave Torpedoes can be placed in stasis (G16.0), and are affected by Webs as if they were plasma torpedoes (G10.52). Quantum Wave Torpedoes can be displaced, and might lose lock-on as a result (G18.71).
(YFQ1.522) Quantum Wave Torpedoes cannot be tractored (G7.0), transported by transporters (G8.0), and are unaffected by ESGs (G23.0).
(YFQ1.523) Quantum Wave Torpedoes are affected by crew quality [(G21.114) and (G21.214)] and legendary officers (G22.711) in the same manner as a plasma torpedo.
(YFQ1.524) Quantum Wave Torpedoes are affected by cloaking devices as any other self-guiding seeking weapon (G13.334) and (G13.35). Any reduction in warhead under (G13.37) is applied first to the splash elements (lose the left side first), which can be reduced to zero as a result, and then to the main element.
(YFQ1.525) For purposes of lab identifications, including by probe or aegis, the Quantum Wave Torpedo is treated as any other seeking weapon (G4.2).
(YFQ1.526) QWTs cannot be attracted (G24.23) or have their lock-ons broken (G24.22) by special sensors. The launching of a QWT will blind an operating special sensor on a ship equipped with both systems (G24.13).
(YFQ1.527) If the launching unit is uncontrolled, see (G2.234).

(YFQ1.53) MINES: Phaser-captors fire at QWTs as any other phaser would. PA mines (M10.22) reduce a QWT by 25 points, which (at least in the Early Years) eliminates it entirely. Other mines cannot accept QWTs as targets or damage them.

(YFQ1.54) OTHER: QWTs in Early Years cannot be overloaded, downloaded, enveloped, or bolted. Any loaded torpedoes are lost if the launcher is destroyed before they are launched, i.e., there is no eight impulse grace period. There are no pseudo QWTs.

(YFQ1.55) FEEDBACK: If a QWT is launched and impacts in the same hex as the launching ship, the launching ship will receive one point of feedback damage to each of its three facing shields, for a total of three points of damage; use (FP1.86). This damage is in addition to the damage to the target unit and does not reduce the warhead of the QWT in any way. The loss of splash elements (YFQ1.411) does not change the character of the feedback.

(YFQ1.56) ELECTRONIC WARFARE: Electronic Warfare cannot stop a QWT from being launched, but can reduce its effect when it reaches the target, see Table (D6.361).
(YFQ1.561) If the chart indicates that the shift has allowed only 50% damage, then all splash elements are lost.
(YFQ1.562) If the chart indicates that the shift has allowed only 25% damage, then the main element is reduced by 50% (round fractions up), in addition to all splash elements being lost.
(YFQ1.563) Despite being a self-guiding seeking weapon, the QWT has no built-in electronic warfare capabilities.
(YFQ1.564) The Quantum Wave Torpedo benefits from the EW status of its guiding unit as per (F3.33).

(YG13.0) MASKING DEVICE

After their defeat at the hands of warp-powered enemies in the Second Gorn-Romulan War, the Romulans (unable to develop Tactical Warp) sought ways to make their ships survivable in combat with such ships.

One solution was the Masking Device, designed to make Romulan ships harder to target and therefore more survivable in combat. This technology, completed in Y88 and used against the Tholians in Y89 and the Gorns in Y90, eventually evolved into the Cloaking Device, but the original system was more limited.

Except as noted below, the Masking Device works in all ways like a Cloaking Device. Except as noted below, the Veiling Device works in all ways like a Masking Device.

The Masking device had become worthless by Y120 as advanced fire controls could penetrate it. It had, however, already been replaced by the Veiling Device by that time. The Veil had become obsolete by Y150, but the superior Cloak had become available a decade earlier.

The Masking Device was created by Mike Strain and Mike West.

(YG13.1) OPERATION OF A MASKING DEVICE

(YG13.11) The Masking Device operates, generally, in the same manner as the Cloaking Device. Masking and Veiling Devices can never be installed on a ship with warp engine power. Weapons cannot be fired while a ship is Masked, Veiled, or Cloaked.

(YG13.12) The counter for a ship protected by a Masking Device remains on the map, marked by a special marker. (Use a Cloak marker for this.)

(YG13.13) As with the Cloaking Device, the ship must place its Fire Control systems in Inactive Mode (G13.51) when activating the Masking Device.

(YG13.14) The Masking Device is activated in the same manner as the Cloaking Device except that the fade-out period is only two impulses long. [The fade-out period for the Veiling Device is 3 impulses, with range penalties of +1, +3, and +5 respectively.]

(YG13.15) The Masking Device is deactivated in the same manner as the Cloaking Device except that the fade-in period is only two impulses long. Note that fire control activation will take longer than the fade-in period. [The fade-in period for the Veiling Device is 3 impulses.] As this fade-in is faster than fire control can become active, Romulan ships often opened fire on passive fire control.

(YG13.16) The Masking Device is destroyed in the same ways as a Cloaking Device.

(YG13.17) The Masking Device cannot mask a planet.

(YG13.18) In the case of docked units, the Masking Device is treated in the same manner as a Cloaking Device.

(YG13.2) ENERGY COST OF OPERATION

(YG13.21) The cost of operation of a Mask or Veil is as follows:

Warbird =1	Hawk =1
Warhawk = 1	Snipe = 1
Falcon = 1	Vulture = 6
Base = 7/4 (use lower cost if AWRs are shut down)	
Dock = 7/4 (use lower cost if AWRs are shut down)	

(YG13.22) There is no change in Mask cost if the ship operates or does not operate its impulse engines. The Masking Device will not work on a ship with warp engines; neither will a Veiling Device.

(YG13.23) The energy cost of operating a Masking Device is paid once per turn, as with a Cloaking Device.

(YG13.3) COMBAT AGAINST MASKED SHIPS

(YG13.30) PENALTIES: The only penalty for firing on a masked ship is the loss of lock-on. There is no Range Penalty or Damage Adjustment. The Veiling Device works in the same way as the Masking Device, but DOES receive the +5 Range Penalty of (G13.302).

(YG13.31) The lack of a lock-on imposes the defined penalties. Note that in the case of (D17.2211), the range for "detection" of a Masked ship would be 50 hexes, not 47.

(YG13.32) If the enemy ship maintains a lock-on to the Masked ship, there is no penalty when firing on it.

(YG13.33) The procedure for retaining or reacquiring a lock-on to a Masked unit is the same as a Cloaked unit.

(YG13.34) Use the effective range for direct-fire weapons targeted on a Masked unit. A veiled unit gains the range modifier as well.

(YG13.35) Seeking weapons not are affected by (YG13.37).

(YG13.36) During the Fade Period or when Masked, a unit firing at a Masked unit will use normal EW shifts.

(YG13.37) The effect of weapons which strike a Masked unit is NOT reduced by the chart in (G13.37). Masked units do not gain the benefit of their EW against enemy weapons; their EW affects only the various die-rolls regarding gaining or retaining a lock-on.

(YG13.4) LOSING MASKING DEVICE EFFECTS

A Masked unit can lose the effect by any of the methods that would void a Cloak. As the Masking Device does not provide a range penalty or a Damage Adjustment, a ship with a voided Mask has no benefits at all.

(YG13.5) OTHER MASKING DEVICE EFFECTS

Identical to the other effects of the Cloaking Device.

(YG13.6) ADVANCED MASKING DEVICE RULES

(YG13.61) Hidden movement by Masked Ships can be used under the same procedures as Cloaked Ships.

(YG13.62) Experience in tracking Masked Ships works the same as a with Cloaked Ships, but the range penalty starts at 5 and is slowly reduced to zero. (For veiled ships, the penalty starts at 7.)

(YG13.63) Ships entering a scenario while Masked do so using the same procedures as a Cloaked Ship.

DESIGNER'S NOTES

We have been working on The Early Years for more than a decade, ever since I was doodling on the computer one day and did an SSD for the old Republic class starship. The D4 followed, and a few years later we published a batch of Early Years preview material in Captain's Log #12 in 1992.

Early Years quickly became immensely popular. When the new ADB, Inc. started in 1999, Early Years was the most requested new product. Over the years, we had published more Early Years material, and many web sites (most notably that of Mike West, once and, now, again a member of the Star Fleet Staff) had published a lot of guesses about what the final product would look like.

We had originally expected to see Module Y1 appear in 1994, but playtesting ran into a problem with drones. If the Kzinti got into your hex, you died. Period. We tried a dozen solutions before selecting the simplest one (reducing the warhead strength). By the time this problem had been solved, however, SFB was in the depths of The Interregnum and no new products were appearing. Years of turmoil and hardship later, ADB, Inc. became its own publisher and Early Years moved to the head of the list of core SFB products.

NEW RACES

The 1992 playtest preview in CL12 mentioned the idea of a "new" race that was coreward of the Gorns and went extinct in the Early Years. After reviewing a dozen proposals, we picked the Paravians, and published previews of them in P6 and CL18. They were to evolve considerably over the next few years. Being on the plasma side of the galaxy, they were armed with a plasma-like torpedo. Being close to the Gorns (and given the popularity of dinosaurs and bird-descent theories) we decided to make them a race of birds descended from extinct Gorns.

We had always talked about doing a canine race that was wiped out by the Lyrans and Kzintis in the Early Years, and had originally planned to make them the core of Module Y2. In the event, however, we finally decided that the best solution was to include them in an expanded Module Y1. They were obviously going to be genetically related to the Lyrans and Kzintis (just as dogs are distant cousins of cats on Earth). We considered the idea of an alliance that collapsed but finally had to agree that none of the three races could ever get along for more than a few seconds (at least, outside of the WYN Cluster). The "Canines" eventually became the "Carnivons" just to avoid having a "cute" name. We gave them unique types of drones and disruptors, and I came up with the Heel Nipper (no jokes about this being a less than serious name, please!) while watching the Discovery Channel one evening. Playtests found the Carnivons and their combination of weapons to be dynamic, deadly, and fun.

Players had always wanted to see the "national" fleets of the original Federation members. The original plan was to include these in Module Y2 but we were finally convinced by a few thousand Emails that we just had to include the first of these ships in the original Early Years module. You have not seen all of their ships (or even all of these races); stay tuned.

HARD CHOICES

We decided not to arm the shuttles after the first of the new series of playtest reports mentioned "Gorn fighter squadrons" a few times too often.

We seriously considered providing one or more of the Federation National Guard races with "mini-photons" but given the existence of the destroyer in this time period felt that if such weapons were historically real they would have been used in all destroyers since that time.

Lots of things had to be decided, studied, and re-decided after we had the history down. The Federation and Gorns could not react to each other, for example, as they had never met during the Early Years.

We provided as many "technological evolution" steps as possible, such as extending the range of tractor beams and transporters in increments.

THE W-SERIES SHIPS

Studying the Early Years timeline, we eventually came to the conclusion that after the YCAs and their ilk began appearing about Y80, there would still be a lot of older ships (sublight ships originally refitted to warp) laying around, and we wanted to include them in the product. After a few pages were added, these became the W-series of "Warp-Refitted" ships, which had their own unique features. We tried to include some variation among the races, denying the Hydrans armor for example.

This also gave us the opportunity to experiment with some technological mismatches, such as the rather crazy idea of warp-speed Gorns armed with sublight weapons fighting sublight Romulans with warp speed weapons.

THE FUTURE OF EARLY YEARS

There will probably be a Y2 although we cannot say when it will be. We can say that we will include Early Years material in future issues of Captain's Log. We have deliberately opened as many doors as we can, leaving space for Klingon command variants, Hydran ironclads, more ships for the Paravians and Carnivons, Klingon subject races, the early Vudar, more early designs for the Lyrans and Kzintis, and other possibilities too numerous (or too dangerous) to mention. Tactics, fiction, art, ships, and scenarios are already in preparation for future Captain's Logs.

SCENARIOS

We have included some scenarios in this product, but most Early Years scenarios will appear in future products. At one point we had very few Early Years scenarios, then suddenly we had more than we could find space for. Those we could not fit here will appear in Captain's Log and perhaps in Module Y2.

IT'S BEEN FUN

Running a game publishing company is not nearly as much fun as running a game design company, and neither of them is quite as much fun as they seem to be from the outside. During the first year of ADB, Inc., I was often overwhelmed by the minutiae of business. Just when I wanted to write a new scenario, I had to explore the intricacies of obtaining enough corrugated cardboard boxes. Just when I wanted to answer game questions, I had to go pack mail orders. Just when I had an idea for a new Klingon ship (the D17, to be seen in future) I had to call the wholesalers and round up orders for the next new product. It was mind-numbing and tedious, and many times I wondered why I wanted to be a designer *and publisher.* But in writing the Early Years module, I found time to be a designer again, and rediscovered the joys of creativity. It's been fun doing Y1; I really do mean that.—*Stephen V Cole*

(YR1.0) GENERAL UNITS

(YR1.1) EARLY SPACE DOCK (YDK): The Early Years equivalent of the Starbase was the Space Dock, although this equivalency is not precise. Space docks had far fewer weapons than the later starbases, as capital assaults were all but unknown (due to the difficulty in supplying a fleet that deeply into enemy territory). Space Docks also incorporated production facilities, effectively being shipyards as well as bases. Some of these eventually expanded into the formal shipyards yet to be seen in SFB.

Each race in Module Y1 is provided with its own unique SSD and counter for this base. Note the various racial differences. The Klingons, Lyrans, and Hydrans for example use fewer phaser-1s than the other races. The Romulans, with their lack of phasers, depended on a plethora of Plasma-Rs to keep Gorn, Federation, and Paravian attackers at bay.

Note that the SSDs show more crew units than the Master Ship Chart; this allows players to customize the SSD depending on which (if any) modules they use.

During the first few years, some Gorn bases had lasers replacing the phasers and atomic missiles replacing the plasma torpedoes.

During the first few years, some Paravian bases had Quantum Cannon replacing the Quantum Wave Torpedoes and lasers replacing the phasers.

Docks do not use the special damage rules of SBs.

Starbases can use two augmentation modules; these can be of any type.

A dock has two shuttle decks (R1.1G5) each with four spaces for extra shuttles. One is connected to each shuttle bay.

The Romulan Dock ca n launch its plasma torpedoes in any direction within the defined tracking arc for that torpedo launcher.

(YR1.2) EARLY BASE MODULES

Augmentation modules available during the Early Years were smaller and less capable that in the General War period. They performed the same general categories of functions, however.

A. Cargo module
B. Barracks module
C. Repair module
D. Science module
E. Power augmentation module
F. Hospital module
G. VIP module
H. Hangar module: Various races used this module to provide extra shuttle parking space for those bases which required it. The Romulans also used them to service fighters assigned to defend bases.

(YR1.3) EARLY BASE STATION (YBS): The Early Base Station is less well armed and equipped than the later Base and Battle Stations, due to the lower state of technology at the time. There was considerable diversity between bases or different races (or even the same race) in their minor details, and the SSD reflects an "average" base.

Each race in Module Y1 is provided with its own unique SSD and counter for this base.

Note that the SSDs show more crew units than the Master Ship Chart; this allows players to customize the SSD depending on which (if any) modules they use.

During the first few years, some Gorn bases had lasers replacing the phasers and atomic missiles replacing the plasma torpedoes.

During the first few years, some Paravian bases had Quantum Cannon replacing the Quantum Wave Torpedoes and lasers replacing the phasers.

Bases can use two augmentation modules; these can be of any type.

Bases have one shuttle deck (R1.1G5) with four slots for extra shuttles. It is connected to the shuttle bay shown on the SSD.

NOTE: The standard small and large freighters were available as early as Y80 under the basic game rules (e.g., no Romulan freighters in this period). Many of these were unarmed as the galaxy was not yet such a dangerous place.

The only auxiliaries (freighter hulls) available during the Early Years are phaser-armed freighters, exploration freighters, troop transports, and repair ships. As with other ships, replace all ph-1s with ph-2s and all ph-Gs with ph-3s.

(YR1.7) Q-SHIPS: Not available in Early Years.

(YR1.10) FRDs: Not available in Early Years.

(YR1.15) DEFSATS: Not available in Early Years.

(YR1.22) MONITORS: Not available in Early Years.

(YR1.24) MOBILE BASES: Not available in Early Years.

(YR1.F4) GAS SHUTTLE: Available from Y70 but did not have a phaser–3 until Y125.

(YR1.F5) HTS SHUTTLE: Available from Y90.

(YR1.F10) GBS SHUTTLE: Available from Y100 but did not have a phaser–3 until Y125.

(YR1.F11) HAS SHUTTLE: Available from Y120 but did not have a phaser–3 until Y125.

R1.Y1 DOCK

	A	B	C	D	E
YDK	20 x Cargo, 10 x Lab, 4x AWR, Emer, Tran	20 x APR, 4x Bridge, 2x Flag, 2x Sensor, 8x Shuttle, 2x Probe, Central Weapons	20 x Hull, 10 x Battery, 4x AWR, Tran, Emer	Upper Dock: 20 x Repair, Aux, Tran, 4x Tractor	Lower Dock: 20 x Repair, Aux, Tran, 4x Tractor

Area F = FA+R Weapons Pod Area G = Module on right side Area H = RA+R Weapons Pod
Area I = L+RA Weapons Pod Area J = Module on left side Area K = L+FA Weapons Pod
Klingons have Security in areas A and C. Romulans have two PI-R in area A, two in Area C. Tholians have one web generator each in areas A and C.

Base stations have five areas: All are connected to Area A, but none are connected to each other.
A = Central core B = repair, tractor, and weapons on upper end C = repair, tractor, and weapons on lower end
D = Module on left side E = Module on Left side.

FEDERATION BOARDING DIAGRAMS

R2.B3 OLD LIGHT CRUISER, WARP-CONVERTED DESTROYER, RIGELIANS, VULCANS

	A	B
WCL YCL	2x Photon, 6 x Phaser-2, 1x Tran, 2x Bridge, 1x Probe, 1x Emer, 2x Btty, 1x Trac, 5x Lab, 6x F-Hull	6x Aft Hull, Trac, Tran, 2x Aux, 2x Shuttle, 2x Battery, 2x Impulse
WDD	Photon, 2x Ph-2, Probe, 2x Bridge, 2x Lab, 1x Tran, 1x Aux, 1x Btty	4x Hull, 1x Emer, Ph-2-360, Trac, Battery, 2x Shuttle, 2x Impulse
YRD	Phot, 2x Brdg, 4xPh2, 2xBtty, 5xCrgo, 4xHull, Tran, Aux	Emer, Prb, Ph-3, Trac, 3xRHull, 2xLab, 2xShtl, 2x Imp
YRC	2xPhot, 2xBrdg, 4xPh2, 2xBtty, 2xAux, 6xCrgo, 6xHull, 2x Tran	2xLab, Emer, 2xTrac, Tran, Prb, 2xPh-3, 2xShtl, 4xHull, 2xImp

R2.B2 ALPHA-CENTAURAN SHIPS, ANDORIAN SHIPS

	A	B	C
YDD	2x Btty, 2x Tran, 4x Hull, 2xPh-2-L, Probe	2x Photon, 2x Ph-2-F, 2x Bridge, 2x Aux, 2x Shuttle, 2x Trac, 2x Imp	6x Lab, 4x Hull, Emer, 2x Ph-2-R
YFF	Phot, 2x Tran, 2x Lab, Aux, Ph-2-L	Ph-2-F, Prb, 2xBridge, 2xShtl, 5x Hull, 2 Imp	Phot, 2x Btty, Eme, Ph-2-R, 2x Trac
YAD	2xPh-2, 2xHull, Aux, Shtl, Trac, Imp	Phot, Brdg, Tran, 2xBtty, 2xLab	2xPh-2, Emer, 2xHull, Trac, Shtl, Imp
YAC	3xPh-2, Emer, 4xHull, Shtl, Trac, Tran, Imp	Prb, 2xPhot, 2xBrdg, 2x Btty, 2x Lab, Tran	3xPh-2, Aux, 4xHull, Trac, Shtl, Tran, Imp
YND	Ph-2, 2xBtty, Tran, Prb, Aft Hull, Emer, Imp	Drone, 2xBridge, 2x Forward Hull, 2x Shuttle, Ph-2-RA	Ph-2, 2xLab, Tran, Trac, Aft Hull, Aux, Imp
YNC	Ph-2, 3x Btty, Prb, Emer, Imp, 2x Trac	Ph-2-F, 11xHull, 2xDrone, 2xBridge, 3xShtl, Ph-2-R	Ph-2, 4xLab, 2x Aux, 2xTran, Imp
YVD	Ph-3, 2xLab, Emer, Btty, Trac, 2xImp, Sen, 2xCargo	Prb, Tran, 5xHull, Brdg, Ph-3-R	Ph-3, Aux, Btty, Trac, 2xShtl, 2xLab, 2xImp, Sensor
YVC	Ph-1, 2xEmer, 4xLab, Sen, 2xBtty, 2xImp, Trac	2xPrb, 2xTran, 2xBrdg, 10xHull, 8xCargo, 4xShuttle, Ph-1	Ph-1, 2xAux, 4xLab, Sen, 2xBtty, 2xImp, Trac

R2.B1 EARLY HEAVY CRUISER, ANDORIANS

	A	B	C	D
YCA	2x Btty, 2x Tran, 5x F-Hull, 2xPh-2-L	2x Photon, 2x Ph-2-F, 2x Bridge, 2x Emer, 2x Imp	6x Lab, 5x F-Hull, 2x Ph-2-R	2x Btty, 2x Aux, 2x Trac, 1x Probe, 1x Tran, 4x A-Hull, 4x Shuttle

R2.B4 EARLY DREADNOUGHT, EARLY TUG

	A	B	C	D	E
YDN	2x Btty, 2x Tran, 7x F Hull, 2x Ph-2-LF	2x Phot, 2x Ph-2-FH, 2x Bridge, 2x Flag, 2x Emer, 4x Imp	6x Lab, 7x F Hull, 2xPh-2-RF	3x Btty, 6x Shuttle, 2 Trac, 2x Tran	Probe, 2x Ph-2-360, 2xPh-2-RA, 2x Aux, 6x R-Hull
YTG	2x Btty, 5x Hull, 2x Shtl, Trac, Ph-2-L	2xPh-2-FH, 2x Brdg, 2x Lab, Prb, 2xImp	2x Tran, 5 Hull, 2 Emer, Trac, Ph-2-R	Pod	Pod

(YR2.0) FEDERATION

(YR2.2) WARP-REFITTED CRUISER (WCL): When the first Tactical Warp Engines were developed by the Federation, they were applied to an existing sublight (i.e., non-tactical warp) cruiser then in service as the standard warship of the Earth Space Force. Earth dominated Federation starship design concepts for the entire history of the Federation, and an early start to this dominance came in the form of the Province-class cruiser, which is familiar to students of the General War as "the old light cruiser". The design was fortuitous, in that it was considerably stronger than it really had to be, and the hull was made out of a new Rhodinium alloy which other members of the Federation had yet to adopt. Hulls of this class remained in production from Y50 through Y170, and in service for decades beyond the last new production. The strong hull of the cruiser easily adapted to warp power, and was given a Warp Refit with a pair of six-box warp engines capable of driving it to Warp-2.5 (speed 16 in SFB terms). SSD and counters are in Module Y1.

(YR2.3) WARP-REFITTED DESTROYER (WDD): Needing to convert as many ships to tactical warp power as quickly as possible, Earth (which had invented tactical warp) used its own destroyer for the conversion. Because of political concerns, warp conversions were regarded as "Federation" rather than "Earth" ships, although the unified Star Fleet had yet to come into being. Years later, after the Warp-Converted destroyers had all been retired or scrapped, the Federation Police needed their own ships and took over the shipyard which had built the original destroyer, producing a ship along the same lines (but with more modern capabilities). After that shipyard was shut down, the police corvette design was produced in a dozen other shipyards at major Federation planets and outposts. SSD and counters are in Module Y1.

Based on a suggestion by Mike West.

(YR2.4) EARLY HEAVY CRUISER (YCA): The famous ships of the *Republic*-class were the first in the Federation Star Fleet to follow the famous "saucer and nacelle" pattern. These were the first of the new ships designed from the start to use tactical warp engines. Photons and phasers were built in as the original armament.

SSD and counters are in Module Y1.

(YR2.5) EARLY LIGHT CRUISER (YCL): The old Earth Cruiser was given new warp engines about Y80, increasing speed and solving its chronic power shortage to some extent. Some wanted to avoid refitting the old WCLs and simply build new YCAs, but the demands for ships in the increasingly dangerous galaxy forced the refits through the Federation Council. These ships served through the remainder of the Early Years period. Subsequently (about Y120) construction of these ships was switched to the CL (or OCL) version with its 12-box engines, and some YCLs were brought up to this standard.

SSD and counters are in Module Y1.

(YR2.6) EARLY DREADNOUGHT (YDN): The great lesson of the First Federation-Kzinti War was the need for fleet command platforms that could survive in combat. An enlarged version of the YCA was developed and put into service about Y100. It had only slightly more firepower than a cruiser; its primary advantages were its larger size and durability and its increased protection. The ships remained in service for decades after the Early Years period due to the high cost of replacing them.

SSD and counter are in Module Y1.

(YR2.7) EARLY DESTROYER (YDD): The Federation Council, seeking economics of scale, accepted a proposal to produce a smaller version of the cruiser that used many of the same components. The result was the Early Destroyer, which had the same weaponry (and virtually the same saucer) as the YCA, but only one of its engines. The military did not want these underpowered ships, but the Federation Council insisted on their construction since they could do (outside of combat, anyway) everything the more expensive YCA could do. Captains of these ships adopted the Fighting Instructions in order to use their weapons effectively. SSD and counter are in Module Y1.

(YR2.8) EARLY FRIGATE (YFF): Another attempt to produce a less expensive ship for secondary missions, the frigate was designed by Star Fleet. If it tried to arm all of its weapons, it would be at a dead stop in space, but this was considered acceptable for one of its missions (defending fixed installations) and irrelevant to its other mission (fleet escort). A compromise between the Fleet and Council produced both frigates and destroyers when, perhaps, one or the other might have been a better overall plan. In combat, frigates would use the same Fighting Instructions as destroyers. SSD and counter are in Module Y1.

(YR2.9) EARLY TUG (YTG): As its infrastructure and influence expanded, the Federation found a need for fast and efficient transports for huge cargoes. The Council wanted large transports and had almost adopted a purely civilian design, but the Fleet showed that by producing more standard components (e.g., engines) that could be used by both warships and transports, the cost of both could be lowered. The military strongly favored the idea of common components so that peacetime maintenance and wartime repairs could be done more efficiently at remote outposts. If every outpost had to stock parts for both cruisers and unrelated transports, it would take more space and money. By stocking one set of parts that could be used for either ship, the Fleet was able to conserve resources. When the Federation reorganized its military in Y95, the transport tugs (which had technically been civilian ships with some military personnel on board) were formally transferred to Star Fleet.

The only pods available in this period were cargo and passenger types. SSD and counters are in Module Y1.

THE FIGHTING INSTRUCTIONS: Cursed with ships that did not have enough power, Star Fleet adopted The Fighting Instructions. These were basically as follows:

1. The YCAs set the tempo of the action, maneuvering at warp-2.3 (speed 12) while continually firing phasers and arming photons. The YDNs followed this doctrine.

2. The other ships (National Guard ships and the Fleet's destroyers and frigates) did not have the power to maneuver at these speeds while arming all weapons. The basic tactic was for all ships to fire their photons in an opening salvo, disrupting the enemy formation and damaging key units, and then close with the enemy (maintaining the speed set by the YCAs) using only phasers.

3. In some cases, the Federation ships adopted different tactics. Operating at Warp-2 (speed 8), they would close with the enemy for a phaser battle, but each ship held one or two armed photon torpedoes. These could then be used for a devastating short-range punch. Once this tactic became known, it could actually be used to intimidate an enemy, as few were willing to "mix it up" with a Federation fleet that could unload its torpedoes in a mass volley.

4. Against a fixed or slow moving target, the Federation ships tended to operate at slow speed and long range, using their phasers to convince enemy ships to stay away while their photons slowly ground down the primary target.

Because of fleet speed requirements, the choice between Instructions was effectively an all-or-nothing decision. Every ship had to operate at the same speed, so they all had to use the same arming cycles.

SHIPS OF THE NATIONAL GUARDS

When tactical warp power was first created (by Earth) and available only at Earth, the Earth politicians generously offered to put their starships under Federation command as they were converted to use warp engines. The other members accepted this idea because tactical warp power was unproven, Earth was paying for it, and it put the larger Earth fleet under control of the Federation Council rather than the President of Earth. Within a few years, however, the other member planets realized their mistake, in that Earth now had even more military power (compared to the rest of the Federation) than before.

In Y71, the Federation formally created the United Star Fleet, designating its ships United Star Ships. But the Federation member planets still did not entirely trust each other, and still faced the nightmare of military domination by one member planet (Earth). The Earth politicians proposed a solution. They would license their tactical warp technology to all member planets, which could then participate in the construction of the new *Republic*-class starships. In the meantime, "to facilitate training", each member planet would be allowed to convert some of its sublight ships to the early tactical warp designs (limited to warp-2.5). These ships would remain part of each member's National Fleet, but could be called upon to join Star Fleet in the event of an emergency.

RIGELIANS: The Rigelians, born to trade, produced ships which lacked the armor of other member planet ships, but included large cargo holds that, effectively, provided the same protection. Rigelian ships serving with the Fleet were often used to carry extra supplies, and the Rigelians often leased their ships to the Federation for humanitarian and other missions where some cargo capacity was important. These ships were relatively slow when arming all of their weapons, but resorted to the standard Federation doctrine of firing their photons in the first salvo of the battle and then leaving them unarmed during the remainder.

The Rigelian ships are based on designs by Mike West.

(YR2.10) RIGELIAN EARLY DESTROYER (YRD): The workhorse of the Rigelian fleet, the YRD did everything. SSD and counter are in Module Y1.

(YR2.11) RIGELIAN EARLY CRUISER (YRC): The Rigelian cruiser was more effective than the destroyer, having an extra torpedo and more overall capability. However, it didn't carry much more profit-producing cargo than the destroyer, and the Rigelians converted few of these ships.

SSD and counter are in Module Y1.

VULCANS: It is unclear how long the Vulcans had been in space. Their civilization may have undergone several collapses, although these were more into introspection than chaos. From time to time, the Vulcans just seemed to abandon exploration to spend time contemplating what they had learned. When the Earth launched its first warp-capable ship, a Vulcan explorer was nearby and noticed it, and First Contact was made. The Vulcans already had phaser-1s and Special Sensors when the Federation was formed, although the other member planets could not maintain this technology and used it only on bases. The Vulcans appeared truly astonished when Earth invented Tactical Warp Drives; the Vulcans had never seen a reason for combat at warp speeds. Vulcan ships are based on designs by Jessica Orsini.

(YR2.12) VULCAN EARLY DESTROYER (YVD): Designed as an exploration ship with limited self-defense capabilities, the Vulcan "destroyer" was designed to travel to an area, then stop and use its power to scan the region. These ships were invaluable in the First Federation-Kzinti War and created the doctrine of fleet electronic support platforms that all other races copied. These ships provided Star Fleet squadrons with some limited cargo capacity as well. SSD and counter are in Module Y1.

(YR2.13) VULCAN EARLY CRUISER (YVC): Basically an enlarged version of the destroyer (the Vulcans did not use these class names), its weapons were effectively used only for self defense. The handful of these ships (the Vulcans built them only when they wanted to explore an area where destroyers had been lost to unknown causes) served as the first fleet command platforms. SSD and counter are in Module Y1.

ALPHA-CENTAURANS: The practical females who dominated the Alpha-Centauran military converted their existing destroyers and scouts to warp power without any major revisions to the designs. They had anticipated advances in engine power and had built their ships with separate encapsulated engines that could quickly be removed and replaced. (This also facilitated maintenance; Alpha-Centauran ships did not have their engines overhauled, but replaced them and sent the old engines back to the factory for refurbishment.) The Alpha-Centauran ships are based on designs by Nick Blank.

(YR2.14) ALPHA-CENTAURAN EARLY DESTROYER (YAD): The Alpha-Centauran destroyer was used as a patrol ship, and to provide escort for the less maneuverable cruiser.

SSD and counter are in Module Y1.

(YR2.15) ALPHA-CENTAURAN EARLY CRUISER (YAC): The Alpha-Centauran cruiser had limited maneuverability, but its firepower gave it a place in the battle line next to Star Fleet cruisers. SSD and counters in Module Y1.

ANDORIANS: The Andorians, perhaps due to their physical nature (in which "perception" was as important a sense as sight and hearing), preferred seeking weapons to the direct-fire photons. They armed their ships with drones (albeit different drones than those seen in Kzinti or Klingon service). This made their ships unusually fast in combat. Because they had yet to invent the "snap roll booster" used by other drones to quickly set an initial course upon launch, the drone racks on Andorian ships have limited target engagement arcs similar to plasma torpedoes. Andorian ships in the Federation-Kzinti Wars tended to be used for fleet drone defense rather than attack.

The Andorian ships are based on designs by Nick Blank.

(YR2.16) ANDORIAN EARLY DESTROYER (YND): Designed for patrolling, the Andorian Early DD had only a single drone rack, mounted in the front and tracking targets only in the frontal arc. This limited its drone engagements to the attack. SSD and counters are in Module Y1.

(YR2.17) ANDORIAN EARLY CRUISER (YNC): A larger ship than the destroyer, the cruiser had more drone racks, but their arcs were limited to either side. This made it difficult to get a sizeable wave of drones on the target. SSD and counters are in Module Y1.

Boarding Diagrams are on page 26.

(YR3.0) KLINGON EMPIRE

(YR3.2) D3 WARP-REFITTED CRUISER: The last of the sublight armor-clad cruisers, the D3 had stood the empire in good stead. Its conversion to tactical warp power, phasers, disruptors, and drones was workable, although it was clear that the ship could not take full advantage of the new technology. The Klingons had built a fleet larger than any other race (thanks to resources left behind by the Old Kings), and its power rested on the D3 squadrons. When tactical warp power became available, the D3s were quickly converted.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD and counter are in Module Y1.

(YR3.3) F3 WARP-REFITTED FRIGATE: Intended for patrolling the frontiers, F3s were expected to fight for local control and call in the D3s when dominance of a given area was needed. Their conversion to warp power went ahead quickly as the Klingons had known of this technology even if they could not reproduce it (independently of the Federation) until Y63.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD and counter are in Module Y1.

(YR3.4) D4 EARLY CRUISER: Designed from the start to use the new technology, the D4 did so admirably, and the Klingons set about building as many D4s as they could in the facilities left behind by the Old Kings. Heavy losses in the unfortunate Tholian Wars, and a devastating Kzinti raid that ravaged the main shipyard left behind by the Old Kings, reduced the Klingons to merely the equal of their enemies. Had the Tholians never arrived, the Klingons would probably have controlled most of Federation, Romulan, Kzinti, and Hydran space. The D4 followed the same general outline of the D3 and earlier ships, although it was a new design. For example, the impulse engines were smaller as the warp engines were regarded as providing adequate power.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR3.5) F4 EARLY FRIGATE: The Klingons had always built two classes of ships, from the original D1/F1 series through the improved D2/F2 and finally the D3/F3. The F4 was the logical continuation of the concept of a small ship to patrol territory and a large one to control it. The handy F4 was fast and deadly for its time.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR3.6) C4 EARLY DREADNOUGHT: The Klingons knew the value of front-line leadership and expected it of their officers, but casualty rates among fleet commanders approached 100%. Attempts to convert the older C3 armor-clad flagships to warp technology had never really worked, and new C4s were built in the early Y90s. Some of these ships served for half a century until replaced by C6s just before the Four Powers War.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR3.7) T4 EARLY TUG: The Klingons knew the value of military logistics and had an extensive network of freighters and auxiliaries to bring supplies to the fleet. The T4 tug was designed for two missions: carrying supplies for a fast-moving fleet reacting to enemy attacks or conducting a counter-attack, and to help construct new colonies and outposts. The handful of T4s were always busy and in high demand.

The warp engines were less efficient due to the need for more internal bracing to handle the huge loads.

The only pods available in this time period were cargo and passenger types. The T4 can carry one or two pods, just as the later T6 could do, and in fact the pods are identical.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

R3.B1: D3, D4, C4, T4

	A	B	C	D	E	F
D3	2xPh2, Probe, 2x Bridge, Trac, Emer, Security	Tran, Battery, 2x Forward Hull, 2x Lab, Emergency Impulse	2x Tran, 2xPh-2, Disruptor	2x Battery, 2x Aux, Security, 6x Aft Hull	2x Tran, 2xPh-2, Disruptor	4x Impulse, 2x Drone, 2x Shuttle, Trac
D4	2xPh2, Probe, 2x Bridge, Trac, Emer, Security	Tran, Battery, 3x Forward Hull, 3x Lab, Emergency Impulse	2x Tran, 2xPh-2, Disruptor	2x Battery, 2x Aux, Security, 6x Aft Hull	2x Tran, 2xPh-2, Disruptor	2x Impulse, 2x Drone, 2x Shuttle, Trac
C4	2xTrac, 4xPh2, 3xBridge, 2x Security, Probe, Tran, 2x Emer, 2x Battery	4x Lab, 9x F Hull, Disr, 2x Impulse	Ph-2, 8x Aft Hull, 2x Ph2, Disruptor	4x Btty, 2x Security, 4x Tran	Ph-2, 8x Aft Hull, 2x Ph2, Disruptor	2x Trac, 4x Drones, 2x Aux, 4x Impulse, 4x Shuttle
T4	2xPh2, Probe, 2x Bridge, Trac, Emer, Security	Tran, Battery, 3x Forward Hull, 3x Lab, Emergency Impulse	6x Cargo, 2x Ph3	4x Btty, 2 x Aux, 2x Security, 4x Tran	6x Aft Hull, 2x Ph3	2x Drone, 2x Shuttle, 2 x Impulse

R3.B2: F3, F4

	A	B	C
F3	Ph-2, Security, Trac, Bridge, Emer, 2x Lab, Forward Hull	2x Disruptor, Security, Aux, Transporter, Probe, Battery	2x Impulse, 3x Aft Hull, 2x Ph-2, Shuttle, Drone
F4	Ph-2, Security, Trac, Bridge, Emer, 2x Lab, Forward Hull	2x Disruptor, Security, Aux, 2xTransporter, Probe, 2xBattery	2x Impulse, 4x Aft Hull, 2x Ph-2, Shuttle, Drone

(YR4.0) ROMULAN STAR EMPIRE

The Romulans of the Early Wars period were backwards in their technology due to internal conflicts and rivalries. They had expanded as rapidly as they could before meeting resistance, and looted their territory of all of its easily-obtainable resources in an effort to build a huge fleet to defend their conquests.

Note that as we evaluated the records of this period, it was found that some earlier theories on the earliest Romulan ships were incorrect. We have adjusted BPVs, added APRs, and noted the earlier types of tractor beams.

(YR4.2) VULTURE DREADNOUGHT: The Romulans first produced the huge Vulture-class dreadnought in Y50. With the continuing evolution of new weapons and technology, the old ships (and new ones built to the same design) were steadily upgraded over the years. Shields had been added to the ships before the 2nd Gorn-Romulan War. The ship always carried the huge Nuclear Space Mine.

All of the Vulture SSDs are combined into a single page in Module Y1; a VUL counter is in R7 and Y1.

(YR4.2A) BOLTED VULTURE (SVL): Appearing at the end of the 2nd Gorn-Romulan War, the SVL could bolt its type-R plasma torpedoes to a maximum range of 50,000km, but its effectiveness was limited by the short-ranged lasers and low battle speeds.

Tractor: Type-S (range zero, towing only).

(YR4.2B) MASKED VULTURE (WVL): Converted to use the Masking Device and the seeking torpedo in Y88, the Vultures led the attack on the Gorns in the 3rd Gorn-Romulan War. Their dual-R-Torpedoes allowed them the tactic of launching one of them to open the battle and bolting the other one when the Gorns came within range.

Tractor: Type-W (range one, towing only).

(YR4.2C) VEILED VULTURE (YVL): The improved Veiling Device replaced the Masking Device in Y119, although this improvement was only incremental and was quickly outpaced by Gorn technology advances. The 4th Gorn-Romulan War did not go as well for the Romulans as previous wars had. The Vultures remained the flagships of the Romulan fleets on the Gorn border.

Tractor: Type-W (range one, towing only).

(YR4.2D) CLOAKED VULTURE (VUL): This ship is beyond the scope of the Early Years, but is noted to complete the record. The cloaking device had replaced the Veiling Device by Y140, and the shields reached their final maximum strength. Tractor: Type-W (range one, towing only).

(YR4.2E) VULTURE PLUS (VUL+): The final Non-Tactical Warp version of the Vulture, using Klingon technology to add transporters and improve the tractor beam in the Y158 refits.

Tractor: Type-N (range three, 360°, unrestricted).

(YR4.3) WARBIRD CRUISER: The backbone of the Romulan fleet would be the Warbird class from the earliest Romulan wars until the General War. These ships had a powerful weapon (the Type-R torpedo) and were steadily refitted as the years passed. New ships were built as late the Y170s to the same basic design that first appeared in Y20, making the Warbird the longest-serving hull type in the Alpha Sector (discounting the Jindarians). Shields were added before the start of the 2nd Gorn-Romulan War; this ship always carried the huge Nuclear Space Mine.

All of the Warbird SSDs are combined into a single page in Module Y1; a WB counter is provided. (Three more WB counters are in Basic Set.)

(YR4.3A) BOLTED WARBIRD (SWB): Appearing during the Second Gorn-Romulan War, this improvement of the already-venerable Warbird was able to bolt its R-torp to a maximum range of 50,000km. The ships were tactically limited by their short-ranged lasers and low speeds. One favorite tactic of Warbirds was to land on a disputed planet, effectively becoming ground-based plasma bolts that kept the Gorns at bay. Tractor: Type-S (range zero, towing only).

(YR4.3B) MASKED WARBIRD (WWB): The new technology (Masking Device and seeking torpedoes) was added in Y88, and these ships formed the front line of the devastating Romulan invasion of Gorn space. The Warbirds then "dug in" on key planets, where their seeking plasma torpedoes made Gorn counter-attacks expensive and tedious.

Tractor: Type-W (range one, towing only).

(YR4.3C) VEILED WARBIRD (YWB): The Veiling Device became available in Y119, and was a marked improvement for the Warbird, making it survivable against the recently improved Gorns. As always, these ships formed the front line in the Third Gorn-Romulan War.

Tractor: Type-W (range one, towing only).

(YR4.3D) CLOAKED WARBIRD (WB): The Cloaking Device did not replace the Veiling Device until Y140, which is beyond the scope of Early Years, but this did make the Warbird much more effective and brought it very near the familiar design. Tractor: Type-W (range one, towing only).

(YR4.3E) WARBIRD PLUS (WB+): The last of the Non-Tactical Warbirds, this variant defines those ships that received Klingon technology (transporters, better tractors) as a result of the Treaty of Smarba. As Tactical Warp engines became available, many WBs came out of their conversions as War Eagles rather than merely with plus refits.

Tractor: Type-N (range three, 360°, unrestricted).

SSD and counter are in Basic Set.

(YR4.4) HAWK DESTROYER: The Hawk design was originally built in competition with the Warbird, and while the Warbird officially won that fly-off, the Hawk went into production to supplement the harder-to-build Warbird and remained in production for more than a century. The Hawk carried two smaller weapons compared to the Warbird's single massive weapon, which actually made the Hawk easier to construct. Hawks entered full-scale production by Y25 to supplement the Warbird force, and were given shields just before the 2nd Gorn-Romulan War. They always carried the traditional Nuclear Space Mine. All of the Hawks are combined into a single SSD in Y1; an HK counter is provided.

(YR4.4A) BOLTED HAWK (SHK): Quickly converted in the last years of the Second Gorn-Romulan War, the Hawks replaced their earlier weapons with type-G plasma bolts. Having two weapons was a considerable tactical advantage (even if they were smaller weapons) for a ship as tactically slow as the Early Years Romulans. This flexibility, however, meant simply that the Warbirds were concentrated in squadrons for mutual support while Hawks picked up the duties as lone patrol or station ships.

Tractor: Type-S (range zero, towing only).

(YR4.4B) MASKED HAWK (WHK): The new Masking Device and seeking plasmas became available in Y88, and were quickly refitted to the Hawk series ships. While one

might have assumed that the Warbirds would have had priority in receiving this technology, Masking Devices were relatively simple to build and the conversion of G-bolts into G-torpedoes was vastly easier than converting the R-series weapons on the Warbird. Hawks were actually refitted faster and some of them served in squadron-sized units during the opening phases of the Third Gorn-Romulan War. Tractor: Type-W (range one, towing only).

(YR4.4C) VEILED HAWK (YHK): Receiving the Veiling Device in Y119, the Hawks remained on patrol and flanking maneuvers during most of the Fourth Gorn-Romulan War. Most Hawks were used on anti-piracy patrols as the Orions were becoming a serious problem for the Romulans by that time. Tractor: Type-W (range one, towing only).

(YR4.4D) CLOAKED HAWK (H-S): The Hawk received its Cloaking Device after Y140. Conversion was at a relatively low priority compared to the Warbirds.

Tractor: Type-W (range one, towing only).

(YR4.4E) HAWK PLUS (H+): The Hawks received Klingon-designed transporters and tractors after the Treaty of Smarba. Conversion to warp technology (BattleHawk) proceeded more slowly as priority went to the Warbirds and most of the Hawks were converted to support ships rather than combat vessels. SSD and counter are in Module R4.

Tractor: Type-N (range three, 360°, unrestricted).

(YR4.5) SNIPE FRIGATE: The smallest of the original Romulan ship classes, the diminutive Snipe was used as a picket, convoy escort, station ship, and consort for larger warships. These ships received shields before the Second Gorn-Romulan War, and always carried the Nuclear Space Mine. All of the Snipe SSDs are combined into a single page in Module Y1; an SN counter is provided.

(YR4.5A) BOLTED SNIPE FRIGATE (SSN): Hastily converted to fire bolted plasma and with warp-targeting gyros for its lasers, Snipes suffered heavy losses to Gorn tactical warp raiders in the final stages of the Second Gorn-Romulan War. Tractor: Type-S (range zero, towing only).

(YR4.5B) MASKED SNIPE FRIGATE (WSN): Readied for the Third Gorn-Romulan War by the addition of seeking torpedoes and a Masking Device in Y88, Snipes were used in the opening offensives. Indeed, the first (if somewhat accidental) battle of the War was when a Gorn warp-refitted destroyer, trying to infiltrate Romulan lines to determine if a new offensive was in fact being readied, was destroyed by a Snipe. Tractor: Type-W (range one, towing only).

(YR4.5C) VEILED SNIPE FRIGATE (YSN): Refitted with the superior Veiling Device in time for the Fourth Gorn-Romulan War Y119, the Snipe had a difficult time on its picket and screen duties against the new generation of Gorn destroyers. Tractor: Type-W (range one, towing only).

(YR4.5D) CLOAKED SNIPE FRIGATE (SN): The Cloaking Device did not appear before Y140 and is beyond the scope of Early Years, but this refit is noted here for the record. Tractor: Type-W (range one, towing only).

(YR4.5E) SNIPE-PLUS FRIGATE (SN+): When the Treaty of Smarba provided the Romulans with Klingon tractor beams, transporters, and tactical warp engines, they quickly refitted the old Snipes to use the new gear.

Y158: Post-Smarba refits. BPV = 46

Tractor: Type-N (range three, 360°, unrestricted).

(YR4.6) VEILED FALCON MAULER (YFA): The Romulans developed mauler technology just before the Fourth Gorn Romulan War and expected great things of the new weapon, only to be disappointed. Deficient in power, the weapon was of only limited use and the handful of Veiled Falcons did not survive the war. The technology was forgotten until after the Treaty of Smarba, when the powerful Tactical Warp Engines made the concept workable.

Tractor: Type-W (range one, towing only).

SSD and counter are in Module Y1.

(YR4.7) WARHAWK CARRIER: The Romulans converted a small number of Hawk light cruisers into fighter tenders for local defense. Each carrier could operate five of the diminutive warplanes, which were armed only with lasers and were designed to hunt down Gorn Ground Assault Shuttles. Technology steadily improved over time.

All of the WH SSDs are combined into a single page in Module Y1; a WH counter is provided in Module Y1.

(YR4.7A) ORIGINAL WARHAWK (SWH): Quickly converted in the last years of the Second Gorn-Romulan War, the original Warhawks had only lasers for armament. They were not very effective in combat, and were primarily used when a major battle would be fought over a planet and their fighters might help keep Gorn marine shuttles at bay.

Tractor: Type-S (range zero, towing only).

(YR4.7B) MASKED WARHAWK (WWH): The advent of seeking plasmas in Y88 suddenly made the tiny Gladiator fighters a workable proposition in anti-ship battles. As the basic Romulan tactic was to capture an undefended planet and force the Gorns to spend ships and time taking it back, the ability of a Warhawk to (via its fighters) put five torpedoes into flight in a single volley was tactically significant. With the Masking Device, the ship could avoid damage while rearming its fighters. Tractor: Type-W (range one, towing only).

(YR4.7C) VEILED WARHAWK (YWH): The Veiling Device, available in Y119, gave the Warhawks an improved ability to stay alive in the melee around a disputed planet.

Tractor: Type-W (range one, towing only).

(YR4.7D) CLOAKED WARHAWK (WH-S): The Hawk received its Cloaking Device (and improved survivability) after Y140. Tractor: Type-W (range one, towing only).

(YR4.7E) WARHAWK PLUS (WHS+): The Warhawks received Klingon-designed transporters and tractors after the Treaty of Smarba. Conversion to warp technology went slowly as the tiny carriers were already obsolete.

Tractor: Type-N (range three, 360°, unrestricted).

ROMULAN EARLY FIGHTERS

The Romulans used two types of short-ranged sublight fighters for local defense during the Early Years.

(YR4.F1) GLADIATOR-0: Armed with a plasma-F torpedo in a stasis box, the Gladiator-0 was the primary anti-ship fighter for local defense. It was, in effect, merely an expendable one-shot torpedo launcher as its chances of staying alive to reload were slim.

(YR4.F2) GLADIATOR-L: Armed with a low-powered laser, the Gladiator-L was used to hunt down Gorn GAS shuttles and for other local defense missions.

Boarding diagrams for these ships are generally the same as the General War versions.

(YR5.0) KZINTI HEGEMONY

(YR5.2) WARP-REFITTED CRUISER (WCA): The original Kzinti armor-protected cruisers were very different from the ships known in the General War. Wider and shorter, they were built to mix with the enemy (more often than not another Kzinti warlord) in a short-range drone-and-phaser battle. The Kzintis did not regard maneuverability as a virtue, as their drones could strike from any angle.

Curiously, when the Kzintis decided to start building new Y-series "early warp" ships, they built an entirely new shipyard instead of converting the old one they already had. This seems to have reflected Kzinti internal politics. The old shipyard was kept in operation to building Kzinti tugs, which used a similar hullform (even if they were radically different inside). The new shipyard was firmly under control of the Patriarch, who cemented control over the Pentarcal Nobles by controlling their access to new ships.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD and counter are in Module Y1.

(YR5.3) WARP-REFITTED DESTROYER (WDD): Stablemate of the WCA, the early destroyer was powerful for its era and very nearly a cruiser in its own right.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD and counter are in Module Y1.

(YR5.4) EARLY STRIKE CRUISER (YCS): The first ship of the new hull-form designed from the beginning for warp drive, the strike cruisers continued to rely on drones and phasers and lacked disruptors. The Kzintis did not copy and use disruptors on their warships until the later CS design appeared in Y125.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR5.5) EARLY COMMAND CRUISER (YCC): Used originally by the Pentarcal Nobles, and later allocated as a squadron flagship, the early command cruiser had only a marginal improvement in firepower. It had more command facilities, increased power (more impulse engines), and improved types of drone racks that required continual maintenance and adjustment and thus were unsuited to general deployment in the fleet.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR5.6) EARLY DREADNOUGHT (YDN): The Kzintis, like the Klingons and Lyrans they fought, found a need for command ships to ensure that admirals (i.e., pentarcal nobles) stayed alive long enough to command their fleets to victory.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR5.7) EARLY FRIGATE (YFF): Designed to patrol the borders, guard planets, and escort convoys, the Kzinti early frigate was capable in its class but, due to its isolated duty, often faced overwhelming odds.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

R5.B1: MOST EARLY KZINTIS

	A	B — Left	C- Center	D — Right
WCA	3x Ph-2, 2x Aux, 2x Bridge, 2x Lab	7x Forward Hull, 2x Tran, 2x Ph-3, 2x Drone	Probe, Emer, 2x Shuttle, 2x Trac, 2x Impulse	7x Aft Hull, 2x Battery, 2x Ph-3, 2x Drone
WDD	2x Ph-2, Aux, Bridge, 2x Lab	3x Forward Hull, 2x Tran, 2x Ph-3, 1x Drone	Probe, Emer, 2x Shuttle, 2x Trac, 2x Impulse	3x Aft Hull, 2x Battery, 2x Ph-3, 1x Drone
YCS	3x Bridge, 2x Ph2, 5x Forward Hull, 2x Trac, Tran, Emer, Battery	2x Drone, 2x Ph3, 4x Aft Hull, 4x Battery	2x Aux, 2x Ph-3-360, Probe, 4x Lab, 2x Impulse, 2x Shuttle	4x Aft Hull, 4x Tran, 2x Drone, 2x Ph3
YCC	2x Bridge, 2x Flag, 2x Ph2, 5x Forward Hull, 2x Trac, Tran, Emer, Battery	2x Drone, 2x Ph3, 4x Aft Hull, 4x Battery	2x Aux, 2x Ph-2-360, Probe, 4x Lab, 3x Impulse, 2x Shuttle	4x Aft Hull, 4x Tran, 2x Drone, 2x Ph3
YFF	Emer, Ph2, Bridge, Tran, Battery, 3x Forward Hull	Ph3, Drone, Tractor, 2x Aft Hull, 2x Battery, Impulse	Shuttle, Ph-2-360, probe, 2x Lab	Aux, 2x Aft Hull, 2x Tran, Impulse, Ph3, Drone
WYN ZYF	2xPh-2, Bridge, Emer, Tran, Btty, 3xF-Hull	Ph-2-LS, Drone, Tractor, 2x Aft Hull, 2x Battery, Impulse	2x Shuttle, Ph-2-360, 2x Lab	Aux, 2x Aft Hull, 2x Tran, Ph-2-RS, Drone, Impulse

R5.B2: DREADNOUGHT

	A	B	C	D	E	F	G
YDN	3x Bridge, 3x Flag, Emer, 4xPh2, 5x Forward Hull, 2x Tran, 2x Trac, 2x Btty	Probe, 2xPh3, 2x Drone, 7x Aft Hull	3x Shuttle, 6x Cargo, 3x Ph2, 3x Aux	Tractor, 2xPh3, 2x Drone, 7x Aft Hull	5x Tran, Drone, 2x Ph3	6x Lab, 2x Ph3, 3x Impulse	5x Btty, Drone, 2x Ph3

(YR6.0) GORN CONFEDERATION

WARP-REFITTED SHIPS

The Gorns fought through the sublight period (more properly the non-tactical warp period) with three primary classes of warship. The battleships were designed to do most of the fighting and operated primarily in divisions of four ships. The cruisers were designed for patrolling and operated mostly alone. The destroyers were designed as consorts, escorts, and station ships for smaller colonies; about half of them were operated by the Gorn police forces. All of these received the new shield technology about Y50. When tactical warp engines became available in Y65, the ships were hastily refitted by simply welding the new engines to the top and bottom of the rear hull. All of these ships were armed with atomic missiles and lasers; the warp-refitted ships received the faster missiles with warp-boosted impulse drives and the warp-targeted lasers. Relatively few of these ships were refitted with improved technology after Y90. Note that the larger minimum crews are needed due to the lack of "modern" automated systems. The smaller boarding party complement reflects the lack of such actions during the period these ships operated. High energy turns were known during this period, but due to the high likelihood of failure these were used only in desperate evasion maneuvers.

(YR6.2) WARP-REFITTED BATTLESHIP (WBB): A sub-light ship of the line of the class that fought in the First Gorn-Romulan War (and lost the battle of Gorn-Shima) refitted with an early version of the Tactical Warp Drive. Still armed with short-ranged lasers, these were given enhanced targeting systems able to engage ships moving at warp speeds. Most of these ships fought on the Romulan front; only a few could be spared to guard the most important colonies on the Paravian frontier. These ships had been refitted with shields about Y50 but still retained the original armor since the shields alone were regarded as an inadequate defense. While termed a battleship, this ship was a *defacto* cruiser. The Gorns did not build a ship to match the Romulan Vulture until much later due to the high cost of such ships; the legislature insisted it would be adequate to build more ships of this class and expect two or three of them to deal with a Vulture. Since most sublight and warp-refitted battleships operated in squadrons, this was perhaps an acceptable solution.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, any legal target) in Y90.

Transporter: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Balcony: 2+2 (on rear wings).

SSD and counter are in Module Y1.

(YR6.3) WARP-REFITTED CRUISER (WCA): Another sub-light ship refitted with the early Tactical Warp Drive. This ship carried fewer weapons than the battleships, and was regarded as a large patrol vessel; battleships of the line were expected to do most of the actual fighting in fleet battles. The sub-light ships had received shields in Y50 for additional defense, but the Gorns decided against building a new unarmored cruiser both to save the cost of retooling the shipyards and because shielding technology could not yet provide an adequate defense. Transporters were added to the ships as they were converted to tactical warp power.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, any legal target) in Y90.

Transporter: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Balcony: 2+2 (on rear wings).

SSD and counter are in Module Y1.

(YR6.4) WARP-REFITTED DESTROYER (WDD): Another refit of a sub-light ship. The original sub-light destroyer was intended to serve as a scout, convoy escort, and station ship for smaller colonies. It could also be used as a consort for larger warships. The sublight destroyer, and its warp-refitted reincarnation, was not regarded as strong enough to patrol on its own as Romulan Warbirds and Paravian cruisers could destroy it before help could arrive. The ship was given transporters during the tactical warp refit, but never had tractor beams as it was regarded as too small to tow another ship effectively. Shields had been added to the sub-light destroyers about Y50. The Gorn military wanted to build hundreds of a new unarmored destroyer design (with the shield generators used on the battleships of the line) to provide patrol ships, but the Gorn legislature refused to fund this rather grandiose plan.

Tractors: None (it can still use negative tractor).

Transporter: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Balcony: 1+1 on forward wings.

SSD and counter are in Module Y1.

EARLY YEARS SHIPS

(YR6.5) EARLY CRUISER (YCL): The Gorns of the Early Years period (who, like the other races, did not know they were in the "early time" but thought they were the most modern Gorns to that date) did not use the double-bubble ships seen in the General War. Their three ship classes (cruiser, destroyer, and frigate) were all single-bubble designs. The cruiser is designated "light cruiser" in SFB because of its similarity to the later CL, but the Gorns (who had nothing heavier) did not refer to it as a "light" ship. It should be noted that the Gorns were facing fanatic but weak competition from the Romulans and Paravians, and their ship designs reached down to the level of their enemies. It was after the Early Years period, for example, before the Gorn fleet included ships able to perform HETs without imminent risk of breakdown.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Balcony: 2+2.

SSD and counter are in Module Y1.

(YR6.6) EARLY COMMAND CRUISER (YCC): As with later Gorn command platforms, the command cruiser had extra communication facilities but did not have more firepower.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Balcony: 2+2. SSD and counter are in Module Y1.

(YR6.7) EARLY DESTROYER (YDD): Designed for patrols, escorts, and guards, the destroyers were often pressed into fleet duty to fill out squadrons. Many destroyers fought lonely battles with Paravian raiders, which usually appeared in single-ship elements.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Balcony: 1+1.

SSD and counter are in Module Y1.

(YR6.8) EARLY FRIGATE (YFF): The Early Frigate was the ship of the Gorn Police Forces (which were part of the Navy until Y80), and was designed for tariff and customs work, space rescue, and general security. Due to the depredations of Paravian raiders, the Gorn Police Frigates often led short but exciting careers.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Balcony: 1+1.

SSD and counter are in Module Y1.

(YR6.9) EARLY TUG (YTG): Designed to provide fast and protected cargo delivery for Gorn colonies, the tug utilized many components of the cruiser, a feature of economy not lost on the Gorn legislature.

The only pods available are cargo and passenger types.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Balcony: 2+2.

SSD and counter are in Module Y1.

R6.B1: MOST EARLY GORNS

	A	B	C	D	E
WBB	3xLaser, 2x Bridge, 4x Forward Hull, 4x Lab, 2x Battery, Transporter	2x Laser, 2x Missile, 6x Aft Hull	2x APR, Emer, 3x Battery, Tractor, 6x Shuttle, 4x Impulse, 2x Laser	2x Laser, 2x Missile, 6x Aft Hull	Not Used.
WCA	3x Laser, 4x Forward Hull, 4x Lab, 2x Bridge, 2x Battery, Transporter	Laser, Missile, 5x Aft Hull	2x APR, Emer, 2x Battery, Tractor, 4x Shuttle, 4x Impulse, 2x Laser	Laser, Missile, 5x Aft Hull	Not Used.
WDD	Laser, Transporter, APR, Bridge, 2x Forward Hull, 2x Lab	Laser, Missile, 2x Shuttle	Emer, Battery, 6x Aft Hull, 2x Impulse	Laser, Missile, 2x Shuttle	Not Used.
YCL	2x Phaser-2, Tractor, 2x Bridge, 4x Forward Hull, 2x Battery, Aux, Tran	Phaser-2, Plasma-G, Impulse, Probe, 2x Shuttle	2x Emer, 2x Lab, 8x Aft Hull	Phaser-2, Plasma-G, Impulse, Tran, 2x Shuttle	Not Used.
YCC	2x Phaser-2, Tractor, 2x Bridge, 2x Forward Hull, 2x Flag, Aux, Tran	Phaser-2, Plasma-G, Impulse, Probe, 2x Shuttle	2x Emer, 2x Lab, 8x Aft Hull, 2x Battery	Phaser-2, Plasma-G, Impulse, Tran, 2x Shuttle	Not Used.
YDD	Phaser-2, Trans, Tractor, Bridge, Battery, 2x Forward Hull	Phaser-2, Impulse, Probe, Shuttle	Plasma-G, Emer, 2x Lab, 4x Aft Hull	Phaser-2, Impulse, Tran, Shuttle	Not Used.
YFF	Phaser-2, Trans, Tractor, Bridge, 2x Battery, Lab	Phaser-2, Impulse, Probe, Shuttle	Plasma-F, Emer, 5x Hull	Phaser-2, Impulse, Lab, Shuttle	Not Used.
YTG	2x Phaser-2, Tractor, 2x Bridge, 4x Forward Hull, 2x Battery, Aux, Tran	Phaser-2, Trac, Impulse, Probe, 2x Shuttle	2x Emer, 2x Lab, 8x Aft Hull	Phaser-2, Trac, Impulse, Tran, 2x Shuttle	Pod

Note: Gorn Early Years ships never had Federation reporting names as the Federation did not encounter the Gorns until decades later.

(YR8.0) ORION FREEHOLD

The Orions of the Early Years were Federation members, but with a host of asterisks exempting them from no end of Federation regulations and requirements. The Federation agreed to what was fundamentally a bad deal to get the Orions on their side in the First Romulan War. The Orions fielded their own ships under the National Guard provisions, a situation that laid the seeds of the later Orion Pirates.

(YR8.2) EARLY GUARD CRUISER (WCA): Basically a modified freighter design, the Guard Cruiser had adequate firepower similar to that of the other Federation members.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

Cargo boxes hold 50 points.

Can land by gravity or powered means.

SSD and counter are in Module Y1.

(YR8.3) EARLY GUARD DESTROYER (WDD): The most common Orion ship of the era, the Early Destroyer served to provide security for Orion merchants traveling across the Federation.

Cargo boxes hold 50 points.

Can land by gravity or powered means.

This ship is nimble.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

(YR8.3A) ADVANCED (RAIDER) DESTROYER: The Guard Destroyer was later refitted (about Y100) with the more powerful Warp-2.88 engines and designated Advanced Destroyers (YDD). Sixteen of these refitted ships became the first Orion pirates in Y113, and their ships were designated Raider Destroyers (YDR) by the Federation.

Most of their raiding, historical records later revealed, was in Romulan space, where the backwards Romulans were easy prey compared to the warp-driven Federation. These raids by Orions (some of whom set up "pirate kingdoms" in Romulan space) infuriated the Romulans, who regarded their campaigns as a veiled Federation invasion.

Cargo boxes hold 50 points.

Can land by gravity or powered means.

This ship is nimble.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR8.4) EARLY CRUISER RAIDER (YCR): Appearing in Y114 (and obviously built earlier) the original version of the later Raider Cruiser had a hull designed to avoid detection, but this was only partly effective. (The later CR combined hull forms with special masking techniques and hull coatings to achieve the well-known "stealth bonus". The original Orion YCRs lacked the ability to double their engines and none of them had yet obtained cloaking devices.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Cargo boxes hold 25 points.

This ship is nimble.

Can land by aerodynamic, gravity, or powered means.

SSD and counter are in Module Y1.

(YR8.5) EARLY LIGHT RAIDER (YLR): First appearing in Y113 and obviously built earlier, the Early Light Raider lacked the full engine doubling, cloak, and stealth features of the later LR. They were still dangerous convoy raiders.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Cargo boxes hold 25 points.

This ship is nimble.

Can land by aerodynamic, gravity, or powered means.

SSD and counter are in Module Y1.

R8.B1: EARLY YEARS ORIONS

	A — Forward Section	B — Rear Section
WCA	2x Bridge, 4x Phaser-2, 4x Forward Hull, 2x Battery, 2x Transporter	2x Photon, 6x Cargo, 4x Shuttle, 2x Tractor, 2x Battery, 2x Aux, 4x Aft Hull, 2x Impulse
WDD	2x Bridge, 2x Forward Hull, 4x Phaser-2, Transporter, Battery	Photon, 4x Cargo, 2x Shuttle, 2x Tractor, Battery, Aux, 2x Rear Hull, 2x Impulse
WDR	2x Bridge, 2x Forward Hull, 4x Phaser-2, Transporter, Battery	2xPhoton, 4x Cargo, 2x Shuttle, 2x Tractor, Battery, Aux, 2x Rear Hull, 2x Impulse
YCR	Photon, 4x Phaser-2, 2x Bridge, 5x Center Hull, 5x Cargo, 2x Tractor, 2x Drone	3x Battery, 3x Transporter, Aux, 2x Shuttle, 2x Ph3, 3x Impulse
YLR	Photon, Bridge, Aux, 3x Center Hull, 3x Cargo, 2x Tractor, 2x Drone	3x Ph-2, 3x Battery, 2x Shuttle, 2x Tran, 2x Impulse

(YR9.0) HYDRAN KINGDOM

The Hydran sublight ships, built in royal fleet shipyards, were miserable and balky contraptions which protected the Kingdom only by their vast numbers. None of these ships, or the weapons they carried, are presented in this product, an act of kindness to be sure.

The Hydran Guilds had collaborated to design a new series of ships, and because they had perfected Tactical Warp while government engineers were still trying to understand it, designed entirely new ships (without the heavy armor of the sublight fleet ships) which could be built in sections in the guild shipyards. Some of these shipyards, fortuitously, were located at the three colonies the Klingons and Lyrans never captured. The government eventually took control of the guild yards and combined them into a massive government enterprise, but that was after the War of Infamy.

Accurately predicting that warp engines were due to continue their evolution, the guilds designed the ships to accommodate quick engine changes and upgrades. Consequently, the original ships could be quickly refitted when the time came.

(YR9.2) MUSKETEER WARP FRIGATE (MSK): The original Hydran tactical warp destroyer, the Musketeer used the new Nova cannons. Quickly built, the Musketeers served in large numbers. They were a bit faster than their contemporaries.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further (except in conversion to Voltiguer).

SSD and counter are in Module Y1.

(YR9.3) FUSILIER WARP CRUISER (FUS): Designed to use some of the same components as the Musketeer, the Fuslier could be put quickly into production.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further (except on conversion to Grenadier).

Two shuttle bays; no transfers.

SSD and counter are in Module Y1.

(YR9.4) VOLTIGUER EARLY FRIGATE (VOL): When the more powerful Warp-2.88 engines became available, the Hydrans quickly replaced the Warp-2.5 engines on the Musketeers, turning them into Voltiguers. (This took several years and was not complete before the debacle.) Those Musketeers which escaped to the Lost Colonies were refitted as Voltiguers there. The Hydrans from the Lost Colonies occasionally skirmished with the Lyran and Klingon blockading forces, but the Klingons and Lyrans were never able to locate, let alone conquer, the three guild planets.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counter are in Module Y1.

(YR9.5) GRENADIER EARLY CRUISER (GRN): Just as the Musketeers could be easily converted into Voltiguers, the Fusiliers were easily upgraded to Grenadiers. And as with the destroyers, other improvements (tractors, transporters) were installed at the same time. Relatively few Grenadiers had been built or converted by the time of the debacle, but those which escaped to (or were built in) the Lost Colonies defeated every Klingon or Lyran probe seeking the planets.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

Two shuttle bays; no transfers.

SSD and counter are in Module Y1.

R9.B1 EARLY HYDRAN CRUISERS

	A	B	C	D
FUS	4x Ph-2, 2x Bridge, Trac, Probe	3x Battery, Nova Cannon, 2x Aux, 2x Shuttle, Trac, Phaser-2	10 x Center Hull, 2x Tran, 2x Impulse	3x Lab, Nova Cannon, 2x Emer, 2x Shuttle, Trac, Phaser-2
GRN	4x Ph-2, 2x Bridge, Trac, Probe	3x Battery, Nova Cannon, 2x Aux, 2x Shuttle, Trac, Phaser-2	10 x Center Hull, 2x Tran, 2x Impulse	3x Lab, Nova Cannon, 2x Emer, 2x Shuttle, Trac, Phaser-2

R9.B2 EARLY HYDRAN FRIGATES

	A	B
MSK	2x Phaser-2, Bridge, Aux, Tran, Probe, 2x Battery, 2x Lab, 2x Nova Cannon	6x Center Hull, Trac, Phaser-2, Emer, Shuttle, 2x Impulse
VOL	2x Phaser-2, Bridge, Aux, Tran, Probe, 2x Battery, 2x Lab, 2x Nova Cannon	6x Center Hull, Trac, Phaser-2, Emer, Shuttle, 2x Impulse

(YR11.0) LYRAN KINGDOM

(YR11.2) WARP-REFITTED CRUISER (WCA): Originally a sublight armor-clad warship, the cruiser was refitted with warp-2.5 engines and fought in the last days of the second Lyran-Hydran War. Many saw combat in numerous skirmishes with Klingon D3s and old Kzinti cruisers. Some served in the invasion of the Hydran kingdom in Y84.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

(YR11.3) WARP-REFITTED FRIGATE (WFF): Another sublight ship converted to tactical warp power, the frigate was intended for patrols and escorts, but ended up serving alongside the WCAs due to a shortage of ships.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, can hold any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

(YR11.4) EARLY CRUISER (YCA): The first of a new series of warships designed to make full use of warp power. These were the ships that conquered Hydran space.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

(YR11.5) EARLY FRIGATE (YFF): Littermate to the YCA, the YFF was intended to provide the numbers needed to patrol the Empire's long borders.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

(YR11.6) EARLY DREADNOUGHT (YDN): Produced in Y94 to match the Klingon C4s and Kzinti YDNs, this was an enlarged YCA intended to provide Dukes and some Counts with better protection and combat power.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

(YR11.7) EARLY TUG (YTG): Used only by Dukes and the King, the Early Tugs provided key logistical support. Their presence in a theater was a display of "command emphasis".

The only pallets available are cargo and passenger types.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

R2.B3 WARP-REFITTED LYRANS

	A	B
WCA	4x Phaser 2, 2x Disruptor, 2x Battery, 2x Transporter, 2x Lab, 2x Bridge	Aux, Emer, 10x Hull, 4x Phaser-3, 2x Trac, 2x Shuttle, 2x Impulse
WFF	Disruptor, 2x Phaser-2, 2x Transporter, 2x Lab, 2x Bridge	2x Phaser-3, Aux, Trac, Battery, 2x Shuttle, 6x Hull, 2x Impulse

R11.B4 EARLY LYRAN FRIGATES

	A	B	C
YFF	Disruptor, Phaser-2, Phaser-3, Tractor, Transporter, Aux, 3x Forward Hull	ESG, 2x Bridge, Probe, Shuttle, 2x Impulse	Disruptor, Phaser-2, Phaser-3, Battery, Transporter, Emer, 3x Aft Hull

R11.B2 EARLY LYRAN CRUISERS

	A	B	C	D	E
YCA	Disruptor, 2x Phaser 2, 2x Lab, 2x Transporter	3x Aux, 6x Forward Hull, ESG, 2x Phaser 3, 2x Battery, 2x Tractor, Shuttle	Disruptor, 2x Phaser 2, 2x Lab, 2x Transporter	Flag, Emer, 6x Aft Hull, ESG, 2x Phaser 3, 2x Battery, 2x Tractor, Shuttle	Probe, 2x Bridge, 2x Impulse
YTG	Phaser-2, 2x Lab, 2x Tran, 4x Forward Hull	4x Cargo, ESG, Phaser-3, 2x Battery, Tractor, 2x Shuttle, Aux	Phaser-2, 2x Lab, 2x Tran, 4x Aft Hull	4x Cargo, ESG, Phaser-3, 2x Battery, Tractor, 2x Shuttle, Emer	Probe, 2x Bridge, 2x Impulse, 2x Trac

R11.B1 EARLY LYRAN DREADNOUGHT

	A	B	C	D	E	F
YDN	Disruptor, 2x Phaser-2, 2x Lab, 2x Transporter, Probe	8 x Forward Hull, ESG, 2x Phaser-3, 2x Battery, 2x Trac	Disruptor, 2x Phaser-2, 2x Lab, 2x Transporter, Probe	8 x Aft Hull, ESG, 2x Phaser-3, 2x Battery, 2x Trac	2x Phaser-2, 2x Bridge, 2x Center Hull, 2x Battery, 2x Flag	2x Aux, 2x Emer, 2x Ph-2-360, 4x Shuttle, 4x Impulse

(YR18.0) PARAVIAN MARAUDERS

The Paravians are a birdlike race from a planet located between the Gorn homeworlds and the Galactic Core. Their ships fought a savage war with the Gorns during the Early Years period, and the race is now thought to be extinct.

Paravians are bipedal. While they have wings, their ability to fly is limited. Most individuals can at least glide from a height or running start; some athletic individuals can actually fly for several dozen meters. Some non-athletic individuals cannot fly at all. The feet have three forward and one reverse toes and while they can grasp things, they have almost no dexterity. Their hands have a thumb and two grasping fingers while other fingers form the structure of the wing itself.

The Gorns and Paravians first met in Y24, at the very start of the space exploration period for both races. It was, for both of them, their first contact with a new race of beings. Their first contacts were peaceful, not least because the early exploration ships were anything but the heavily-armed warships seen in later times.

Early discussions quickly exposed that both shared a great mystery: they were NOT native to their home worlds. The fossil record, not to mention an evaluation of existing fauna, indicated that both the Gorns and Paravians had been transplanted to their planets by forces or beings unknown about 13,400 years earlier.

Further explorations provided an even greater surprise: the Paravians were descended from a species virtually identical to the Gorns which had become extinct after an asteroid impact on their homeworld 12,600 years earlier.

The news swept through both cultures like an electrical shock. For the Grey Scale Gorns of Ghdar–I and the Brown Stripe Gorns of Geydar-II, the fact was an interesting footnote of ancient history and nothing more. For the Green Scale Gorns of Gihdahr–III, the reaction was unfortunately racist, and the local media somehow managed to blame the Paravians for the extinction of "the fourth Gorn race". After a few weeks of media attention, this reaction also passed and the more reasonable view took hold.

For the Paravians, however, the extremist Gihdahr view was only one factor in fueling a racial hatred that would have caught fire without any help. The Paravian reaction to the paleontological evidence was a fanatical hatred for the Gorns, as the fossil Gorns of their own world had for centuries held the position of demons and devils. The Paravians declared war and launched a campaign of hatred such as the known galaxy had never seen before and has only rarely seen since.

At the time, however, both races had relatively few ships, and those that existed were not designed for warfare. The Gorns, unaware of the Paravian reaction until the first attacks began, were slow to react and their Confederation Congress took weeks to fund weapons and warship development. The Paravians, however, were all of a single hate-filled mind and immediately began production of weapons and warships.

The conflict lasted for decades at a relatively low level due to the distances involved. In effect, the Paravians of this period were little more than pirates and raiders, and the Gorns were involved in a major war with the second race they had met, the Romulans.

In some regards, the lack of actual fighting was due to the lack of targets. The Gorns were slow to plant colonies due to their inability to provide ships to protect them, while the Paravians had little interest in colonies beyond what materials they could loot from the worlds they could find. This was based in part on the mentality of the Paravians, who had descended from hunting birds that flew over wide territories taking what they wanted, but concentrated their civilization in relatively small areas (i.e., their home planet).

The conflict rapidly escalated when warp-capable ships of the Early Years replaced the sub-light ships starting in Y66. Paravian raiders were now able to reach far into Gorn space, and the Gorns were now able to seed more and more colonies around their homeworld. The Paravian War lasted for nearly 10 years until, in Y85, the Gorns succeeded in blockading the Paravian homeworld and, over the next few years, hunting down all of the surviving raiders and forcing them home (or destroying them).

The Gorns then decided on a radical solution that was to bring their race a deep and abiding shame. Rather than wipe out the Paravians (who refused to hold any negotiations), the Gorns eliminated all of their orbital facilities and any ground facilities related to space travel. A small garrison of warships could then keep the Paravians neatly trapped on their home world without excessive effort. This plan worked for a dozen years, until Y94 when a Sun Snake dove into the Paravian Star and it went nova. The Gorn garrison ships were unable to even attempt a rescue, and the Paravians would not have accepted their help (and did not believe that their star would actually explode).

When the Gorns found themselves in a position to force the Romulans back to their own homeworld (during the long period when the Gorns had tactical warp technology and the Romulans did not), the bitter memory of what they had done to the Paravians stayed their hand.

There were occasional reports of Paravians surviving for decades after the nova incident, the descendants of raiders who had escaped the Gorn hunters, even into the General War era. None were ever confirmed.

Paravians and their technology were created for Star Fleet Battles by Gregg Dieckhaus. His proposal was selected to fill the requirement noted in Captain's Log #12 for a race that had once lived coreward of the Gorns but which had become extinct due to a sun snake in the Early Years.

PARAVIAN WARSHIPS

Paravians built fairly standardized warship designs throughout their history, changing the weapons and engines as new technology appeared. Paravians apparently always had shields and never used armor. They also never used APRs on ships for reasons that are unclear. No Paravian ships are known to have carried probes.

The lack of "forward hull" reflects their design concepts.

Most Paravian ships had slight differences as they were intended to be individual raiders rather than components of an organized fleet. This is reflected by the use of Non-Weapon Option boxes, which allow a Paravian captain to customize his ship to some extent. The choice of systems for these NWO boxes is limited to lab, shuttle, barracks, cargo, tractor, transporter. These reflect decisions during the original construction of the ship and cannot be changed on an existing ship without a major overhaul (equivalent to converting a standard ship to a variant).

(YR18.2) HEAVY CRUISER

The heaviest of Paravian units, the Heavy Cruiser or Armored Cruiser was sent on the most dangerous (and profitable) missions. The original sublight version (designated OCA) was armed with lasers and quantum blasters and is not seen in this module; it will be in Sublight Battles.

(YR18.2A) SUBLIGHT HEAVY CRUISER (SCA): When Gorn ships with tactical warp engines appeared, the Paravians hastily refitted their ships with Quantum Cannons and added Warp-Targeting gyros to their lasers. They were able to refit their entire fleet before the Gorns defeated the Romulans in Y68 and turned their attention to the Paravian raiders. These ships, designated S-series (for Sublight) faced

the same challenges as the Romulans in dealing with much faster enemies.

This ship has type-S tractors (towing only, range 0, rear arc) and no transporters.

SSD and counters are in Module Y1.

(YR18.2B) WARP-REFITTED HEAVY CRUISER (WCA): By Y70, the Paravians had begun turning out their first Warp Tactical Ships, although these were the basic Warp-2.5 (speed 16) engines. The Paravian heavy cruisers were fitted with these engines, along with seeking Quantum Wave Torpedoes and Phasers. They gave the original Gorn ships a difficult time, but quickly faced new Gorn ships with phasers of their own.

This ship has type-W tractors (towing only, range 1, rear arc) and Range-1 transporters.

SSD and counters are in Module Y1.

(YR18.2C) EARLY HEAVY CRUISER (YCA): By Y85, the Paravians had developed the improved Warp-2.9 engines (speed 24) and refitted them to their cruisers as fast as they could. It was to be in vain, however, as the Gorns eventually defeated the uncoordinated Paravians and drove them back to their home planet. Due to the nature of Paravian operations (individual ships going on raids of varying lengths) some SCAs were returning home and receiving refits into YCAs while some later WCAs were still on missions and had not returned to get the better engines. One of the last Paravian raiders seen by the Gorns was a WCA returning home from a long mission.

This ship has type-Y tractors (legal targets, range 1, 360°) and Range-2 transporters.

SSD and counters are in Module Y1.

(YR18.3) LIGHT CRUISER

The light cruiser was a late-comer to the Paravian fleet. The first of these were produced just as tactical warp refits became available, and it is not entirely clear how many of these ships existed in the Old and Sublight variants, but it could not have been more than a few. A new generation of Paravian warriors wanted ships that were more powerful than destroyers but less expensive than heavy cruisers.

(YR18.3A) SUBLIGHT LIGHT CRUISER (SCL): Due to the rarity of this class, this ship is not seen in Module Y1 but may be presented in a future product.

This ship has type-S tractors (towing only, range 0, rear arc) and no transporters.

(YR18.3B) WARP-REFITTED LIGHT CRUISER (WCL): One of the first tactical warp refits, the WCL was used for raids during the last days before the Gorns turned their attention on the Paravians. It was the fastest ship of its day in combat (excepting the extra-galactic Tholians).

SSD and counters are in Module Y1.

This ship has type-W tractors (towing only, range 1, rear arc) and Range-1 transporters.

(YR18.3C) EARLY LIGHT CRUISER (YCL): The ultimate Paravian raider, these ships had the larger warp engines of the Y-series and were deadly opponents. These were the most commonly seen raiders of the "early" series, which were (so far as the Gorns knew) actually the "final" series of Paravian ships.

This ship has type-Y tractors (legal targets, range 1, 360°) and Range-2 transporters.

SSD and counters are in Module Y1.

(YR18.4) DESTROYER

Originally designed as a heavy raider that would follow the scouting reports of the frigate classes, the Paravians discovered after meeting the Gorns that ships would have to get bigger in order to compete in the galaxy. Destroyers were subsequently used for patrols, scouting, and raids on undefended targets.

The original sublight version (designated ODD) was armed with lasers and quantum blasters and is not seen in this module; it will be in Sublight Battles.

(YR18.4A) SUBLIGHT DESTROYER (SDD): Hastily refitted with quantum cannons and warp-targeting for the lasers, Sublight destroyers were the most numerous ships in this period.

This ship has type-S tractors (towing only, range 0, rear arc) and no transporters.

SSD and counters are in Module Y1.

(YR18.4B) WARP-REFITTED DESTROYER (WDD): Warp-refitted destroyers, with seeking Quantum Wave Torpedoes and Phasers, were actually fairly common as they were regarded as the primary defense against the Gorns. They were dangerous opponents when operated in groups.

This ship has type-W tractors (towing only, range 1, rear arc) and Range-1 transporters.

SSD and counters are in Module Y1.

(YR18.4C) EARLY DESTROYER (YDD): Fitted with faster engines, the YDDs were even more dangerous than their earlier brothers as they had the power to effectively use their weapons.

This ship has type-Y tractors (legal targets, range 1, 360°) and Range-2 transporters.

SSD and counters are in Module Y1.

(YR18.5) FRIGATE

The smallest of the Paravian ships, these were the original exploration and raider ships. Most of them had been lost or scrapped (as too small to be useful) before they reached the final refit stages. The ship was actually somewhat rare by the time of the Early Years as no new ones were being built.

The original sublight version (designated OFF) was armed with lasers and quantum blasters and is not seen in this module; it will be in Sublight Battles.

(YR18.5A) SUBLIGHT FRIGATE (SFF): Hastily refitted with quantum cannons and warp-targeting for the lasers, Sublight frigates were used for patrols close to bases and the homeworld. Regarded as inferior in a duel, the ship was a worthy addition to a squadron.

This ship has type-S tractors (towing only, range 0, rear arc) and no transporters.

SSD and counters are in Module Y1.

(YR18.5B) WARP-REFITTED FRIGATE (WFF): Warp-refitted frigates, armed with seeking Quantum Wave Torpedoes and Phasers, were rare only because no new hulls were being built. With adequate power, the ships had finally reached a point where they could be useful in combat.

This ship has type-W tractors (towing only, range 1, rear arc) and Range-1 transporters.

SSD and counters are in Module Y1.

Few if any Frigates were kept in service long enough to convert into "early" (YFF) variants.

Paravian Boarding diagrams are on page 48.

(YR19.0) CARNIVONS

The Carnivons are a race that is often described as "wolf like", but they are in fact genetically related to the Kzintis and Lyrans and all three apparently descended from some ancestral race. How they came to be on such widely separated worlds is unclear. Curiously, the felinoid races (descended from solitary hunters) were able to create fairly unified stellar empires, while the Carnivons (descended from pack hunters) remain a species rather than a nation.

Carnivons stand about 1.5m tall and mass about 75kg. Males are often slightly larger, and of course there is a certain amount of variation between individuals. While Carnivons as tall as 1.7m are not unusual, none are known to have reached or exceeded 2m. They are covered with coarse fur that ranges from black to gray to brown. In most cases, the fur of a given individual varies slightly, with darker colors on the back, tail, and legs than on the face, arms, or front. Carnivons walk erect and have opposable thumbs, just as their felinoid cousins do. Carnivons reach physical maturity within a year, but are regarded as juveniles until their hormones balance at about three years old. Carnivons are regarded as too old to fight by their 25th birthday and few survive into their 30s.

There is no such thing as a Carnivon government. There are, at any given time, from a dozen to two dozen Hordes (each of millions of members) subdivided into Packs (each with hundreds of thousands of members). As with other races, most of the populations live out their lives on planets and either never go into space or do so only once (to reach a new colony world). Alliances, competition, disputes, and even civil wars between Hordes are common and territories are ever-shifting. Each Pack is a feudal state, with its own ships, colonies, and business interests. Some are autocratic, some democratic, and others have familial structures. Packs (and even Hordes) have been known to divide or merge (sometimes violently). Warlords have been known to try to unify the Hordes, but none have succeeded in merging more than few, and none of the mergers survived the warlord. There is no "home planet" as with other races. The Lyrans and Kzintis found no more Carnivons to kill, but could not tell if they had destroyed all of their planets or not.

In lieu of a central government, the Carnivons have a number of "Judges" who, while holding no territory or starships of their own, rule on disputes between or even within Hordes. To attack or even interfere with a Judge, or to reject his ruling, means that all of the other Hordes will quickly attack the offender. The Carnivon Horde Leaders (known as War Lords) accept the rulings of the Judges as the only real way they can reduce internal conflict and focus their attentions outward on conquest. Hordes, and the Packs that make up the sub-divisions of Hordes, often exchange young members to preserve genetic diversity. Some Hordes are renowned for their specialized schools or other facilities and other Hordes send students to them. Colonies often include groups from more than one Horde.

Carnivons were, in ancient times, pack hunters who brought down even the largest prey by swarming attacks. They brought this mindset into space with them in the form of the heel nipper weapon. Carnivon squadrons tend to regard single-ship duels as something of a mistake, and prefer to operate in squadrons. Units will often spread their ships out to cover wider territories, but any ship that encounters an enemy will try to link up with the rest of its squadron before engaging in battle. The Carnivon fleet tends to include a higher percentage of smaller ships, and the Carnivons will send three frigates where the Lyrans or Kzintis would send one cruiser. The larger ships (Bear-Dog dreadnoughts and Wolf heavy cruisers) tend to be used as command ships, enforcers, and problem solvers.

Carnivon ships are different from most others in that the crew do not have cabins or staterooms, but sleep in relatively small cubicles reminiscent of caves. Most off-duty time is spent in common areas engaged in various sports or other social activities.

While in ancient times the Carnivons decided leadership by combat, they realized as their society became more complex and technological that there were many kinds of strength and leadership, and that the ability to understand and use technology counted in the selection of military officers at least as much as valor and combat skills. Like their felinoid cousins, the Carnivons have a series of military academies and other schools, and those who join the military are highly professional. Planet bound civilians engage in the usual trades and industries. Extensive agricultural areas are seen on all colony worlds but these are primarily used to produce feed for meat animals of various kinds. Carnivons generally prefer to kill their own food and eat it raw, but will store a half-eaten carcass in a refrigerator just as humans would. Carnivons eat little other than meat, but do grow various herbs and some vegetables to provide flavor or for medicine. Most Carnivon civilians will have a small garden of their own favorite plants for this purpose. Starship crews for the most part subsist on stored or replicated meat as keeping live prey animals (and tons of feed grain for them) on board is impractical. A few live animals are kept, however, for special banquets and holiday meals. Carnivons are not (for the most part) noted as being particularly religious, but most do pay at least some homage to ancient forest spirits, and the spirits of prey animals hunted and consumed.

Carnivons were created for Star Fleet Battles by Stephen V Cole, who also created all of the weapons and technology.

(YR19.2) BEAR-DOG DREADNOUGHT (DN): A rare ship, as the only shipyard able to build it was managed by a coalition of Hordes who were only rarely able to agree on anything, let alone who would receive such a huge warship.

This ship is presented only in its "early" (YDN) version. It is unclear if any were built in the Warp-Refitted period.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counters are in Module Y.

(YR19.3) WOLF HEAVY CRUISER (CA): The traditional flagship of a Horde Warlord, the Wolf Heavy Cruiser packs a serious punch for its time period.

This ship is presented only in its "early" (YCA) version. It was a rare ship during the Warp-Refit period.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counters are in Module Y.

(YR19.4) COYOTE LIGHT CRUISER: The traditional flagship of a Pack Leader, the Coyote sometimes operated in groups if a Warlord forced his subordinates to cooperate.

(YR19.4A) WARP-REFITTED COYOTE (WCL): The most-common cruiser type during the first part of the early years, the presence of a Warp-Coyote indicated that several packs were operating in the area. It is notable that the warp-refitted Carnivon ships relied on Death Bolts and Heel Nippers (as well as phasers); disruptor cannons were not added until the larger "early" warp engines became available.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in

Y81 but never extended further.

SSD and counters are in Module Y.

(YR19.4B) EARLY COYOTE (YCL): By the time the Kzintis and Lyrans had moved beyond their original ships and were operating new YCLs and YCSs, the Carnivons had expanded their forces and Coyote-class "early" light cruisers were a more frequent opponent.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counters are in Module Y.

(YR19.5) FOX DESTROYER (DD): One of the most common Carnivon warships, these almost always appeared in groups of three or more (although such groups might well contain a mix of Fox and Fennec-class ships).

(YR19.5A) WARP-REFITTED DESTROYER (WDD): During the initial period of the Early Years, this refitted version of an earlier sublight ship was the most frequently encountered Carnivon. Notably, even the sublight version was unarmored, as the Carnivons relied on multiple ship attacks. It is notable that the warp-refitted Carnivon ships relied on Death Bolts and Heel Nippers (as well as phasers); disruptor cannons were not added until the larger "early" warp engines became available.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

(YR19.5B) EARLY DESTROYER (YDD): Given more powerful engines, the Fox became an even more dangerous opponent. Some hordes attacked with mixed groups of "warp refit" and "early" ships.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counters are in Module Y.

(YR19.6) FENNEC FRIGATE (FF): Along with the Fox Destroyer, the Fennec Frigate formed the bulk of the Carnivon fleet. Fennecs were regarded as a cheaper substitute for Fox-class destroyers.

(YR19.6A) WARP-REFITTED FRIGATE (WFF): It is notable that the warp-refitted Fennecs relied on Death Bolts and phasers; disruptor cannons were not added until the larger "early" warp engines became available.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, range 1, any legal target) in Y81.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

(YR19.6B) EARLY FRIGATE (YFF): Given more power with the Warp-2.88 engines, the frigate gave up its Heel Nipper for a Disruptor Cannon, meaning that it could only operate in company of other ships. The Fennec was always considered to be a poor substitute for the destroyer.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (range 2) in Y120 at no BPV cost.

Transporters: Range-2, extended to range 3 in Y100 at no cost and to range-4 in Y120 at no cost.

SSD and counters are in Module Y.

R11.B4 EARLY YEARS CARNIVON SHIPS

	A — Left	B — Center	C — Right
YCA	DC, 2x Ph2, Prb, Aux, 2xBtty, DB, Tran, Shttl, Trac	2xHN, 2x Bridge, 4x Lab, 12x Center Hull, 4x Ph3, 2x Imp	DC, 2x Ph2, APR, Emer, 2xBtty, DB, Tran, Shttl, Trac
WCL	2x Phaser-2, Aux, 2x Battery, Tran, Tractor, Death Bolt, Shuttle	Heel Nipper, 2x Bridge, Probe, 6x C Hull, 4x Lab, 2x Ph-3, 2x Impulse	2x Phaser-2, Emer, 2x Battery, Trans, Tractor, Death Bolt, Shuttle
YCL	DC, 2x Ph-2, Probe, Aux, 2x Btty, Tran, Tractor, Death Bolt, Shuttle	Heel Nipper, 2x Bridge, 10x C Hull, 4x Lab, 2x Phaser-3, 2x Impulse	DC, 2x Ph-2, APR, Emer, 2x Btty, Tran, Trac, Death Bolt, Shuttle
WDD	Phaser-2, Lab, Probe, Aux, Battery, Death Bolt, Tractor	Heel Nipper, 2x Bridge, 4x Center Hull, 2x Phaser-3, 2x Impulse	Phaser-2, Lab, Tran, Emer, Battery, Shuttle, Transporter
YDD	Disruptor Cannon, Phaser-2, Lab, APR, Aux, Battery, Death Bolt, Tractor	Heel Nipper, 2x Bridge, 6x Center Hull, 2x Phaser-3, 2x Impulse	Disruptor Cannon, Phaser-2, Lab, Tran, Emer, Battery, Shuttle, APR
WFF	Phaser-2, Battery, Aux, Trac, Death Bolt, Impulse	Heel Nipper, 2x Bridge, 4x Center Hull, 2x Phaser-3	Phaser-2, Battery, Emer, Tran, Shuttle, Impulse
YFF	Phaser-2, Battery, Aux, Trac, Death Bolt, Impulse	Disruptor Cannon, 2x Bridge, 4x Center Hull, 2x Phaser-3	Phaser-2, Battery, Emer, Tran, Shuttle, Impulse

R11.B1 LARGER EARLY YEARS CARNIVON SHIPS

	A - Left Front	B - Left Rear	C - Rt Frnt	D - Rt Rear	E - Cntr Frnt	F - Center Rear
YDN	2x DC, 3x Ph2, 2x Aux, Probe, 2x Center Hull	3xBtty, DB, Tran, 2xTrac, 2xShttl	2x DC, 3x Ph2, 2x Tran, Emer, 2x Center Hull	3xBtty, DB, Tran, 2xTrac, 2xShttl	3xHN, 3x Bridge, 6x Lab, 6x C Hull	9x C Hull, 6x Ph3, 3x Impulse

NOTES ON OTHER RACES

(YR7.0) THOLIANS

The Tholians arrived in our galaxy in Y79, bringing with them technology that none of the Galactic Powers had ever seen (webs, phasers-4s) and a seemingly extensive supply of the phaser-1s that galactic races (other than the Vulcans) were unable to produce or maintain except at fixed bases. Had the Tholians arrived with serious warships instead of a collection of police cutters, and had they the interest in doing so, they could have been a major player in the galaxy.

THOLIAN SHIPS AVAILABLE IN THE EARLY YEARS:

(R7.2) PATROL CORVETTE (PC): The Tholians brought several ships of this type with them, and were able to produce more. While the humble PC is much derided as a mere frigate by General War standards, in the Early Years it had all the relative attributes (speed, maneuverability, and firepower) of an X-ship from 100 years later.

(R7.3) PATROL CORVETTE (PC+): An improved combat ship (as if the Tholians needed any better ships).

(R7.4) DESTROYER (DD): Appearing in Y115, the destroyer was a desperate Tholian effort to replace the last of their "heavy units" which had been destroyed in combat.

(R7.11) CARGO PATROL CORVETTE (CPC): Appearing in Y90, this ship provided the Tholians with a logistical support ship adequate to their needs.

(R7.12) SCOUT (SC): Appearing in Y125 (in the twilight of the Early Years), the Scout was a variant of the PC designed to provide the Tholians with electronic warfare support.

(R7.16) DISRUPTOR PATROL CORVETTE (DPC): Using captured Klingon disruptors, the Tholians refitted some of their PCs for improved combat performance.

(R7.26) COMMANDO CORVETTE (CMC): A variant of the PC with huge quantities of Marines, this ship (built in Y110) was first used in the raid to capture disruptor technology from the Klingons.

(R7.71) NEO-THOLIAN DESTROYER (NDD): The Tholians had two ships of this type with them when they arrived; they were used as the flagships of the fleet. These ships were armed with particle cannons. (The Tholians did not yet have disruptors.) The first was lost in Y92 and the other in Y98 over the Homeworld. Once all of the Neo-Tholian ships were lost, the Tholians were unable to produce or repair particle cannons. The two NDDs have operational webcasters, but the Tholians were unable to copy the technology and lost this ability when the second NDD was destroyed. The Tholians consistently spread rumors that they had salvaged and duplicated this weapon, installing it on homeworld defense units, but the Klingons were not fooled.

(R7.72) NEO-THOLIAN FRIGATE (NFF): The Tholians had four ships of this type with them when they arrived. One was destroyed by the Romulans in Y89. The others were lost in combat with the Klingons, the last of them in Y107. The Tholians, unable to produce or maintain particle cannons, began planning a raid to capture Klingon disruptor technology.

THOLIAN BASES

Tholian base construction technology, being something they developed rather than brought with them, was no better than that of the galactic powers. SSDs are provided for typical Tholian bases of the period.

(YR10.0) ANDROMEDANS

So far as is known, no Andromedans had arrived during the period of the Early Years. Presumably if they had, their technology would have been the same as it later was. Players are free to experiment with "what if" battles and other possible scenarios. Such mis-matches, however, will strain the BPV system and battles will have to be balanced with experience.

(YR12.0) WYN STAR CLUSTER

The Usurper plunged into the WYN cluster in Y116, setting up his own pocket kingdom. The first warships of the WYN cluster were converted Kzinti Early Frigates, and an SSD is provided in this product (YR12.2). When the first Orions arrived in Y136, these were the ships that investigated their arrival and "rescued" the distressed crew (or placed them under arrest; the situation was unclear to everyone involved).

(YR12.2) EARLY FRIGATE: A conversion of the frigates that arrived inside the Cluster with the Usurper. An SSD and counters are provided in Module Y1.

(YR13.0) INTERSTELLAR CONCORDIUM

The ISC had not contacted the other races until Y160, and took no part in the wars of the Early Years. They did, however, have several internal conflicts of their own with early technology ships, and these will be presented in a future project.

(YR14.0) LYRAN DEMOCRATIC REPUBLIC

As the Lyran Democratic Republic was not formed until Y145, they are not available in the Early Years. The LDR revolt, however, was not the only Lyran internal conflict and players could easily create civil war scenarios for the Lyrans (or any other race).

(YR15.0) SELTORIANS

The Seltorians did not arrive in our galaxy until long after the Early Years. Had they arrived earlier, their technology would have been what is seen in the original rules — i.e., far beyond that of any of the galactic races. They would, however, have been interested only in attacking Tholians. An interesting scenario might be created in which galactic ships try to capture a Seltorian ship in order to steal its technology.

(YR16.0) JINDARIANS

The Jindarians were operating in our galaxy thousands of years before the time of the Early Years, and could be used in scenarios against the ships in this module. Obviously, the Jindarian X-ships, carriers, and PF Tenders would not be available. Players are free to experiment with Jindarians armed only with Phaser-2s instead of phaser-1s.

(YR17.0) VUDAR

This race, a subject race of the Klingons who successfully rebelled and set up their own nation, will be presented in a future product. While there were Vudar-vs-Klingon and even Vudar-vs-Hydran clashes in this period, they cannot be covered until the Vudar are formally published.

PARAVIAN BOARDING DIAGRAMS

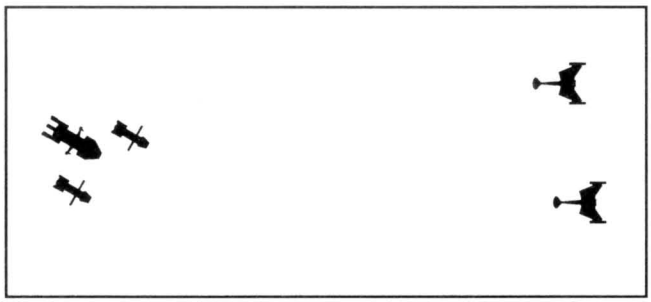
R11.B4 PARAVIAN DESTROYERS AND FRIGATES

	A-Center	B-Left Wing	C-Right Wing
SDD	Laser, Quantum Cannon, 2x Bridge, Aux, Trac, 2x Shuttle, 2x Laser, 3x Impulse	Cargo, 3x Aft Hull, 2x Lab, Laser, 2x N W O, 3x Impulse	Cargo, 3x Aft Hull, 2x Battery, Laser, 2x N W O, 3x Impulse
WDD	Phaser-2x, Quantum Torpedo, 2x Bridge, Aux, Trac, 2x Impulse, 2x Shuttle, 2x Phaser-3	Cargo, 3x Aft Hull, 2x Lab, Transporter, N W O, 1x Phaser-2	Cargo, 3x Aft Hull, 2x Battery, Transporter, N W O, 1x Phaser-2
YDD	Phaser-2, Quantum Torpedo, 2x Bridge, Aux, Trac, 2x Impulse, 2x Shuttle, 2x Phaser-3	Cargo, 3x Aft Hull, 2x Lab, Transporter, N W O, 1x Phaser-2	Cargo, 3x Aft Hull, 2x Battery, Transporter, N W O, 1x Phaser-2
SFF	Laser, Quantum Cannon, 2x Bridge, Aux, Trac, Shuttle, 2x Laser, 4x Impulse	2x Aft Hull, 2x Lab, Laser, 2x N W O, 2x Impulse	Cargo, 2x Aft Hull, 2x Battery, Laser, 1x N W O, 2x Impulse
WFF	Phaser-2, Quantum Torpedo, 2x Phaser-3, 2x Bridge, Aux, Trac, 2x Impulse, Shuttle	NWO, 2x Aft Hull, 2x Lab, Phaser-2, Transporter	Cargo, 2x Aft Hull, 2x Battery, Phaser-2, Transporter

R11.B1 PARAVIAN CRUISERS

	A-Forward	B-Left Wing	C-Right Wing	D-Tail
SCA	Laser, 2x Quantum Cannon, 2x Bridge, 2x NWO, 4x Impulse	3x Cargo, 4x Aft Hull, 4x Lab, 3x Laser, 4x Impulse	3x Cargo, 4x Aft Hull, 4x Battery, 3x Laser, 4x Impulse	4x NWO, Aux, 2x Trac, 2x Shuttle, 2x Laser
WCA	Phaser-2, 2x Quantum Torpedo, 2x Bridge, 2x Transporter	3x Cargo, 4x Aft Hull, 4x Lab, 2xPhaser-2, Phaser-3, 1x Impulse	3x Cargo, 4x Aft Hull, 4x Battery, 2x Phaser-2, Phaser-3, 1x Impulse	4x NWO, Aux, 2x Trac, 2x Shuttle, 2x Phaser-3
YCA	Phaser-2, 2x Quantum Torpedo, 2x Bridge, 2x Transporter	3x Cargo, 4x Aft Hull, 4x Lab, 2xPhaser-2, Phaser-3, 1x Impulse	3x Cargo, 4x Aft Hull, 4x Battery, 2x Phaser-2, Phaser-3, 1x Impulse	4x NWO, Aux, 2x Trac, 2x Shuttle, 2x Phaser-3
WCL	Phaser-2, 2x Quantum Torpedo, 2x Bridge, 2x Transporter	2x Cargo, 4x Aft Hull, 3x Lab, Phaser-2, Phaser-3, 1x Impulse	2x Cargo, 4x Aft Hull, 3x Battery, Phaser-2, Phaser-3, 1x Impulse	2x NWO, Aux, 2x Trac, 2x Shuttle, 2x Phaser-3
YCL	Phaser-2, 2x Quantum Torpedo, 2x Bridge, 2x Transporter	2x Cargo, 4x Aft Hull, 3x Lab, Phaser-2, Phaser-3, 1x Impulse	2x Cargo, 4x Aft Hull, 3x Battery, Phaser-2, Phaser-3, 1x Impulse	2x NWO, Aux, 2x Trac, 2x Shuttle, 2x Phaser-3

(SH209.0) DAWN OF THE PACK



(Y81) *by Jon Cleaves, Colorado*

As the First Klingo-Kzinti War (which lasted over 30 years) drew to a close, one Kzinti captain, Cat-of-the-Dawn, devised a new weapon (the scatter-pack) which he hoped would turn the balance of power in favor of the Kzintis and allow the recapture of three key border planets. He selected a passing Klingon patrol for a demonstration attack.

(SH209.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH209.2) INITIAL SET UP
KZINTIS: YCS *Comet* in 2204, YFF *#16* in 1003, YFF *#21* in 3402. All ships heading D, speed max, WS–III.
KLINGON: D4 *Harrower* in 1228, D4 *Gnasher* in 0926. Both ships heading B, speed 10, WS–I.

(SH209.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH209.4) SPECIAL RULES
(SH209.41) MAP: Use a floating map. The Kzinti units can only disengage in directions F-A-B. The Klingon units can only disengage in directions C-D-E. Units which disengage in unauthorized directions are considered destroyed.
(SH209.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.
(SH209. 421) MRS shuttles were not available at the time of this scenario and may be not be purchased under (SH209.431). In a variant in which MRS shuttles are available, their use will be under the limits of (J8.5).
(SH209.422) There are no fighters in this scenario as they had not been invented yet. 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.
(SH209.423) There are no PFs in this the Early Years.
(SH209.43) COMMANDER'S OPTION ITEMS
(SH209.431) 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.
(SH209.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) are available for purchase as special "limited availability" 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. See (YFD10.0) for additional data on what drones are available.
(SH209.44) REFITS do not apply to Early Years ships.
(SH209.45) SCATTER-PACK: The Kzinti ships can have SPs prepared as per the weapon status rules and can prepare more of them during the scenario if they wish and are able. The Klingons cannot prepare or use scatter-packs in this scenario. The Klingons are not allowed (by this rule) to fire on any Kzinti shuttle which is more than 8 hexes distant until the second time a scatter-pack releases submunitions. This reflects the surprise of the new technology on the Klingons.

(SH209.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH209.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH209.61) Replace the two Klingon cruisers with two Lyran or two Federation YCAs.
(SH209.62) To reflect (non-historically) the surprise inflicted on the Klingon ships, allow the Kzinti player to use any one rule or drone from the standard game instead of the scatter-packs.
(SH209.63) For a smaller and faster scenario, use only one cruiser on each side.

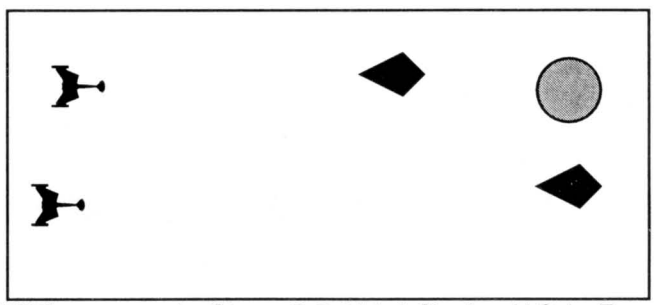
(SH209.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH209.71) Change one Kzinti YFF to a YCS.
(SH209.72) Change one Klingon D4 to an F4.
(SH209.73) Adjust the available number of Commander's Option Points on each side.

(SH209.8) TACTICS: This is a typical stand-up fight between patrol groups. Just point your ship at the enemy and attack! The faster Kzinti frigates will decide the tempo of the action as they either arrive at the proper place to attack or wander uselessly in space avoiding the big guns of the Klingon cruisers.

(SH209.X) DESIGNER'S NOTES: Few of the "technology changes" in the history of SFB are so easily amenable to a special scenario rule. By disallowing the Klingons from destroying the shuttles, it is possible to reflect the surprise the Klingons experienced.

HISTORICAL OUTCOME: The scatter-pack, while an initial surprise, was not decisive, and the battle was, in the end, just one of a hundred inconclusive skirmishes along the front lines.

(SH210.0) FIRST CLASH



(Y83) *by Steven P Petrick & Stephen V Cole, Texas*

The Klingons dispatched a pair of cruisers to investigate why one of their colony planets had failed to report on schedule and discovered that new "neighbors" had moved in.

(SH210.1) NUMBER OF PLAYERS: 2; the Klingon player and the Tholian player.

(SH210.2) INITIAL SET UP
TERRAIN: Small moon in hex 2215.
THOLIANS: Set up two PCs *Solitude* and *Keeper* within five hexes of the small moon, speed 10, WS–I, heading at Tholian's option.
KLINGON: 2xD3 *Warmaster* and *Kartal's Hammer* enter from the 01xx map edge on Impulse #1 of Turn #1, speed max, WS-III, heading B or C.

(SH210.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH210.4) SPECIAL RULES
(SH210.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingon units can only disengage in directions E or F. The Tholian units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.
(SH210.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.
(SH210.421) MRS shuttles were not available at the time of this scenario and may be not be purchased under (SH210.431). In a variant in which MRS shuttles are available, their use will be under the limits of (J8.5).
(SH210.422) There are no fighters in this scenario.
(SH210.423) There are no PFs in this the Early Years.
(SH210.43) COMMANDER'S OPTION ITEMS
(SH210.431) 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.
(SH210.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) are available for purchase as special "limited availability" 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.

(SH210.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

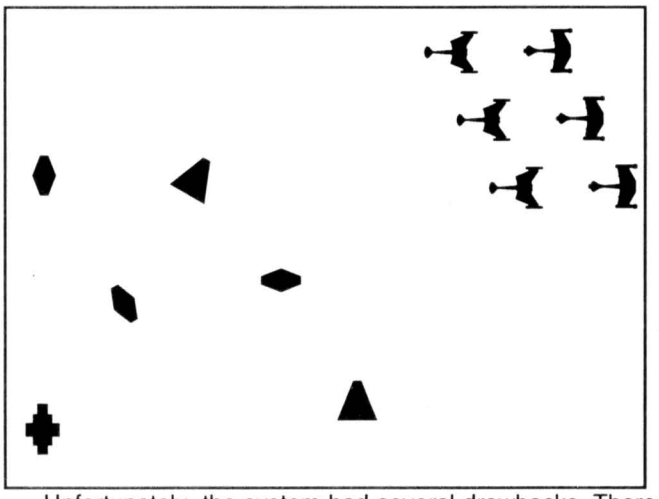
(SH210.7) BALANCE
(SH210.71) Change one Klingon D3 to an F4.
(SH210.72) Replace on Klingon D3 with a D4.
(SH210.73) Add an F3 or F4 to the Klingon side.

HISTORICAL OUTCOME: After an inconclusive battle, the Klingon ships withdrew to report on a previously unknown enemy force, as per standard Klingon doctrine.

(SH211.0) COVERING MY ASSETS

(Y85) *by Donald Trump, New York*

One of the weaknesses of the early Hydran Kingdom was that there was no single Navy. The Monarchy controlled some ships, but others were controlled by various Guilds. The basic concept had been that the Guilds would fund the construction and operation of ships and then rent them to the government as needed. In this way, the government sought to keep the costs of maintaining a strong fleet down (at least in-so-far as government revenues).



Unfortunately, the system had several drawbacks. There was the obvious one that a Guild's leadership might use ships they controlled to make themselves the rulers of the Kingdom. This was countered by imposing limits on the number of ships that could be built and operated by any one Guild and carefully supervising the construction efforts of each Guild through the use of Royal Auditors.

Another drawback was that Guilds might war on another. This was also controlled by the Monarchy maintaining enough ships to have the balance of power, and careful manipulation of government contracts by the bureaucracy to keep any of the Guilds from forming strong alliances against one another, or having a strong enough reason to fight.

Unfortunately, there were two other drawbacks that the Kingdom proved unable to control. One was an adventurous Guild invading the space of another race in search of profit (which may have triggered at least one of the Kingdom's wars with its neighbors). The other was that the ships represented a considerable investment on the part of any given Guild, and sometimes protecting that investment could run counter to the interests of the Kingdom.

A case in point occurred in Y85 when a mixed Guild squadron was ordered to defend a Base belonging to yet another Guild.

(SH211.1) NUMBER OF PLAYERS: Two; the Hydran player and the Klingon player.

(SH211.2) INITIAL SET UP
HYDRAN: YBS *Hyllf'spanth's #4* (VIP module, Cargo module) in 2215, initial facing and rotation rate at the Hydran player's option, WS–III.
GRN *Contribution*, GRN *Royal Favor*, VOL *Auditor*, VOL *Patronage*, MSK *Guild Hall*, all within five hexes of 2215, heading at Hydran player's option, speed 8, WS–III.
KLINGON: D4 *Killer*, D4 *Slayer*, D4 *Assassin*, F4 *Striker*, F4 *Grappler*, F4 *Instigator*, all enter map from the 42xx map edge, heading E or F, speed max, WS–III.

(SH211.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH211.4) SPECIAL RULES
(SH211.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The

Hydran units can only disengage in directions D, E, or F. The Klingon units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SH211.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH211.421) MRS shuttles were not available at the time of this scenario and may be not be purchased under (SH211.431). In a variant in which MRS shuttles are available, their use will be under the limits of (J8.5).

(SH211.422) There are no fighters in this scenario as they had not been invented yet. 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.

(SH211.423) There are no PFs in this scenario.

(SH211.43) COMMANDER'S OPTION ITEMS

(SH211.431) 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.

(SH211.432) 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.

(SH211.433) Prime Teams (G32.0) are not available in this scenario. Optionally, the Hydrans could have one such team on the *Contribution*, and the Klingons could have one on the *Killer*.

(SH211.44) REFITS: No refits had been installed on any of the units in this scenario.

(SH211.45) HYDRAN GUILDS: The Hydran ships in this action came from several different Guilds and each ship commander was under orders from fleet command to defend the base. They were also under orders from the heads of their Guilds to preserve their ships. As a result, any Hydran ship which takes internal damage might withdrawal from the battle.

(SH211.451) Whenever a Hydran cruiser takes more than six points of internal damage in a single volley the Hydran player rolls one die for that ship at the end of the Impulse procedure where the damage occurred. If the die roll is a "1", the ship must immediately withdraw from the map in direction D, E, or F.

(SH211.452) Whenever a Hydran frigate takes more than four points of internal damage in a single volley the Hydran player rolls one die for that ship at the end of the Impulse procedure where the damage occurred. If the die roll is a "1", the ship must immediately withdraw from the map in direction D, E, or F.

(SH211.453) If a Hydran ship is forced to withdraw as a result of (SH211.451) or (SH211.452) above, it can only fire its weapons at drones and shuttles within two hexes of itself. It can also fire its weapons at any Klingon ship which tractors it.

(SH211.454) If a Hydran ship under the restrictions of (SH211.453) fails to exit the map by end of the second turn after coming under disengagement restrictions, it is considered destroyed. If it does exit the map, the Klingons get the points under the modified victory conditions for forcing it to disengage, but not the points for destroying it.

(SH211.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that if the Klingons fail to destroy the YBS, the Hydrans automatically win the scenario.

(SH211.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH211.61) Replace the Klingon ships with a Lyran force of three YCAs and two YFFs.

(SH211.62) For a more confusing battle, add a third player commanding the Lyran force listed in (SH211.61). The Lyrans also want to destroy the base, but want the honor of doing so themselves. All three players use the Modified victory conditions with the following provisions.

The Hydran player wins if, at the end of the scenario, the YBS is not destroyed irrespective of damage to the base or damage to his ships.

The Klingon or Lyran player can only win if his ships destroy the base. If both destroy the base simultaneously, e.g., both fire on the base in the same Direct-Fire damage stage, the race that scored the most damage on that impulse is the winner (this is irrespective of the amount of damage either has scored on the base previously). If both score exactly the same amount of damage, they can only win the scenario by having the only remaining ship(s) on the map at the end of the scenario with functional weapons and power to operate them.

The Klingon and Lyran player are not allied, and may fire on one another freely and are awarded victory points for damaging one another's ships under the modified victory conditions.

(SH211.63) For a smaller and faster battle, delete the VOLs and MSK from the Hydran force and the F4s from the Klingon

(SH211.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH211.71) Change one of the Hydran GRNs to a VOL.

(SH211.72) Replace one of the Klingon D4s with a D3.

(SH211.73) Delete a VOL from, or add a MSK to, the Hydrans.

(SH211.74) Delete an F4 from, or add an F3 to, the Klingons.

(SH211.8) TACTICS

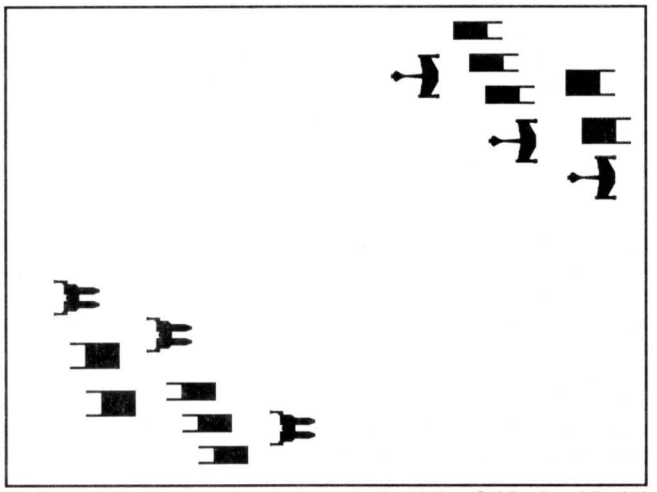
HYDRANS: If your forces were reliable, the battle should have gone your way. Unfortunately, not only will your ships possibly flee if damaged, but to maximize the value of your weapons you need to close to pointblank range where that damage is likely to occur. The base gives you a significant EW edge, so you need to fight near it where it can give you that benefit, but keep the battle far enough away that the Klingons cannot simply bombard it.

KLINGONS: You are at a significant disadvantage in the electronic warfare environment, and this is going to force you to get close to do significant damage. With good luck, the Hydran ships might leave with little damage and before they do major damage to you. Once you see off the Hydran ships, you should be able to deal with the base, unless you lose too much in seeing them off. You might consider holding your drones until the base is vulnerable to a strike, but beware of chain reactions.

HISTORICAL OUTCOME: The Kingdom survived that day despite one of the Grenadiers and the Musketeer disengaging at the height of the battle. The base was damaged, but not crippled. The Klingon squadron disengaged after one of the F4s was destroyed and two of the D4s were crippled.

Unfortunately the victory was only temporary. Just days later a Lyran task force arrived and destroyed the station.

(SH212.0) CONVOY ESCORT, CONVOY RAIDER



(Y89) *by John S Mosby, Virginia*

Arguments over the spoils of the fall of the Hydran Kingdom had exploded into all out war between the Klingon and Lyran empires. The formal border between the two was fairly well defined, but in the former Hydran Kingdom, the two races found their holdings seriously intertwined. Depending on how one viewed the situation, several Klingon positions were behind Lyran lines, or several Lyran positions were behind Klingon lines. In either case, the forces at those positions had to be supplied, and convoys were sent.

In this confusing period, it was not entirely unusual for convoys of the two sides to pass "within arm's reach" of each other. And sometimes, the escorts of the convoys could not resist the opportunity to try to raid the other convoy.

(SH212.1) NUMBER OF PLAYERS: 2; the Lyran player and the Klingon player.

(SH212.2) INITIAL SET UP

LYRAN: YFF *Playful*, YFF *Blooded Fang*, YFF *Skull Cracker*, all within three hexes of 0505, heading B or C, speed 4, WS–I.

Convoy: Three small unarmed freighter and two large unarmed freighters within three hexes of 0505, heading B or C, speed 4.

KLINGON: F4 *Devoted*, F4 *Reliable*, F4 *Mailed Fist*, all within three hexes of 3927, heading E or F, speed 4, WS–I.

Convoy: Three small unarmed freighter and two large unarmed freighters within three hexes of 3927, heading B or C, speed 4.

(SH212.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH212.4) SPECIAL RULES

(SH212.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Lyran units can only disengage from the 42xx map edge. The Klingon units can only disengage from 01xx map edge. Units which disengage in areas are considered destroyed.

(SH212.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH212.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH212.431).

(SH212.422) There are no fighters in this scenario as they had not been invented yet. 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.

(SH212.423) There are no PFs in this scenario.

(SH212.43) COMMANDER'S OPTION ITEMS

(SH212.431) Each non-freighter 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.

(SH212.432) 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.

(SH212.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH212.44) REFITS: No refits had been installed on any of the units in this scenario.

(SH212.5) VICTORY CONDITIONS: Victory in this scenario is based solely on the amount of cargo successfully exited of the respective map edges. Each side has 250 cargo boxes to start with and gains one level of victory for every ten boxes of cargo more than their opponent that exits their map edge. Cargo on captured freighters exited off the map edge of the capturing player counted in that player's total of cargo.

(SH212.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH212.61) Replace the Lyran YFFs with Kzinti YFFs.

(SH212.62) Replace the YFFs and F4s with WFFs and F3s.

(SH212.63) For a smaller battle, delete the two large freighters and two frigates from each side.

(SH212.64) For a bloodier battle, replace the YFFs with YCAs and the F4s with D4s.

(SH212.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH212.71) Change one of the Lyran YFFs to a WFF.

(SH212.72) Delete a small freighter from the stronger player, or add a small freighter to the weaker player. This will force the stronger player to be more aggressive.

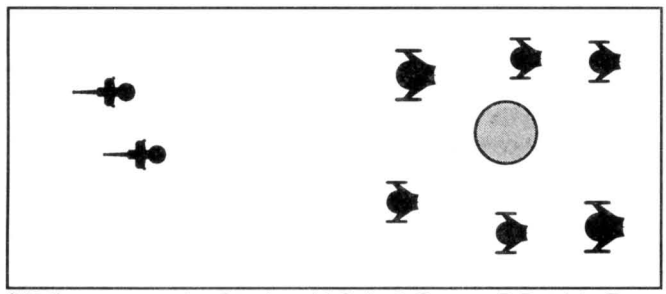
(SH212.73) Delete or add a YFF or F4 to or from one side.

(SH212.8) TACTICS: Both of you face the same problems. You cannot win by being defensive, and you cannot make an all out attack and leave your own freighters unguarded. The balance is going to rest on the odd ships, as your choices are to send two ships to raid the enemy convoy, or one ship to raid it. If at all possible, try to capture an enemy freighter and get it off your map edge as this is "double points", both removing the cargo boxes from the enemy and adding them to your own total. This is going to be a test of nerves and timing.

HISTORICAL OUTCOME: There should have been no fight as the two sides were too evenly matched with little chance of scoring any significant damage that would outweigh the possible loss. Unfortunately, the chance at glory proved too much for the commanders of one of the convoys

(which one remains a matter of discussion between officers of the two races to this day) to resist. In a swirling melee all six escorting vessels were badly damaged while the convoys sustained a few relatively meaningless (except to the freighter crews) hits.

(SH213.0) THE RELUCTANT DRAGONS



(Y90) *by Stephen V Cole & Steven P Petrick, Texas*

The Third Gorn-Romulan War began with the Romulan occupation of a Gorn-claimed planet near the Neutral Zone.

The Gorns, who could not understand why the Romulans were attacking when their ships were so obviously inferior, reluctantly sent a force to compel the Romulans to leave. The Romulans, using their new masking devices, showed them why.

(SH213.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH213.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

ROMULANS: 2xWWB *Triumphant* and *Victorious*, 2xWHK *Hawk's Cry* and *Demon's Breath*, 2xWSN *Glorious*, *Tremendous*. Set up first within five hexes of the planet, speed 1, heading at option of the Romulan player, WS–I.

GORN: YCC *Ghdar's Pride*, YCL *Protector of the Tri-Stars*, and YDD *Flail* enter the map on the xx01 map edge, speed max, WS–III, heading D, on impulse #1 of Turn #1.

(SH213.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH213.4) SPECIAL RULES

(SH213.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Gorn units can only disengage in directions F-A-B. The Romulan units can only disengage in directions C-D-E. Units which disengage in unauthorized directions are considered destroyed.

(SH213.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.

(SH213.421) MRS shuttles were not available at the time of this scenario and may be not be purchased under (SH213.431). In a variant in which MRS shuttles are available, their use will be under the limits of (J8.5).

(SH213.422) There are no fighters in this scenario.

(SH213.423) There are no PFs in this the Early Years.

(SH213.43) COMMANDER'S OPTION ITEMS

(SH213.431) 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.

(SH213.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) are available for purchase as special drones..

(SH213.44) REFITS do not apply to the Early Years.

(SH213.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH213.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH213.61) Replace the three Gorn ships with two Federation YCLs and a YDD.

(SH213.62) Allow the Romulans to select any ships with the same (or lower) BPVs as those provided in the historical set up.

(SH213.63) For a smaller or faster scenario, use one Gorn cruiser and one each Masked Warbird, Masked Hawk, and Masked Snipe.

(SH213.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH213.71) Change one Gorn cruiser to a destroyer.

(SH213.72) Replace Romulan Hawk with the next larger or smaller class.

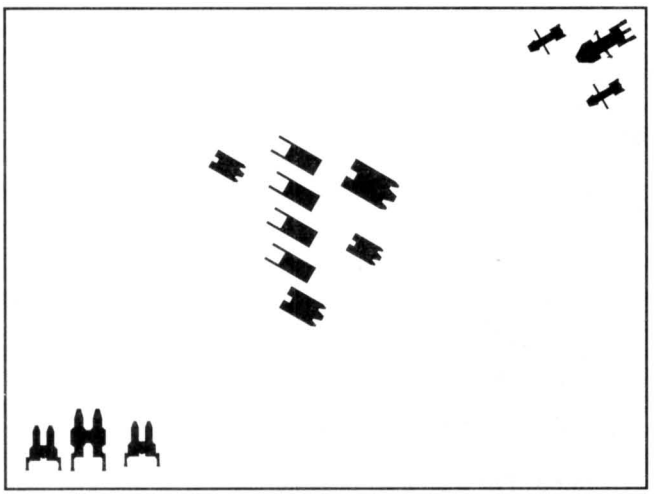
(SH213.73) Delete or add a Romulan Snipe or Battle Hawk.

(SH213.8) TACTICS: The Gorn ships must use their speed to avoid the superior Romulan firepower while destroying the Romulan ships one by one with their torpedoes. The Romulan ships must work together to overwhelm the Gorns.

(SH213.X) DESIGNER'S NOTES: This scenario reflects the type of battles fought during the early Gorn-Romulan Wars.

HISTORICAL OUTCOME: The Romulans held the planet (at heavy cost) and forced the Gorn ships to withdraw when damaged. The Gorn forces returned a few weeks later and recaptured the planet, although it was to change hands several times before that war ended.

(SH214.0) TAKING A DOG TO A CATFIGHT



(Y107) *by Ramses, Texas*

As the felinoid races continued their drive to expel the Carnivons from their territory, the Carnivon Hordes reacted by rushing new ships and supplies to the theater. In one case, Kzinti and Lyran marauders both attacked the same Carnivon convoy.

(SH214.1) NUMBER OF PLAYERS: 3; the Carnivon player, the Lyran player, and the Kzinti player.

(SH214.2) INITIAL SET UP

TERRAIN: None, although various types of terrain could be used in a variant.

CARNIVON: YCL, YDD, 2xYFF, 4 unarmed small freighters, set up within 3 hexes of 2215. All ships are heading C, speed 10, WS-I.

LYRAN: YCA, 2xYFF; set up within one hex of 0228, heading B, Speed Max, WS-III.

KZINTI: YCL, 2xYFF; set up within one hex of 4002, heading D, speed max, WS-III.

(SH214.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH214.4) SPECIAL RULES

(SH214.41) MAP: Use a floating map.

The Carnivon units can only disengage in direction F.

The Lyran units can only disengage in direction D.

The Kzinti units can only disengage in direction B.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SH214.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SH214.421) There were no MRS shuttles until Y150, so none can be used in this scenario. In a hypothetical scenario set in a later time period, players could use the historical MRS availability rules.

(SH214.422) There are no EW fighters during the Early Years; indeed, there are few fighters at all. In a hypothetical scenario set in a later time period, players could use the historical EW fighter availability rules.

(SH214.423) There are no PFs in the Early Years, although PFs could be used in a hypothetical scenario set in a later period.

(SH214.43) COMMANDER'S OPTION ITEMS

(SH214.431) 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.

(SH214.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) are not 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.

(SH214.433) If players wish to use the optional rules for Prime Teams (G32.0), the YCL, YCC, and YCL each can carry one such team.

(SH214.44) REFITS: There are no refits *per se* in the Early Years. Players may select ships available in the year they have selected for the scenario.

(SH214.45) ALLIES: The Lyran and Kzinti players are not allied (to each other or the Carnivons). It's every predator for himself!

(SH214.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). Determine each player's level of victory relative to each of the other two players. Each freighter is worth nothing if it is destroyed but is worth 50 victory points if captured and disengaged.

(SH214.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH214.61) Replace one of the forces with a Klingon force consisting of a D4, and F4, and an F3.

(SH214.62) Allow each player to buy whatever ships he wants within the same amount of BPV as his historic forces.

(SH214.63) For a smaller and faster scenario, delete the cruiser from each force.

(SH214.64) Replace the forces with Warp-refitted ships:

Carnivon: WCL, WDD, 2xWFF

Lyran: WCA, 2x WFF

Kzinti: WCA, 2xWDD

(SH214.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH214.71) Change a destroyer to a frigate.

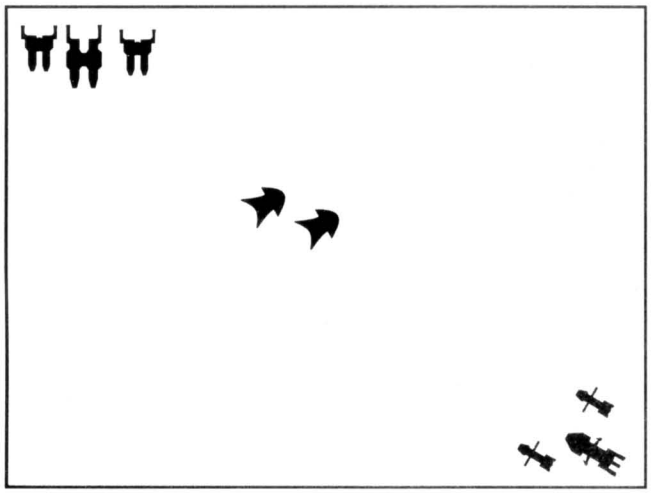
(SH214.72) Replace a cruiser with a light cruiser.

(SH214.73) Replace one ship with the Warp-refitted equivalent.

(SH214.8) TACTICS: Are you kidding? This is a bar fight. Just get in there and start throwing disruptors.

HISTORICAL OUTCOME: The convoy was destroyed, but the Lyrans and Kzintis fell to fighting among themselves and the Carnivon warships were able to escape.

(SM18.0) BOAR HUNT



(Circa Y100) *by T Roosevelt, Wyoming*

Space Boars were a type of living monster which was often found in the "western" or "Four Powers" area during the Early Years. The Kzintis, Lyrans, and Carnivons hunted them almost for sport, but once killed the carcass yielded important crystals and minerals that were of high value. Because of these crystals and minerals, the Klingons and Hydrans also hunted these creates. Space Boars were faster than the ships of the Early Years; when new ship classes became available in Y120+ the animals were hunted to extinction within a few years.

(SM18.1) NUMBER OF PLAYERS: 1; the monster(s) moves by automatic rules; see (SM18.45). In an alternative, more than one player might simultaneously hunt the same monster and fight over the right to make and scavenge the kill.

(SM18.2) INITIAL SET UP

TERRAIN: None, although as a variation many types of terrain would provide an interesting scenario.

HUNTER #1: Two or three ships with a total BPV of 90-100, all at WS–III, heading C, speed max. Set up within 2 hexes of 0202.

HUNTER #2: Two or three ships with a total BPV of 90-100, all at WS–III, heading F, speed max. Set up within 2 hexes of 4028. This is an optional set up for a multi-player scenario.

MONSTER: The Space Boar is placed in hex 2215. Determine its facing by a random die roll.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y100 is assumed if no other year is selected.

(SM18.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SM18.4) SPECIAL RULES

(SM18.41) MAP: Use a floating map. In a solitaire scenario, the hunting forces could disengage in any direction. In a multi-player variant, Hunter #1 can only disengage in directions E or F, while Hunter #2 can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SM18.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SM18.421) There were no MRS shuttles until Y150, so none can be used in this scenario. In a hypothetical scenario set in a later time period, players could use the historical MRS availability rules.

(SM18.422) There are no EW fighters during the Early Years; indeed, there are few fighters at all. In a hypothetical scenario set in a later time period, players could use the historical EW fighter availability rules.

(SM18.423) There are no PFs in the Early Years, although PFs could be used in a hypothetical scenario set in a later period.

(SM18.43) COMMANDER'S OPTION ITEMS

(SM18.431) 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.

(SM18.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) might be available for purchase as special drones depending on the year selected by the players.

(SM18.433) If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options). Prime Teams or their equivalent had been formed by most races prior to Y100.

(SM18.44) REFITS: There are no refits per se in the Early Years. Players may select ships available in the year they have selected for the scenario.

(SM18.45) SPACE BOAR SPECIAL RULES

(SM18.451) Space Boars move at speed 27. Their movement is, in a sense, random, in that they periodically appear to make a decision about where to go and then move in that direction for a period of time. Space Boar movement decisions are defined by a die roll. Roll twice per turn, on Impulses #10 and #26, to find out what the Space Boar will do.

DIE ROLL	SPACE BOAR DECISION
1	Move in a straight line at speed 27. Do not turn.
2	Move at speed 16, turning to the left every two hexes.
3	Select one ship in the FA arc (roll a die to pick between possible candidates) and attack it. [If there is no ship within 6 hexes in the FA arc, select the nearest ship as the target.] Pursue the ship as a seeking weapon at speed 27 with a turn mode of two. Once in the ship's hex, see (SM18.452) for attack rules.
4-6	Same as previous decision. Select a new target ship.

(SM18.452) A Space Boar attacks with two anti-matter-tipped "tusks" simultaneously. Roll one die for each tusk; if the result is 1-4 the tusk has struck the ship, causing 2-12 points of damage (total of two dice). Treat this damage as a drone hit. After each attack, roll again on table (SM18.452) to see what the Space Boar decides to do next. Space Boars could, in theory, attack as many as 32 times during one turn.

(SM18.453) Space Boars are killed by general damage (e.g., phasers, disruptors, drones, mines, etc.). For an average adult space boar, the total damage required to kill it is 200 points, but this can vary to some extent. For proper realism, roll six die and add the total to 192 in order to determine the number of points required to kill the Space Boar.

(SM18.454) Space Boars will set off mines. Space Boars cannot be tractored. Space Boars have a Monster Close-In Defense System. Space Boars are affected by Heel Nippers. Space Boars are immune to damage caused by terrain.
(SM18.455) If no ship is within 25 hexes of a Space Boar, the Space Boar disengages. If there is no other Space Boar in the scenario (alive or dead) the scenario is over. In a multi-player variant, the two Hunter players may continue the scenario as long as they wish, attacking each other.
(SM18.456) The Carcass of a slain Space Boar is a valuable commodity, worth 200 victory points for its capture in a multi-player scenario. [Actually, the number of victory points is equal to the number of damage points required to kill the monster.] It cannot be destroyed by further damage, and has a towing cost equal to 5% of the original number of damage points which were required to kill it. (Round fractions up to the next whole number.)

(SM18.5) VICTORY CONDITIONS
(SM18.51) SINGLE PLAYER: If the hunters kill the Space Boar, they win the scenario. If they lost a ship doing so, it was a tactical defeat. If the Space Boar escapes, the Hunters were defeated. If the Space Boar destroys all of the ships, the defeat is catastrophic.
(SM18.52) MULTI-PLAYER: Use the Standard Victory Conditions. The Space Boar is worth about 200 victory points; see (SM18.456).

(SM18.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SM18.61) Use two or more Space Boars.
(SM18.62) Include a Federation starship which is controlled by another player. This ship is trying to protect the Space Boar. If this ship causes damage to a ship belonging to another player, that player's ships may attack the Federation ship. (Otherwise they may not attack the Federation ship.) The Federation ship wins if the Space Boar (or at least one Space Boar if playing a variant where more than one is present) successfully disengages.
(SM18.63) Switch the position of the Space Boar and ships, putting the Space Boar within two hexes of 0202 and the ships in hex 2215. Add three small freighters to the ships which the Space Boar is attacking. The Space Boar, if it decides to attack a ship, will *only* attack one of the freighters. If all three freighters are destroyed, the Hunters suffer a devastating defeat.

(SM18.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SM18.71) Change the Space Boar to a Juvenile (150 damage points) or to an Old Male (250 damage points).
(SM18.72) Set the scenario in an earlier year, perhaps Y80 or even Y70, to limit the types of ships available. W-series ships, due to their low speed, will have much more difficulty with a Space Boar than a Y-series ship.
(SM18.73) Increase the points available to the Hunters to 120 or 150, or reduce them to 90 or 75.

(SM18.8) TACTICS: Close in and attack. Try to get close right after the Space Boar makes a decision and be farther away by the time he makes the next one.

(SM18.9) DESIGNER'S NOTES: I wanted a scenario that was unique to the Early Years. The key elements of that time period are low speed and low damage output, so the obvious solution was a monster fast enough to get away from an EY ship but slow enough to be exterminated by the later ships.

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ANNEXES

MODULE Y1 ANNEXES

These Annexes cover only Module Y1, and do not, except where necessary, include items from previous product.

INDEX OF ANNEXES

ANNEX #1 INDEX

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

FEDERATION SHIPS

CA.....YCA.
CL.....YCL, WCL.
DD.....YDD.
WDD.....WDD.
DN.....YDN
FF.....YFF.
Police.....WDD.
Tug.....YTG.

NATIONAL GUARD

RIGELIAN
YRC.....YRC.
YRD.....YRD.

VULCAN
YVC.....YVC.
YVD.....YVD.

ALPHA-CENTAURAN
YAC.....YAC.
YAD.....YAD.

ANDORIAN
YNC.....YNC.
YND.....YND.

ORION
WCA.....WCA
WDD.....WDD.

KLINGON SHIPS

C‡.....C4.
D‡.....D4, D3.
F‡.....F4, F3.
T‡.....T4.

ROMULAN SHIPS

VUL.....SVL, WVL, YVL, VUL.
WB.....SWB, WWB, YWB, WB, YFA‡.
YFA‡.....YFA.
H.....SHK, WHK, YHK, H–S, WH‡.
WH‡.....SWH, WWH, YWH, WH–S.
Snipe.....SSN, WSN, YSN, SNS.

KZINTI SHIPS

SCS.....YDN.
C.....YCS, YCC.
FF.....YFF; Wyn ZYF.
Tug.....WCA.
WDD.....WDD.

GORN SHIPS

CL.....YCL, YCC, YTG.
CA.....YTG
DD.....YDD.
FF.....YFF.
WBB.....WBB.
WCA.....WCA.
WDD.....WDD.

THOLIAN SHIPS

NDD.....NDD.
NFF.....NFF.

ORION SHIPS

CR‡.....YCR.
LR.....YLR.
WCA.....WCA.
WDD.....WDD, WDR‡.

HYDRAN SHIPS

GRN.....GRN, FUS.
VOL.....VOL, MUS.

LYRAN SHIPS

DN.....YDN.
CA.....YCA, YTG‡.
FF.....YFF.
WCA.....WCA.
WFF.....WFF.

WYN SHIPS

YFF.....YFF

PARAVIAN SHIPS

CA.....SCA‡, WCA, YCA.
CL.....WCL, YCL.
DD.....SDD‡, WDD, YDD.
FF.....SFF‡, WFF.

CARNIVON SHIPS

YDN.....YDN
YCA.....YCA.
YCL.....WCL, YCL.
YDD.....WDD, YDD.
YFF.....WFF, YFF.

GENERAL SHIPS AND UNITS

Bases.....Each is a unique type.

ANNEX #3A: MOVEMENT COST AND TURN MODES FOR TUGS AND LTTs

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Federation YTG	1 D	1 D	1.5 E	2.0 F
Klingon T4	1 D	1 D	1.0 E	1.5 E
Gorn YTG	1 D	1 D	1.5 E	2.0 F
Lyran YTG	1 D	1 D	1.5 E	2.0 F

ANNEX #5 ABBREVIATIONS

AER.....Paravian Aerie remote outpost, early base station equivalent.
Bear–Dog.....Carnivon dreadnought class.
C4.....Klingon early dreadnought.
Coyote.....Carnivon light cruiser class.
D3.....Klingon warp–refitted sublight cruiser.
D4.....Klingon early cruiser.
DB.....Carnivon "deathbolt" drone-type seeking weapon.
DC.....Disruptor Cannon, Carnivon heavy weapon.
EBS.....Romulan early base station with cloaking device.
EDK.....Romulan Dock (DK) with cloaking device.
F3.....Klingon warp–refitted sublight frigate.
F4.....Klingon early frigate.
Fennec.....Carnivon frigate class.
Fox.....Carnivon destroyer class.
FUS.....Hydran Fusilier warp–refitted sublight cruiser.
Gladiator–0.....Romulan sublight fighter armed with plasma-F torpedo.
Gladiator–L.....Romulan sublight fighter armed with a laser.
GRN.....Hydran Grenadier early cruiser.
HN.....Heel Nipper, Carnivon warp field disruption weapon.
H–S.....Romulan sublight Hawk destroyer variant with seeking plasma and cloaking device.
LAS.....Laser.
LSR.....Laser.
MSK.....Hydran Musketeer warp–refitted sublight frigate.
MSSL.....Atomic missile launcher, an early drone rack.
NC.....Nova Cannon, heavy weapon of early Hydrans, evolved into fusion beam.
NST.....Paravian Nest Defense Platform, early dock (DK) equivalent.
NWO.....Non-Weapon Options, used to customize Paravian ships.
QC.....Short-ranged direct-fire weapon used by Paravians before developing the QWT.
QWT.....Quantum Wave Torpedo, plasma-like seeking weapon used by Paravians.
SBS.....Romulan early base station with no cloaking device and only able to bolt plasma torpedoes.
SCA.....Sublight heavy cruiser.
SDD.....Sublight destroyer.
SDK.....Romulan Dock (DK) with no cloaking device and only able to bolt plasma torpedoes.
SFF.....Sublight frigate.
SHK.....Romulan sublight Hawk destroyer variant with no cloak and only able to bolt torpedoes.
SNS.....Romulan sublight Snipe frigate variant with seeking plasma and cloaking device.
SSN.....Romulan sublight Snipe frigate variant with no cloak and only able to bolt torpedoes.
SVL.....Romulan sublight Vulture dreadnought variant with no cloak and only able to bolt torpedoes.
SWB.....Romulan sublight Warbird cruiser variant with no cloak and only able to bolt torpedoes.
SWH.....Romulan sublight variant of Warhawk carrier with no cloaking device.
T4.....Klingon early transport tug.
VOL.....Hydran Voltigeur early frigate.
VUL.....Romulan sublight Vulture dreadnought variant with seeking plasma and cloaking device.
WB.....Romulan sublight Warbird cruiser variant with seeking plasma and cloaking device.
WBB.....Gorn warp-refitted sublight battleship.
WBS.....Romulan early base station with masking device.
WCA.....Warp–refitted sublight heavy cruiser.
WCL.....Warp–Refitted sublight light cruiser.
WCL.....Warp–refitted sublight light cruiser.
WDD.....Warp–Refitted sublight destroyer.
WDK.....Romulan Dock (DK) with masking device.
WDR.....Orion early raider destroyer.
WFF.....Warp-refitted sublight frigate.
WHK.....Romulan sublight Hawk destroyer variant with seeking plasma and masking device.
WH–S.....Romulan sublight variant of Warhawk carrier with cloaking device.
Wolf.....Carnivon heavy cruiser class.
WSN.....Romulan sublight Snipe frigate variant with seeking plasma and masking device.
WVL.....Romulan sublight Vulture dreadnought variant with seeking plasma and masking device.
WWB.....Romulan sublight Warbird cruiser variant with seeking plasma and masking device.
WWH.....Romulan sublight variant of Warhawk carrier with masking device.
YAC.....Alpha–Centauran early cruiser, Federation National Guard ship.
YAD.....Alpha–Centauran early destroyer, Federation National Guard ship.
YBS.....Early base station.
YBS.....Romulan early base station with veiling device.
YCA.....Early heavy cruiser.
YCC.....Early command cruiser.
YCL.....Early light cruiser.
YCR.....Orion early raider cruiser.
YCS.....Kzinti early strike cruiser.
YDD.....Early destroyer.
YDK.....Dock, large (size class 2) base.
YDK.....Romulan Dock (DK) with veiling device.
YDN.....Early dreadnought.
YFA.....Romulan sublight Falcon mauler with veiling device.
YFF.....Early frigate.
YHK.....Romulan sublight Hawk destroyer variant with seeking plasma and veiling device.
YLR.....Orion early light raider.
YNC.....Andorian early destroyer, Federation National Guard ship.
YND.....Andorian early destroyer, Federation National Guard ship.
YRC.....Rigelian early cruiser, Federation national guard ship.
YRD.....Rigelian early destroyer, Federation national guard ship.
YSN.....Romulan sublight Snipe frigate variant with seeking plasma and veiling device.
YTG.....Early tug.
YVC.....Vulcan early cruiser, Federation National Guard ship.
YVD.....Vulcan early destroyer, Federation National Guard ship.
YVL.....Romulan sublight Vulture dreadnought variant with seeking plasma and veiling device.
YWB.....Romulan sublight Warbird cruiser variant with seeking plasma and veiling device.
YWH.....Romulan sublight variant of Warhawk carrier with veiling device.
ZYF.....WYN conversion of Kzinti YFF.

ANNEX #6 COMMANDER'S OPTIONS

ITEM OR FUNCTION.....VALUE

MINES CARRIED ON SHIPS

Each Y–transporter bomb (limited by M3.1).....3
One Y–NSM on Romulan (M2.73, .74, .76) ship.....7

WEAPONS, FIRE CONTROL, MISC. ITEMS

Each extra probe (limit 3).....1

DRONES

Replace one type-I drone with one type-II.....0.5
Replace one type-I drone with one type-III drone (speed 8).....0.5
Replace one type-I drone with one type-III drone (speed 12).....1.0
Replace 2 type-I drones with 1 type-IV drone.....0.0
Replace 2 type-I drones with 1 type-V.....0.5
Add active terminal guidance to a drone.....0.5
Improve one drone to extended range.....0.5

NOTE: Speed cost upgrades are not normally part of Commander's Options, but see (FD10.65). Speed upgrades for type–VI are at 50% of the cost for other drones (FD2.226).

Each extra type-I drone.....1.0
Each extra type–III drone (speed 12).....2.0
Each extra type–IV drone.....2.0

NOTE: See also (FD10.0) for cost to assemble special drones, as well as the allowed percentages and dates. Only a ship armed with drones can buy extra drones.

FIGHTERS AND SHUTTLES

Replace Admin–Y Shuttle with Admin–P (2 - 1 =).....1
Replace Admin–Y Shuttle with GAS–Y (3 - 1 =).....2
Replace Admin–Y Shuttle with GAS–P (4 - 1 =).....3
Replace Admin–P Shuttle with GAS–P (4 - 2 =).....2
Replace two Admin–Y with HTS (6 - 2x1 =).....4

ANNEX #6A OTHER OPTIONAL ITEMS AVAILABLE §

The costs in this section do not increase the BPV of the ship/unit, but do count within the overall force total. These items are NOT Commander's Options, but "units" that can be purchased in a Patrol Scenario (S8.0) format.

ITEM OR FUNCTION.....VALUE

WEAPONS, FIRE CONTROL, MISC. ITEMS

Asteroid for web anchor point.....25
Pseudo-pods (G14.612), refits, and mines (M6.3) are also available.

OFFICERS, CREW, AND BOARDING PARTIES

Outstanding Crew.....+50%
Poor Crew.....–20%
Legendary Captain (minimum 25 points).....25%
Legendary Engineer.....15
Legendary Weapons Officer (minimum 15 points).....15%
Legendary Navigator, Marine Major, or LGFO.....8
Legendary Science Officer or Doctor.....6

ANNEX #7: DATA ON SHIPS

ANNEX #7A COLOR OF COUNTERS

RACE	SHIP	BACKGROUND
Paravian	Yellow	Red
Carnivon	Yellow	Green

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: Orion YLR, YCR, WCA, WDD, and WDR.
AERODYNAMIC: Paravian SCA, SDD, SFF, WCA, WCL, WDD, WFF, YCA, YCL, and YDD; Orion YLR, YCR.
ENGINE: All ships capable of aerodynamic landings. Orion WCA, WDD, and WDR.

ANNEX #7D SYSTEMS DEFINED AS "WEAPONS"

ALWAYS: Add to the list of systems always defined as weapons: Lasers, Nova Cannons, Heel Nippers, Disruptor Cannons, Death Bolt Launchers, Quantum Bolts, Quantum Wave Torpedoes, Atomic Missile Launchers.
SAFETY Add the following to the list of items restricted under (C13.8): Lasers, Nova Cannons, Heel Nippers, Disruptor Cannons, Death Bolt Launchers, Quantum Bolts, Quantum Wave Torpedoes.
TACTICAL INTELLIGENCE: No additions since (D17.17).

ANNEX #7E DAMAGE CONVERSION CHART

HIT FROM CHART	SCORED ON
Drone	Heel Nipper, Atomic Missiles, Death Bolt Rack.
Phaser	Warp–targeted Laser.
Torpedo	Nova Cannon, Disruptor Cannon, Quantum Wave Torpedo, Quantum Cannon.

(D4.322) DAMAGE PRIORITY RULE UPDATE

(D4.3221) PHASERS†: For the purposes of this rule, the priority (for establishing the best type of phaser) is:
special sensors that replaced phasers,
stasis field generator (whether or not replacing phasers),
phaser-4, phaser-1, anti-fighter defense system,
phaser-G, phaser-2, dark matter pulsar, sonic pulser, phaser-3, light dark matter pulsar, warp–targeted laser.

†Omegan phasers are treated, within their respective categories, as Alpha Sector phasers of the same type, e.g., phaser-PW-4 is the best PW phaser. Within their respective types, the damage priority is: Alpha sector phaser, PW, PP, PM, AP, PQ, and PR. Pulse Emitters appear in the priority after phaser-2s of any type, but before phaser-3s. A PP4 is better than a PW1.

(D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is:
special sensor replacing torpedo, focused energy beam,
warp railgun, medium rail gun, light railgun, tachyosonic beam,
plasma-R, implosion-S, plasma-M, plasma-A, KWH, plasma-S, implosion-H, fireball, subspace rocket,
particle beam, high energy acceptance torpedo (HEAT),
kinetic cannon-heavy,
kinetic cannon-medium,
kinetic cannon-light,
tractor-repulsor-heavy, tractor-repulsor-light, dark matter torpedo,
heavy photon, photon, light photon, tachyon gun, antiproton lance, antiproton beam,
plasma–L, KWL, quantum wave torpedo, plasma-G, implosion-M particle cannon, bioelectric bolts,
disruptor-40, heavy hypercannon, disruptor cannon-30, disruptor-30,
implosion bolt, anti-matter cannon, disruptor cannon-22, disruptor-22,
energy howitzer, light hypercannon, disruptor cannon-15, disruptor-15, quantum cannon,
disruptor cannon-10, disruptor-10,
axion torpedo,
fusion beam, nova cannon, sting torpedo,
plasma-F, implosion-L, plasma-D rack (including a magazine of a starbase or BATS rack),
prospecting cannon.

(D4.3223) DRONES: For the purposes of this rule, the priority (for establishing the best type of weapon destroyed on drone hit) is:
special sensor replacing drone-weapon,
hyperdrone magazine,
PPD, target accentuators, Target Illuminator,
web caster, web breaker, shield cracker, flame shield,
hellbore, anti-matter cloud generator, trans-mortar, ESG,
heavy hypercannon, PA panel, bioelectric bolts,
web breaker, shield cracker, subspace coagulator,
magazine of D-rack,
magazine of Scud launcher,

magazine of H-rack,
Gx-rack, Cx-rack, tachyon rack-E, tachyon rack-D, tachyon rack-C, tachyon rack-B, tachyon rack-A,
G-rack, missile rack,
B-rack, light hypercannon, Death Bolt Rack, C-rack, E-rack, F-rack, A-rack,
chaff thrower, short range cannon,
heel nipper, starbase ADD, anti-fighter defense system,
ADD-12, ADD-6, Atomic Missiles.

Note: While weapons of a similar type are often shown on one line above, the priority for damage remains top to bottom and left to right. Do not assume that because hellbores and ESGs are on the same line that they are equal in damage priority.

ANNEX #7F NIMBLE UNITS

Add the following units to the list of units considered to be nimble for the purposes of (C11.1):
Orion YLR, YCR, WDD, WDR.
Romulan Snipe (all variants).

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Romulan	SWH	5	1	1	0	5
	WWH	5	1	1	0	5
	YWH	5	1	1	0	5
	WH–S	5	1	1	0	5
Any	YHBM	4	0	1		4

This chart shows the number of fighters, administrative shuttles, and bays that each of the listed ships has.
DC indicates the number of deck crews.

ANNEX #7H: MASKING DEVICE ENERGY COST

The energy cost to operate the masking device, veiling device, or cloaking device of any given ship is shown on the SSD of that ship. This nominal operating costs for other ships which might acquire a masking device, or veiling device, are same as the cloaking device (G13.2). This annex, published in Advanced Missions, is a general guide; analysis of specific ships may require player adjustments.

ANNEX #7J DOCKING POINT CHART (C13.32)

No units with internal docking were added in early years, so there are no changes to this chart.

ANNEX #7K -- CARGO SPACE POINTS

Additional items added by Early Years.
1.....Drone (one space) (includes Andorian drones), atomic missiles, death bolts.
4.....masking device, veiling device.

CAPACITY: See (G25.135) for cargo on shuttles, no changes.

ANNEX #7L: UNIT TOWING COSTS

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

BASES AND MODULES
Early Base Augmentation Modules.....0.2000
PODS, PACKS, AND PALLETS
Pods, Early cargo.....0.2500
BOOMS AND SAUCERS
Saucers, Federation size-2 or size-3.....0.5000
Saucers, Federation size-4.....0.3333
Klingon C4boom.....0.5000
Klingon D3 or D4 boom.....0.2500
Klingon F3 or F4 boom.....0.1250

ANNEX #7S SHIPS SUBJECT TO SHOCK

This data is used with rule (D23.0).

RULE	SHIP	WEAPON	RATING
YR4.6.....	YFA	mauler.....	22

ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

No additional data.

ANNEX #8B: ORION PIRATE (and WYN) OPTIONAL WEAPONS COST CHART (G15.4)

WEAPONS OR SYSTEM	COST	NOTES
Nova Cannon	–0.25	†
Warp–Targeted Laser	–1	†
Quantum Cannon	0.25	
Disruptor Cannon	NA	∞
Heel Nipper	NA	∞
Atomic Missiles	–1	†
Death Bolt Rack	NA	∞
Quantum Wave Torpedo	0	

∞ Orions (and WYN option mounts) can never, *under any circumstances*, have this weapon.
† These weapons reduce BPV of ship.
Weapons with ammunition (e.g. drone racks) are fully loaded at no extra cost (drone speed upgrades must be paid for).
Some other items or systems are available for purchase under various rules but do not use option mounts. These include DERFACS, UIM, Cloaks, Aegis, OAKDISC, Mech Links.

ANNEX #9 COST OF REPAIR CHART

Data is used with (D9.7) and (G17.0).

SYSTEM	REPAIR COST
Disruptor Cannon: range 40	10
Disruptor Cannon: range 30	8
Disruptor Cannon: range 22	7
Disruptor Cannon: range 15	5
Disruptor Cannon: range 10	4
Laser, warp-targeted	2
Missile rack (any)	3
Nova Cannon	3
Quantum Cannon	4
Heel Nipper	3
Atomic Missile Rack	3
Death Bolt Rack	3
Quantum Wave Torpedo	6

‡ Can only be repaired if internally docked (starbase or FRD).
† Ship cannot repair this system on itself.

ANNEX #12: MONSTER DATA TABLE

SCEN	MONSTER	SIZE	TYPE	CONTROL
SM	Space Boar			

END OF ANNEXES, MODULE Y1

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

GENERAL UNITS USED BY SEVERAL FLEETS (R1.0)

BASES (R1.0)

YDK	80	18	varies	–	■	4	2	–	YR1.1	65	–	19+	10	◆
YBS	60	8	varies	–	■	2	3	–	YR1.3	65	–	10+	8	◆

BASE AUGMENTATION MODULES (R1.0)

HBM	5	0	7	–	■	0+1	5°	–	YR1.2H	70	2	+0	+0	V, N-A, N-Y
PAM	7	0	12	–	■	–	5°	–	YR1.2E	70	2	+3	+0	N-A
SciM	4	0	5	–	■	–	5°	–	YR1.2D	70	2	+0	+0	N-B
RepM	7	0	8	–	■	–	5°	–	YR1.2C	70	2	+0	+0	N-A
BarM	12	20	12	–	■	–	5°	–	YR1.2B	65	2	+0	+0	N-B
VIPM	2+5	0	5	–	■	–	5°	–	YR1.2G	70	2	+0	+0	N-B
HosM	9	0	5	–	■	–	5°	–	YR1.2F	70	2	+0	+0	N-B
CarM	0	0	5	–	■	–	5°	–	YR1.2A	65	2	+0	–	N-B

NOTES: N–A: Class A Augmentation Module. N–B: Class B Augmentation Module.
N-F: This unit becomes available when the owning race has deployed fifhgters.
N-Y: Races without fighters used this module to operate special shuttles for various reasons, e.g., additional ground attack shuttles. When used for this purpose, there are no ready racks and the spare fighter is a spare shuttle.

THE FEDERATION STAR FLEET (R2.0)

FEDERATION EARLY SHIPS

YDN	43	10	100	3–6	1.50	3	2	E	YR2.6	100	10	19	10	
YCA	38	10	84	5–6	1.00	2	3	D	YR2.4	79	8	12	8	
YCL	33	8	65	4–6	0.75	1	3	C	YR2.5	80	6	11	6	
YDD	17	6	55	3–6	0.50	1	4	C	YR2.7	84	6	8	5	
YFF	13	6	48	5–6	0.33	–	4	B	YR2.8	85	4	6	3	
YTG	18	2	54/32	2–6	†	1	3	†	YR2.9	82	7–11	15	8	N3, TG

N3: Docking points 7 with one (or no) pods, 11 with two pods (pods, not pod weights).

FEDERATION EARLY SEPARATED SAUCER SECTIONS

DN Scr	30	8	50	2–6	0.50	–	4°	C	–	100	6–5	9–5	10–5	N4
YCA Scr	20	5	30/15	–	Δ	–	4°	–	–	79	5	4	3	
YDD Scr	§	§	§	–	Δ	–	4°	–	–	94	4	5	3	
YTG Scr	§	§	§	–	Δ	–	4°	–	–	82	5	4	3	
FFScr	§	§	§	–	Δ	–	4°	–	–	85	3	3	1	

N4: Lower ratings for docking points, explosion strength, and command rating are used if the warp engine is dropped.
§ Saucer will have entire crew of original ship. Economic value unchanged; combat value 15% of original.

FEDERATION WARP REFITTED SHIPS

WCL	33	8	57	4–6	0.75	1	3	C	YR2.2	62	6	8	6	
WDD	14	6	38	5–6	0.50	–	4	B	YR2.3	62	4	5	5	

FEDERATION NATIONAL GUARD SHIPS

YRC	36	10	70	4–6	1.00	1	3	D	YR2.11	71	7	9	8	
YRD	13	4	44	3–6	0.50	1	4	D	YR2.10	71	5	6	5	
YVC	32	10	75	6	1.00	2	3	D	YR2.13	1	7	9	8	◆
YVD	15	6	40	6	0.50	1	4	C	YR2.12	1	5	7	5	◆
YAC	30	6	76	3–6	1.00	–	3	E	YR2.15	71	9	9	8	
YAD	15	6	44	3–6	0.50	–	4	C	YR2.14	71	7	6	5	
YNC	38	14	45	2–6	1.00	1	3	D	YR2.17	71	7	9	8	
YND	18	6	30	6	0.50	1	4	B	YR2.16	71	5	5	5	

THE KLINGON DEEP SPACE FLEET (R3.0)

KLINGON EARLY SHIPS

C4	52	24	143	3–6	1.50	2	2	D	YR2.6	92	12	20	10	
D4	38	14	75	5–6	1.00	1	3	B	YR3.4	78	7	13	8	
F4	18	8	53	4–6	0.50	–	4	A	YR3.5	78	4	7	4	
T4	15	3	77/40	3–6	†	1	3	†	YR3.7	87	7	13	6	TG

KLINGON WARP REFITTED SHIPS

D3	38	14	62	4–6	1.00	1	3	B	YR3.2	63	7	10	8	
F3	18	8	42	4–6	0.50	–	4	A	YR3.3	63	4	6	4	

SEPARATED BOOM SECTIONS

C–Bm	12	6	60	2–6	0.50	–	4°	C	–	92	5–4	7-3	10–5	Y1, N1
D–Bm	9	4	48/25	–	Δ	–	4°	–	–	63	3	1	4	
T–Bm	9	4	48/25	–	Δ	–	4°	–	–	87	3	1	4	

Notes: N1: These use the lower command, docking, and explosion ratings if the warp engines have been dropped.

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

THE IMPERIAL ROMULAN FLEET (R4.0)

VULTURE DREADNOUGHT														
SVL	37	10	31	–	Δ	1	2	–	YR4.2A	66	9	12	10	*
WVL	37	10	52	–	Δ	1	2	–	YR4.2B	89	9	12	10	*
YVL	37	10	64	–	Δ	1	2	–	YR4.2C	119	9	12	10	*
VUL	37	10	77	–	Δ	1	2	–	YR4.2D	140	9	12	10	*
WARBIRD HEAVY CRUISER														
SWB	15	5	21	–	Δ	–	3	–	YR4.3A	66	5	7	8	*
WWB	15	5	33	–	Δ	–	3	–	YR4.3B	89	5	7	8	*
YWB	15	5	41	–	Δ	–	3	–	YR4.3C	119	5	7	8	*
WB	15	5	51	–	Δ	–	3	–	YR4.3D	140	5	7	8	*
HAWK DESTROYER AND VARIANT														
SHK	16	5	18	–	Δ	1	4	–	YR4.4A	66	5	6	6	*
WHK	16	5	30	–	Δ	1	4	–	YR4.4B	89	5	6	6	*
YHK	16	5	38	–	Δ	1	4	–	YR4.4C	119	5	6	6	*
H–S	16	5	47	–	Δ	1	4	–	YR4.4D	140	5	6	6	*
SWH	16	5	18	–	Δ	1	4	–	YR4.7A	66	5	4	6	V, *
WWH	16	5	30	–	Δ	1	4	–	YR4.7B	89	5	4	6	V, *
YWH	16	5	38	–	Δ	1	4	–	YR4.7C	119	5	4	6	V, *
WH–S	16	5	47	–	Δ	1	4	–	YR4.7D	140	5	4	6	V, *
FALCON MAULER														
YFA	12	2	36	–	Δ	–	3	–	YR4.6	Y119	5	13	8	S, ✚, *
SNIPE FRIGATE														
SSN	10	4	15	–	Δ	–	4	–	YR4.5A	66	2	4	4	N, *
WSN	10	4	25	–	Δ	–	4	–	YR4.5B	89	2	4	4	N, *
YSN	10	4	33	–	Δ	–	4	–	YR4.5C	119	2	4	4	N, *
SNS	10	4	40	–	Δ	–	4	–	YR4.5D	140	2	4	4	N, *

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)

KZINTI EARLY SHIPS														
YDN	49	16	115	4–6	1.50	2	2	E	YR5.6	95	11	22	10	
YCC	39	16	81	5–6	1.00	2	3	C	YR5.5	85	7	19	9	
YCS	36	16	77	5–6	1.00	2	3	C	YR5.4	79	7	14	8	
YFF	18	6	41	5–6	0.33	1	4	A	YR5.7	79	4	7	3	
KZINTI WARP REFITTED SHIPS														
WCA	31	12	40	4–6	1.00	1	3	C	YR5.2	64	8	10	8	
WDD	19	6	36	4–6	0.50	1	4	B	YR5.3	64	5	8	4	

All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).

THE GORN CONFEDERATION FLEET (R6.0)

GORN EARLY SHIPS														
YCC	30	8	64	4–6	0.67	2	3	D	YR6.6	94	6	9	9	
YCL	28	8	60	4–6	0.67	2	3	D	YR6.5	91	6	9	6	
YDD	18	6	45	4–6	0.50	1	4	C	YR6.7	91	4	6	4	
YFF	10	4	35	4–6	0.33	–	4	B	YR6.8	91	3	5	4	
YTG	18	4	70/40	2–6	†	2	3	†	YR6.9	98	8	8	8	TG
GORN WARP REFITTED SHIPS														
WBB	34	6	52	3–6	1.00	2	3	E	YR6.2	66	10	13	8	
WCA	25	4	40	3–6	0.75	1	3	E	YR6.3	66	8	10	8	
WDD	14	4	25	3–6	0.50	1	4	D	YR6.4	66	4	6	4	

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

THE THOLIAN DEFENSE FLEET (R7.0)

DESTROYER														
DD	18	8	80	5–6	0.50	1	4	A	4	115	4	10	5	N
PATROL CORVETTE AND VARIANTS														
PC	12	6	59	5–6	0.33	1	4	A	2	83	4	8	3	N
PC+	12	6	65	5–6	0.33	1	4	A	3	98	4	8	3	R, N
CMC	22	24	60/50	5–6	0.33	1	4	A	26	110	4	8	3	T, N
DPC	12	6	59	5–6	0.33	1	4	A	16	112	4	7	3	N
CPC	12	4	55/50	5–6	0.33	1	4	A	11	90	4	7	3	TG
SC	12	4	90/50	5–6	0.33	1	4	A	12	125	4	6	3	N, ◆
CARGO PACKS														
C–P	0	0	6	–	■	–	5°	–	14	85	1	+0	–	
NEO-THOLIAN SHIPS (R7.60)														
NDD	27	9	100	5–6	0.50	1	4	A	71	83	5–4	8+3	5	L
NFF	18	6	75	6	0.33	1	4	A	72	83	4–3	6+3	13	L
LCM	9	2	30/20	4–6	0.25	–	4°	A	73	83	1	3	2	L
CoM	12	4	56/36	3–6	0.25	–	4°	A	61	178	2	4	5	L
FCoM	12	4	62/42	3–6	0.25	–	4°	A	61	178	2	4	6	L
SCoM	12	4	66/46	3–6	0.25	–	4°	A	66	186	2	4	6	V, L

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

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

THE ORION PIRATES (R8.0)

ORION EARLY SHIPS														
YCR	20	10	72	6	0.67	1	3	A	YR8.4	114	5	20	6	N
YLR	12	8	58	6	0.33	1	4	AA	YR8.5	113	3	16	3	N
ORION NATIONAL GUARD SHIPS														
WCA	26	10	70	5–6	1.00	2	3	B	YR8.2	71	7	19	8	
WDD	12	6	41	6	0.50	1	4	A	YR8.3	71	4	16	4	N
WDR	12	6	55	6	0.50	1	4	A	YR8.3A	113	4	17	4	N, R

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

THE ROYAL HYDRAN FLEET (R9.0)

HYDRAN EARLY SHIPS														
GRN	30	12	76	5–6	1.00	1	3	C	YR9.5	78	9	13	8	
VOL	9	6	50	6	0.33	–	4	C	YR9.4	78	3	6	3	
HYDRAN WARP CONVERTED SHIPS														
FUS	30	12	68	5–6	1.00	1	3	C	YR9.3	65	9	12	8	
MSK	9	6	40	6	0.33	–	4	C	YR9.2	65	3	5	3	

THE LYRAN STAR EMPIRE (R11.0)

LYRAN EARLY SHIPS														
YDN	46	16	120	2–6	1.50	2	2	E	YR11.6	94	12	20	10	
YCA	38	12	87	5–6	1.00	1	3	C	YR11.4	79	7	14	9	
YFF	18	4	50	6	0.33	–	4	A	YR11.5	80	4	6	3	
YTG	30	4	100/60	3–6	†	1	3	†	YR11.7	98	7	12	6	TG
LYRAN SHIPS CONVERTED TO WARP														
WCA	34	8	43	5–6	1.00	1	3	C	YR11.2	64	7	10	8	
WFF	12	4	36	5–6	0.33	1	4	A	YR11.3	64	4	5	4	

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

THE WYN CLUSTER DEFENSE FORCE (R12.0)

SHIPS RECEIVED FROM OTHER RACES

YFF	20	4	55	6	0.33	–	4	A	YR12.2	116	4	8	3	

THE PARAVIANS (R18.0)

EARLY SHIPS

YCA	39	12	90	4–6	1.00	1	3	B/DYR18.2C		85	9	14	8	
YCL	33	10	72	4–6	0.67	1	3	B/DYR18.3C		85	8	10	6	
YDD	24	8	55	4–6	0.50	–	4	B/DYR18.4C		85	7	7	4	

WARP REFITTED SHIPS

WCA	33	12	75	4–6	1.00	1	3	B/DYR18.2B		70	9	11	8	
WCL	33	10	60	4–6	0.67	1	3	B/DYR18.3B		70	8	9	6	
WDD	24	8	36	4–6	0.50	–	4	B/DYR18.4B		70	7	6	4	
WFF	13	6	33	4–6	0.33	–	4	B/DYR18.5B		70	4	5	3	

SUBLIGHT SHIPS

SCA	39	12	70	–	Δ	1	3	–	YR18.2A	66	9	8	8	
SDD	24	8	28	–	Δ	1	4	–	YR18.4A	66	7	5	4	
SFF	13	6	26	–	Δ	–	4	–	YR18.5A	66	4	5	3	

THE CARNIVONS (R19.0)

EARLY SHIPS

YDN	43	16	110	3–6	1.50	2	2	D	YR19.2	96	12	22	10	
YCA	34	10	80	5–6	1.00	1	3	C	YR19.3	83	9	15	8	
YCL	27	10	70	4–6	0.75	–	3	C	YR19.4B	80	7	12	6	
YDD	14	6	45	5–6	0.50	–	4	B	YR19.5B	81	5	9	4	
YFF	10	4	35	6	0.33	–	4	A	YR19.6B	81	3	6	3	

WARP REFITTED SHIPS

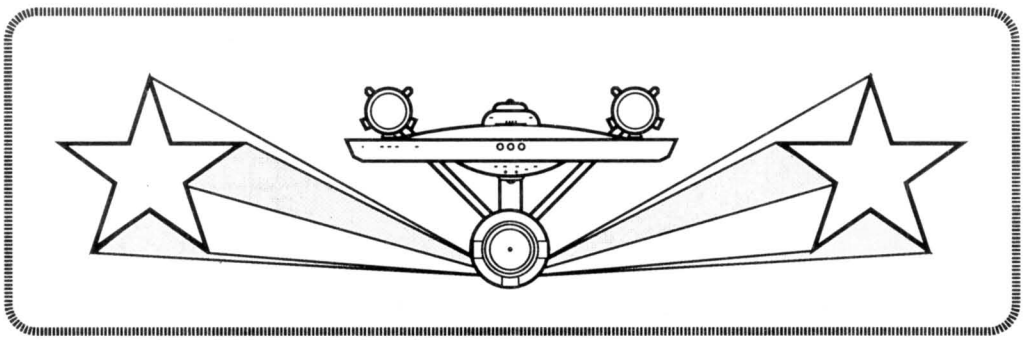
YCL	22	10	45	4–6	0.75	–	3	C	YR19.4A	64	7	9	6	
WDD	14	6	35	5–6	0.50	–	4	B	YR19.5A	64	5	6	4	
WFF	10	4	25	6	0.33	–	4	A	YR19.6A	64	3	5	3	

Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.
See (R8.11) and (R8.12) for freighters in Orion service.

ANNEX #4 MASTER FIGHTER CHART

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
All	Admin–Y	6		–	6	J2.1	1	70	0§	R1.F1
	Admin–P	6	1xP3–360	–	6	J2.1	2	125	0§	R1.F1
	GAS–Y	6		–	8	Grnd Atk	3	70	0§	R1.F4
	GAS	6	1xP3–360	–	8	Grnd Atk	4	125	0§	R1.F4
	HTSΔ	6	none	–	12	Trp Tran	6	90	0§	R1.F5
Romulan	SLS	1	–	–	6	Sublight Shuttle	1	50	0§	F0
	G–0	1	–	–	6	1xPl-F-FA	3		0§	YR4.F1
	G–L	1	1xLSR–FA	–	6		2		0§	YR4.F2

STAR FLEET BATTLES



MODULE Y1 SSD BOOK

TABLE OF CONTENTS

WYN EARLY FRIGATE

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

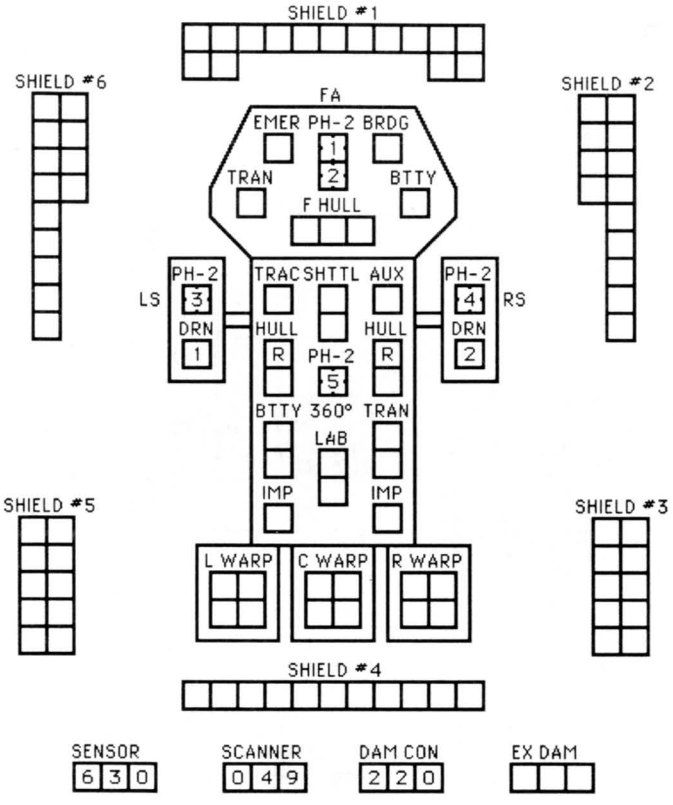
SHIP DATA TABLE

TYPE	=	ZYF
POINT VALUE	=	55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR12.2

BOARDING PARTIES [4]

TRANSPORTER BOMBS [ ] [D]

CNTR



SENSOR [6][3][0]

SCANNER [0][4][9]

DAM CON [2][2][0]

EX DAM [ ][ ][ ]

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
[ ]	3 13-19
BD	4 20-26
[ ][ ]	5 27+

TYPE III DEFENSE PHASER

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

DRONE RACKS

1					A
2					A

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

FEDERATION WARP-REFITTED CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

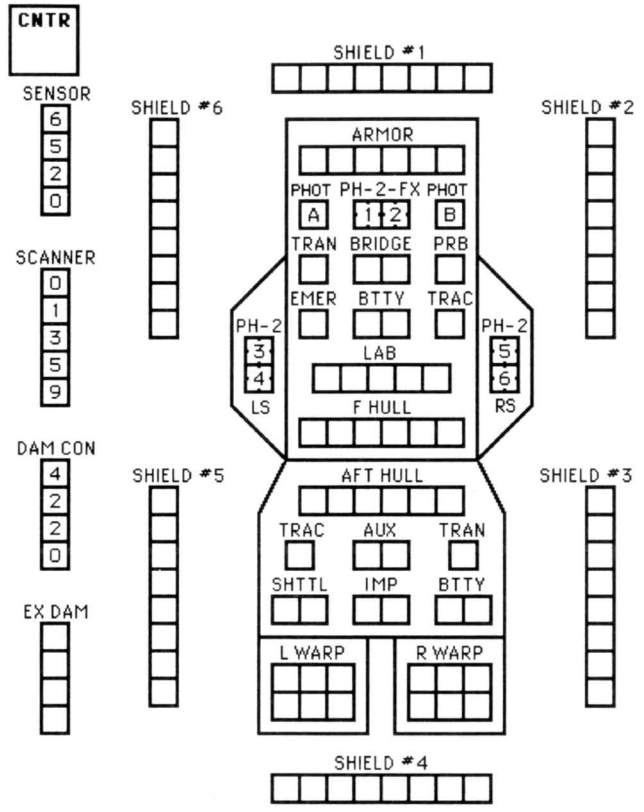
SHIP DATA TABLE

TYPE	=	WCL
POINT VALUE	=	57
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.2

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

PROBES [ ][ ][3]

TRANSPORTER BOMBS [ ][ ] [D][D]



NOTE: PHOTON FIRING ARC IS FA.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

SEE (D4.12) FOR ARMOR RULES.

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

FEDERATION WARP-REFITTED DESTROYER

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

T-BOMBS

	D

PROBES

		3

SHIP DATA TABLE

TYPE	=	WDD
POINT VALUE	=	38
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR2.3

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

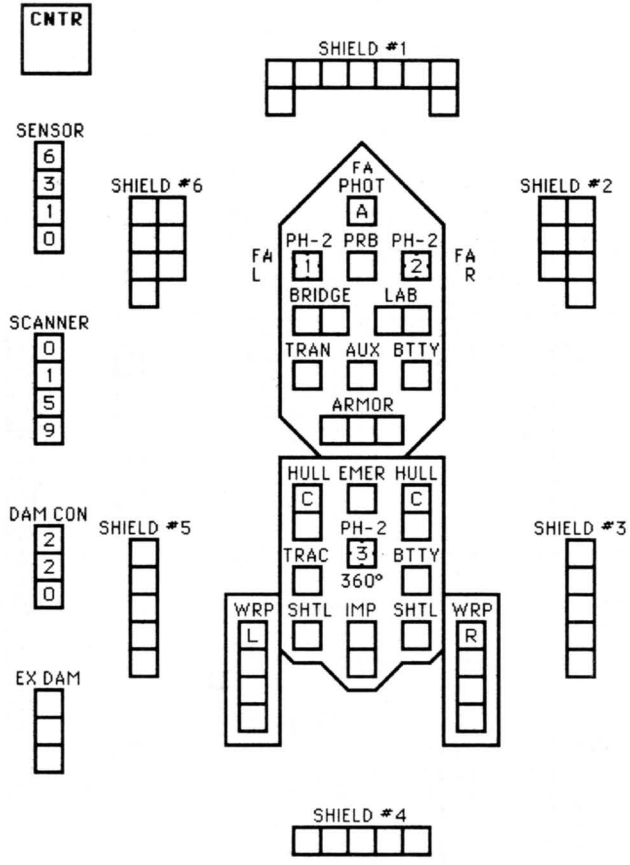
TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

FA = LF + RF



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FEDERATION EARLY HEAVY CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PROBES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	YCA
POINT VALUE	=	84
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.4

CNTR

SENSOR

6
5
2
0

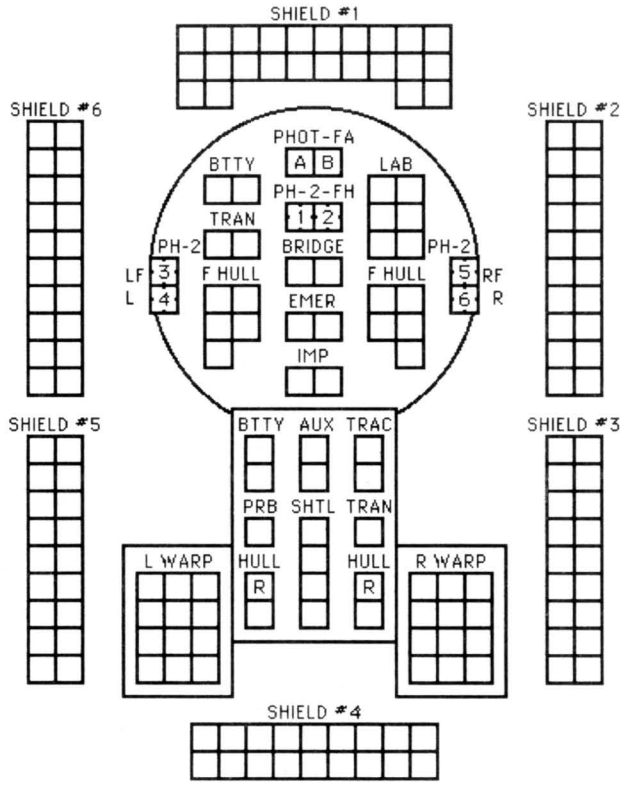
SCANNER

0
1
3
5
9

DAM CON

4
2
2
0

EX DAM



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

TURN MODE SPEED

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

TYPE II PHASER TABLE

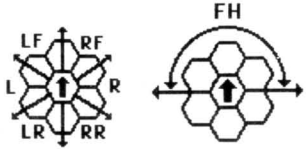
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8



FA = LF + RF

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

FEDERATION EARLY LIGHT CRUISER

CREW UNITS

			*					
								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	YCL
POINT VALUE	=	65
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.5

CNTR

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

PROBES [ ][ ][3]

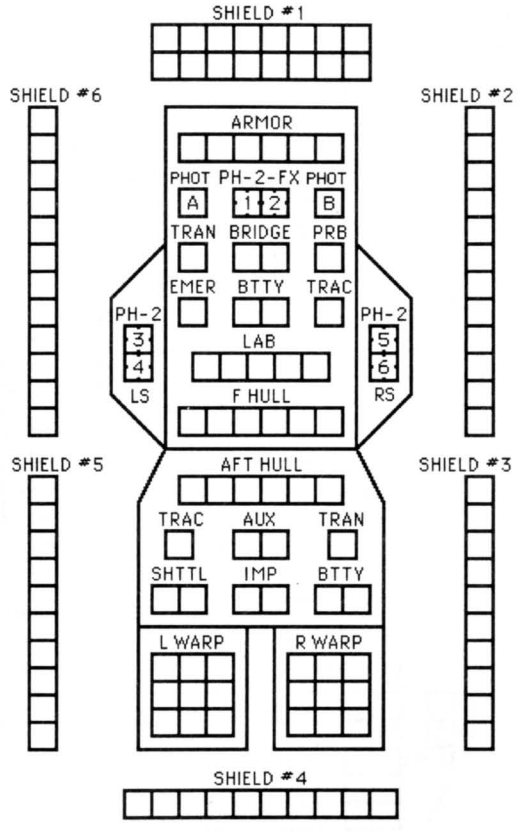
TRANSPORTER BOMBS [ ][ ] [D][D]

SENSOR: 6 5 2 0

SCANNER: 0 1 3 5 9

DAM CON: 4 2 2 0

EX DAM: [ ][ ][ ][ ][ ][ ]



NOTE: PHOTON FIRING ARC IS FA.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

SEE (D4.12) FOR ARMOR RULES.

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

FEDERATION EARLY DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	YDN
POINT VALUE	=	100
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR2.6

BOARDING PARTIES: ☐☐☐☐☐☐☐☐☐☐10

PROBES: ☐☐☐3

TRANSPORTER BOMBS: ☐☐☐☐ D D D D

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

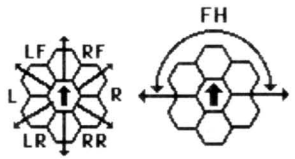
TYPE III DEFENSE PHASER

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

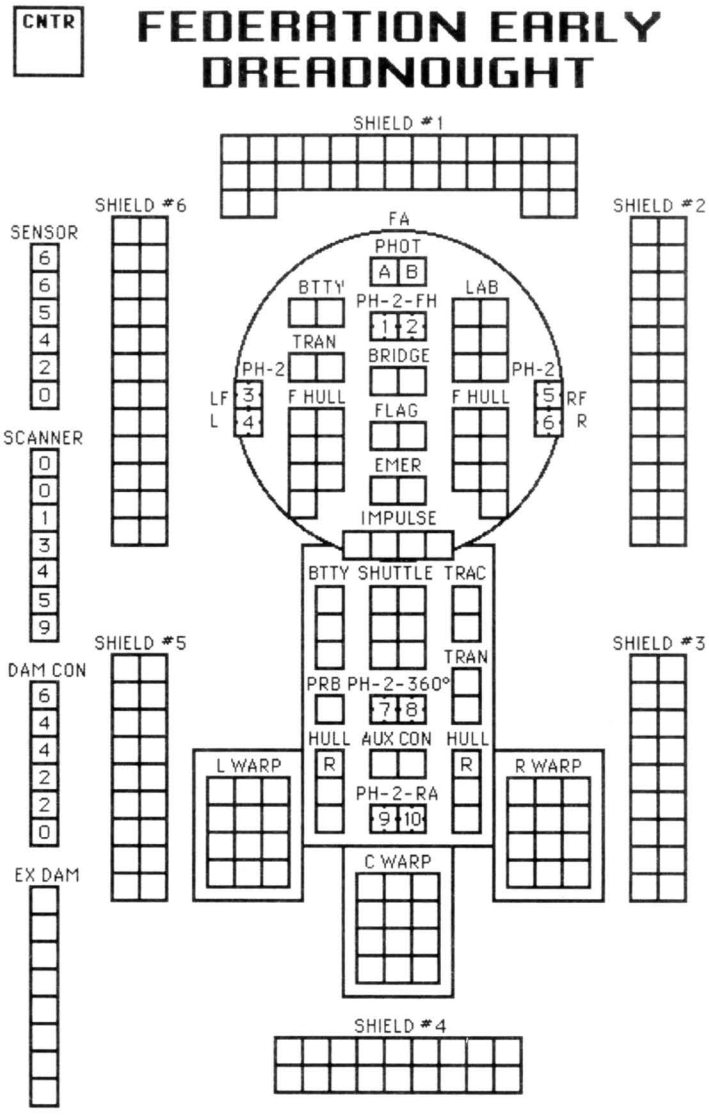
THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8



FA = LF + RF
RA = LR + RR



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX ☐5☐ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

FEDERATION EARLY DESTROYER

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	55
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR2.7

CNTR

BOARDING PARTIES

					6

PROBES

		3

TRANSPORTER BOMBS

									D

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE SPEED

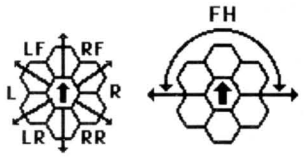
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

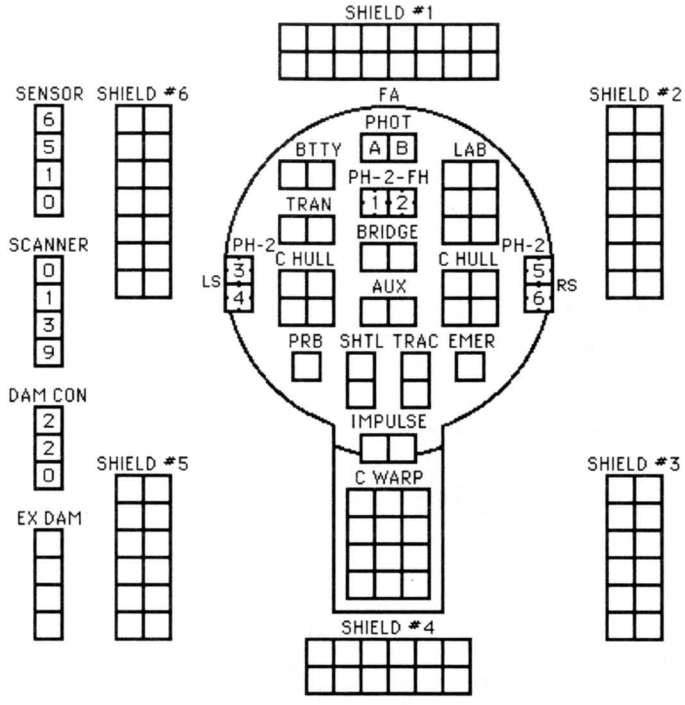
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8



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



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FEDERATION EARLY FRIGATE

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][ ][10] / [ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	
	[ ][ ][ ][ ][ ][ ]	

THIS SHIP HAS ONE SHUTTLE BAY.

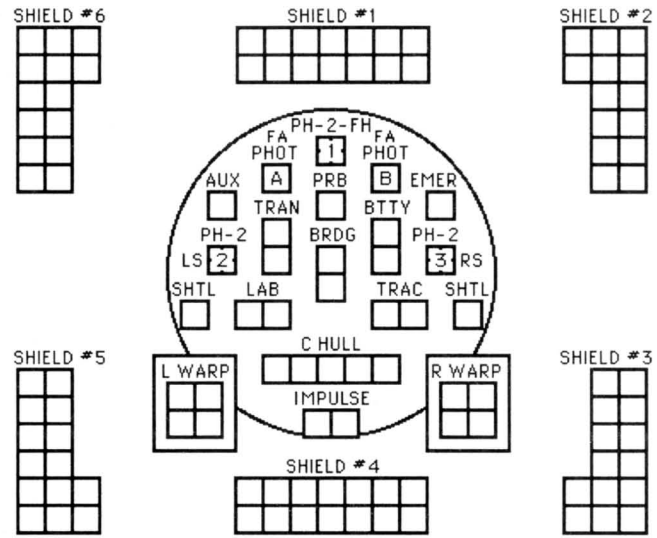
BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS: [ ] [D]

PROBES: [ ][ ][3]

SHIP DATA TABLE		
TYPE	=	YFF
POINT VALUE	=	48
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR2.8

CNTR



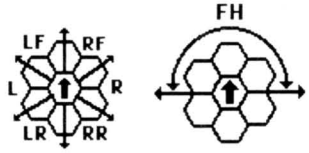
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

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



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

SENSOR [6][5][1][0]

SCANNER [0][1][3][9]

DAM CON [2][2][0]

EX DAM [ ][ ][ ][ ]

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

FEDERATION EARLY FLEET TUG

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][2]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][3]

SHIP DATA TABLE

TYPE	= YTG
POINT VALUE	= 54/32
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.9
CARGO POD @	+21/15

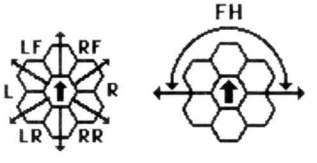
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

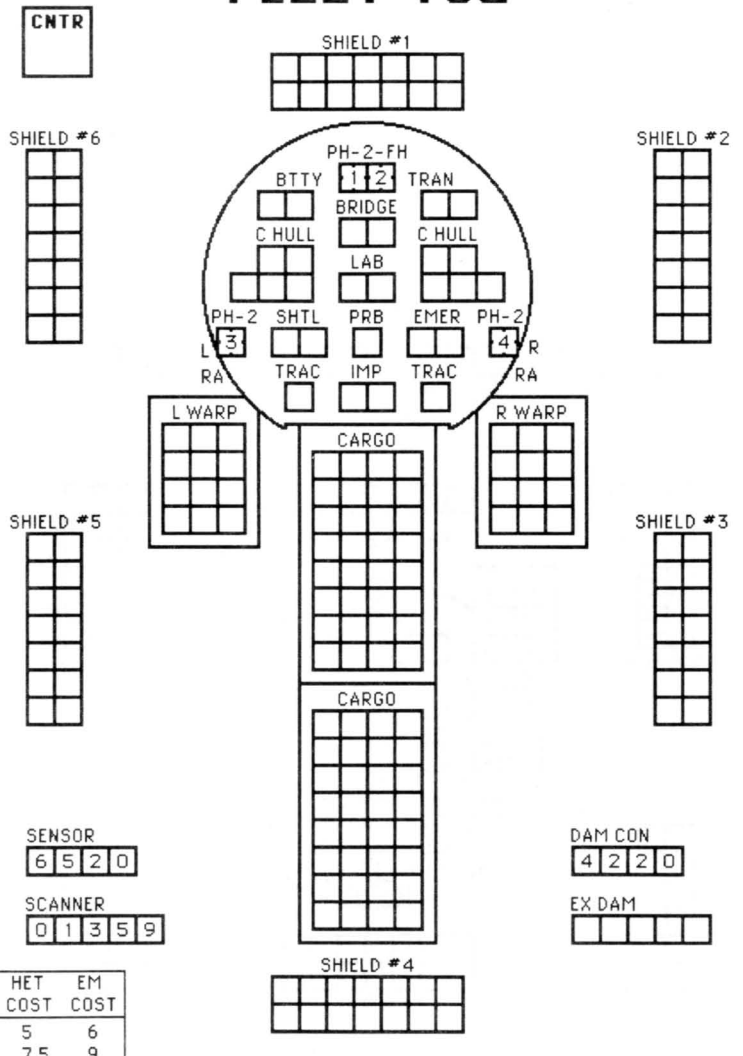
TYPE III DEFENSE PHASER

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

WHILE A CARGO POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE HIT ON "F HULL" HITS WHILE "AFT HULL" HITS ARE SCORED AS "CARGO" HITS ON THE POD. THE POD IS ALSO DAMAGED BY "CARGO" HITS.



RA = LR + RR



SENSOR: [6][5][2][0]

SCANNER: [0][1][3][5][9]

DAM CON: [4][2][2][0]

EX DAM: [ ][ ][ ][ ][ ][ ]

WITH 0 OR 1 POD		
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
[ ]	5	18-24
BD	6	25+
[ ][ ]		

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

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

POD WT	MOVE COST	HET COST	EM COST
0-1	1.0	5	6
2	1.5	7.5	9
3	2.0	10	12

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

UNITED FEDERATION OF PLANETS DOCK

SHIP DATA TABLE		
TYPE	=	YDK
POINT VALUE	=	160
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1
CARGO MODULE +5		
SCIENCE MODULE +5		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS D D D D

PROBES 1 3 / 2 3

BOARDING PARTIES 10

TYPE I OFFENSIVE PHASER TABLE

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

SCIENCE MODULE
CREW UNITS: 4
PROBES 3

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

CNTR

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

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

AUX TRAC — TRAN TRAC — REPAIR

L+FA: TRAC, PH-1 (3 4 5), PH-3 (15)
FA+R: PH-1 (6 7 8), TRAC, PH-3 (16)
L+RA: PH-3 (17), PH-1 (9 10 11), TRAC
RA+R: PH-1 (12 13 14), PH-3 (18), TRAC

PRB 1 — AWR — SHTL — TRAN — HULL C — EMER
CARGO — LAB — APR — BATTERY — C HULL — ARMOR
EMER — HULL C — TRAN — SHTL — AWR — PRB 2

CARGO MODULE: CGO CGO
SCIENCES MODULE: LAB PRB HULL C

BRIDGE PH-1 (360° 1 2) PHOT (360° A B) SEN (1 2) FLAG

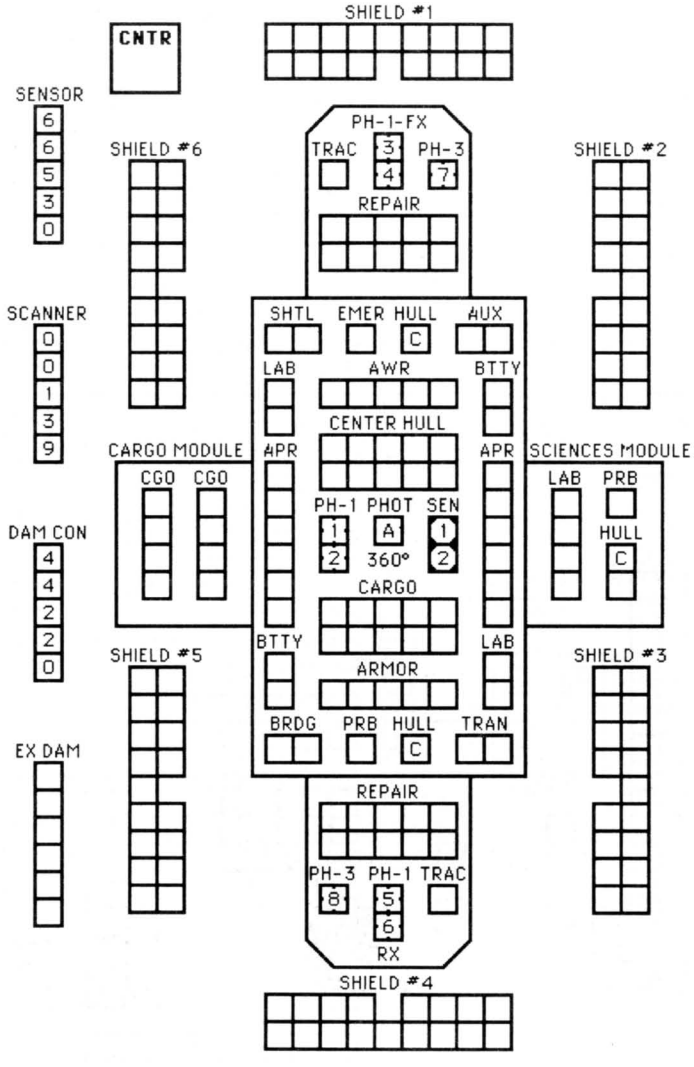
REPAIR — TRAC TRAC TRAN AUX

LF RF L R LR RR

FA = LF + RF
RA = LR + RR

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

FEDERATION EARLY BASE STATION



SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
SCIENCE MODULE +5		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

			*					
								10
								20
								30
								40
								50
								60
								70
								80

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

LF RF L R LR RR

FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE

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

SCIENCE MODULE
CREW UNITS: 4
PROBES [ ] [ ] [3]

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

CREW UNITS

			*					10

BOARDING PARTIES

			4

PROBES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

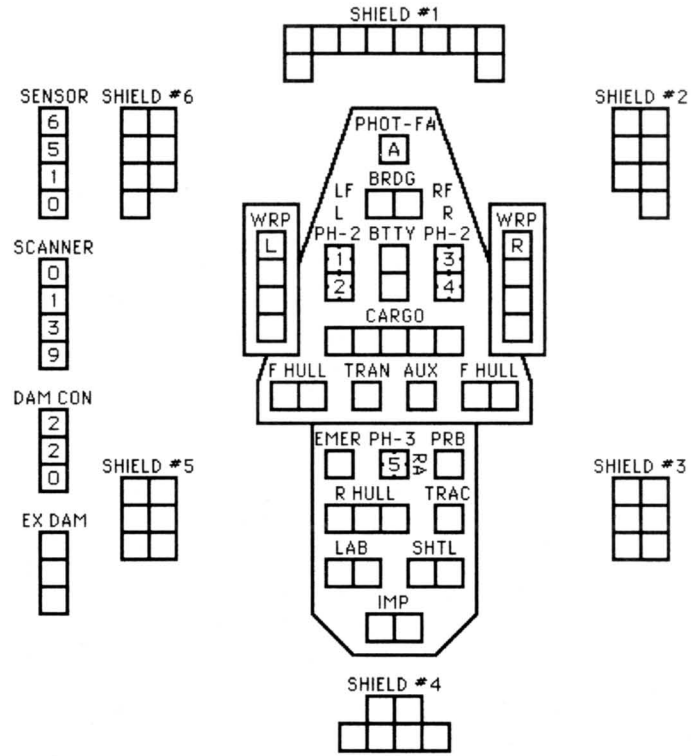
		D

SHIP DATA TABLE

TYPE	=	YRD
POINT VALUE	=	44
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR2.10

CNTR

RIGELIAN EARLY DESTROYER



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

RIGELIAN EARLY HEAVY CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	YRC
POINT VALUE	=	70
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.11

CNTR

BOARDING PARTIES 10

TRANSPORTER BOMBS D D

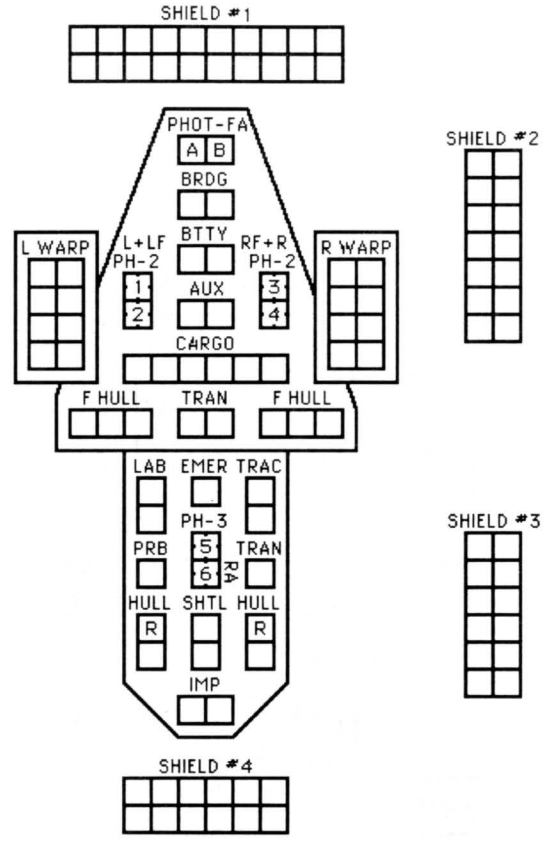
PROBES 3

SENSOR 6 4 3 0

SCANNER 0 1 4 5 9

DAM CON 4 2 2 0

EX DAM



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

VULCAN EARLY DESTROYER

CREW UNITS: * 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= YVD
POINT VALUE	= 40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.12

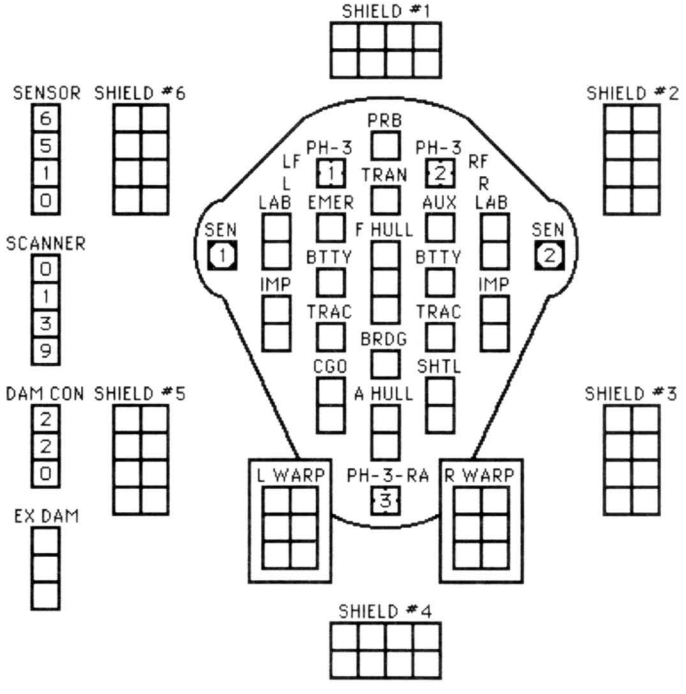
CNTR

BOARDING PARTIES: 6

PROBES: 3

TRANSPORTER BOMBS: D

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+



TYPE III DEFENSE PHASER

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

RA = LR + 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.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

VULCAN EARLY HEAVY CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

1			3
2			3

SHIP DATA TABLE

TYPE	=	YVC
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.13

CNTR

SENSOR

6
6
4
0

SCANNER

0
1
3
5
9

DAM CON

4
2
2
0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PRB 1 2 | TRAN | LF L | RF R | PH-1 1 | PH-1 2 | BRDG | LAB | LAB | SEN 1 | SEN 2 | EMER | AUX | F HULL | BTTY | BTTY | IMP | IMP | CARGO | TRAC | TRAC | A HULL | SHTL | L WARP | R WARP | PH-1-RA 3

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

RA = LR + 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.

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

ALPHA-CENTAURAN EARLY DESTROYER

CREW UNITS

[ ][ ][ ][*][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS

[ ] [D]

SHIP DATA TABLE

TYPE	=	YAD
POINT VALUE	=	44
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR2.14

CNTR

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

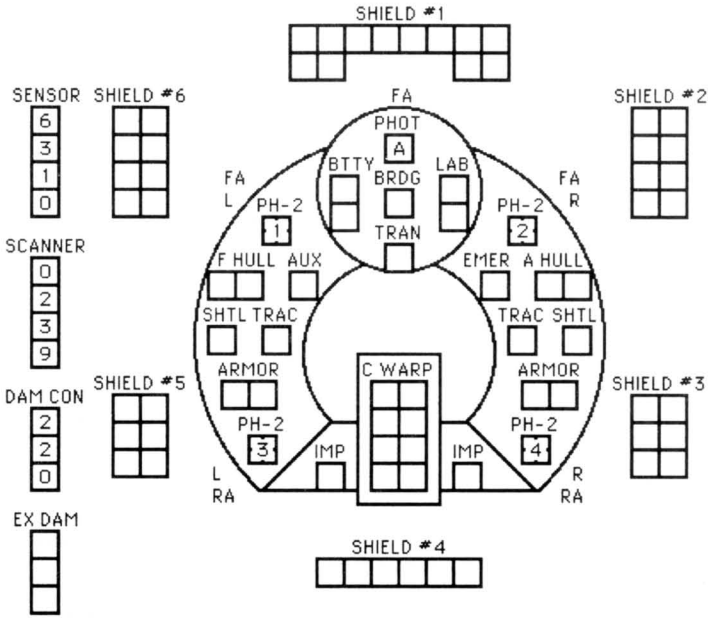
TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+



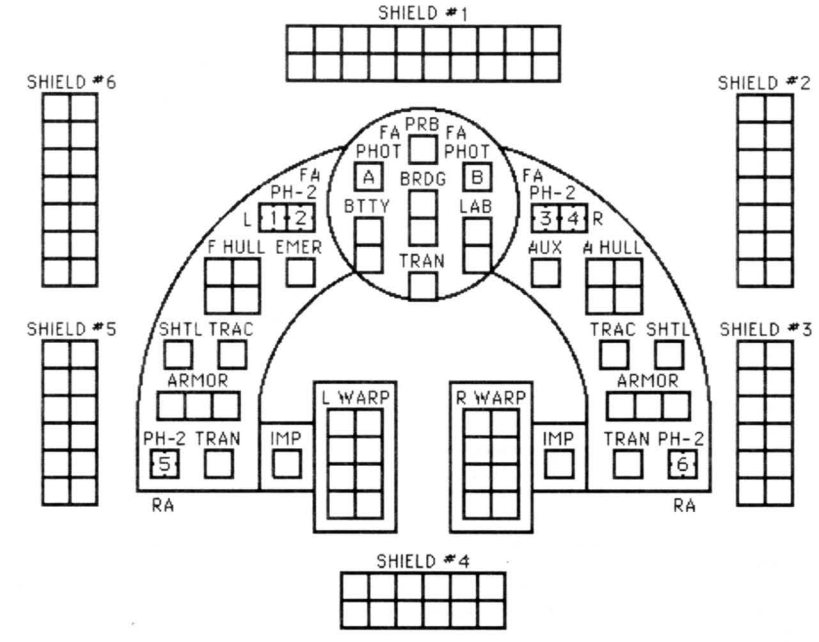
FA = LF + RF
RA = LR + RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

CNTR

ALPHA-CENTAURAN EARLY HEAVY CRUISER



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

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

		3

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

SHIP DATA TABLE

TYPE	=	YAC
POINT VALUE	=	76
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.15

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

FA = LF + RF
RA = LR + RR

ANDORIAN EARLY DESTROYER

CREW UNITS: * 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= YND
POINT VALUE	= 30
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.16

CNTR

BOARDING PARTIES: 6

PROBES: 3

TRANSPORTER BOMBS: D

SENSOR: 6 3 1 0

SCANNER: 0 2 3 9

DAM CON: 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-2: 1

FA+R PH-2: 2

ARMOR

BTTY

LAB

DRN-FH: 1

TRAN

TRAN

BRDG

PRB

TRAC

F HULL

L WRP

R WRP

HULL R

HULL R

SHTL

EMER

AUX

PH-2-RA: 3

IMP

IMP

TYPE II PHASER TABLE

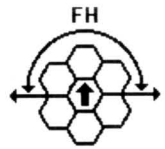
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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



FA = LF + RF
RA = LR + RR

DRONE RACKS: 1 A

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

ANDORIAN EARLY HEAVY CRUISER

CREW UNITS

									*									10
																		20
																		30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	YNC
POINT VALUE	=	45
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR2.17

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS [ ][ ]

PROBES [ ][ ][3]

SENSOR [6][6][3][0]

SCANNER [0][1][4][5][9]

DAM CON [4][2][2][0]

EX DAM [ ][ ][ ][ ][ ]

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

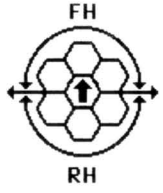
SEE (D4.12) FOR ARMOR RULES.

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

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

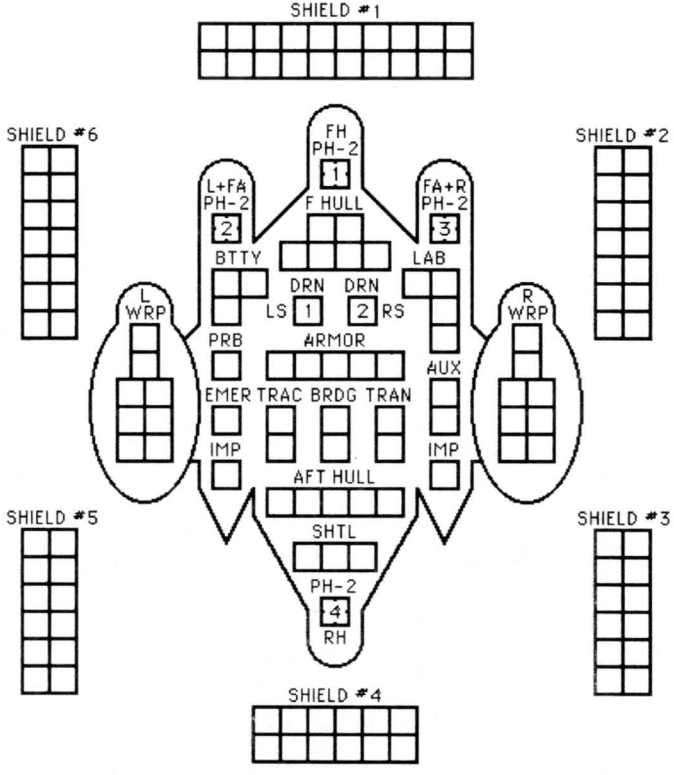
TYPE III DEFENSE PHASER

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



DRONE RACKS

1							B
2							B



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

KLINGON D3 WARP-REFITTED CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	D3
POINT VALUE	=	62
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR3.2

BOARDING PARTIES

									10

TRANSPORTER BOMBS

D D

PROBES

3

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE

		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

SEE (D4.12) FOR ARMOR RULES.

FA = LF + RF
FX = L + LF + RF + R

DRONE RACKS

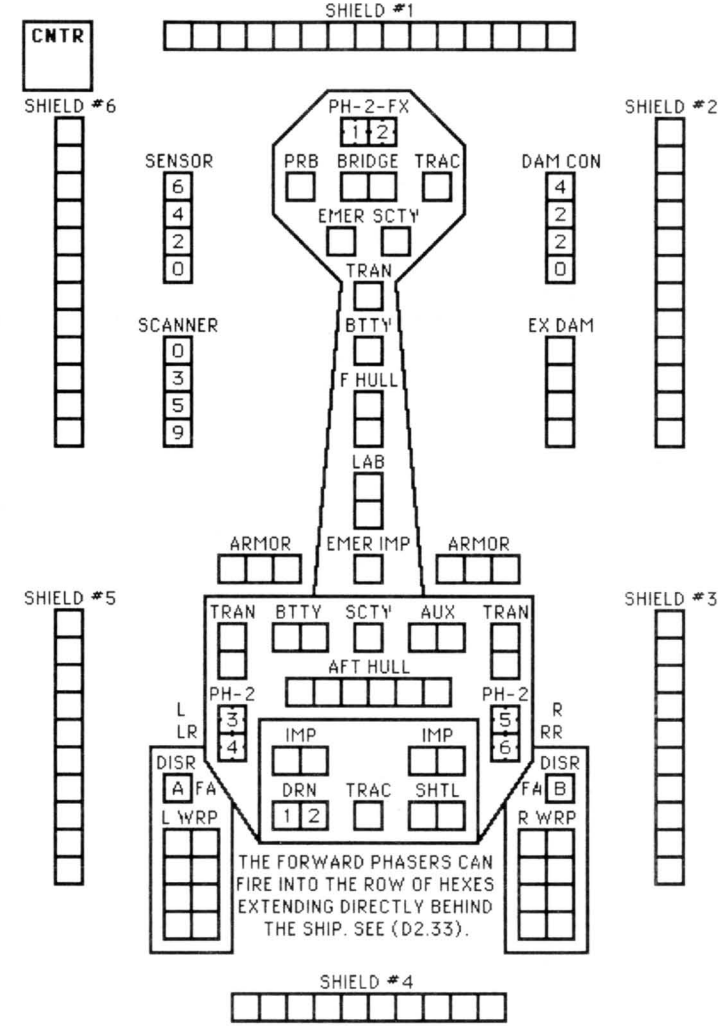
1					F
2					F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

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



KLINGON F3 WARP-REFITTED FRIGATE

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][8]

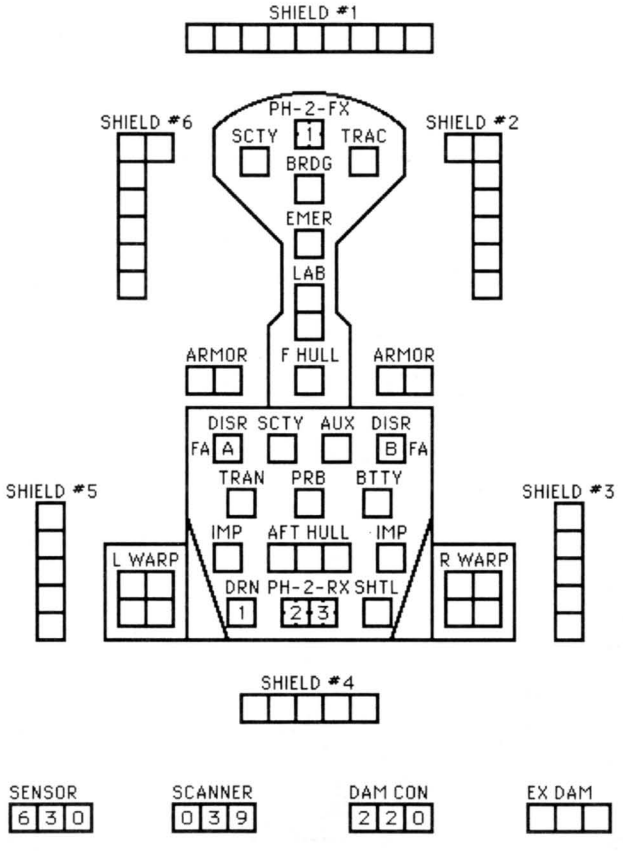
TRANSPORTER BOMBS [ ] [D]

PROBES [ ][ ][3]

DRONE RACK [1][ ][ ][ ][ ][ ][F]

SHIP DATA TABLE		
TYPE	=	F3
POINT VALUE	=	42
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR3.3

CNTR



THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KLINGON D4 EARLY CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

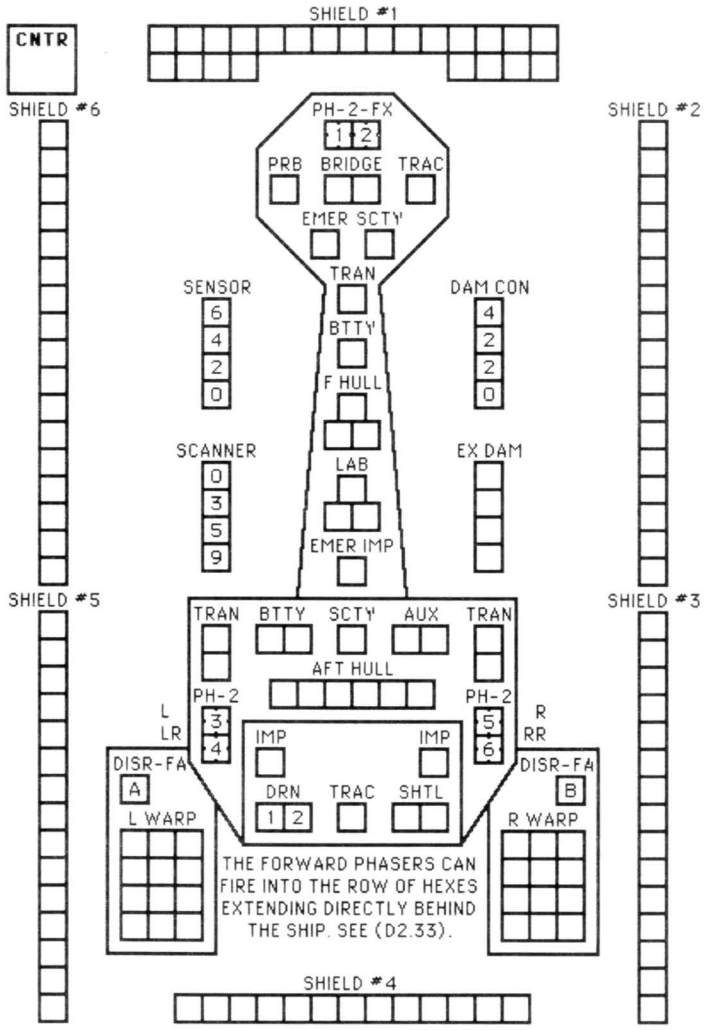
SHIP DATA TABLE		
TYPE	=	D4
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR3.4

BOARDING PARTIES

									10

TRANSPORTER BOMBS [D] [D]

PROBES [ ] [ ] [3]



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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

DRONE RACKS

1					F
2					F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

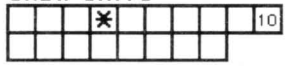
FA = LF + RF
FX = L + LF + RF + R

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

KLINGON F4
EARLY FRIGATE

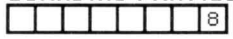
CREW UNITS



ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

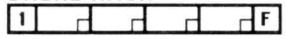
BOARDING PARTIES



TRANSPORTER BOMBS

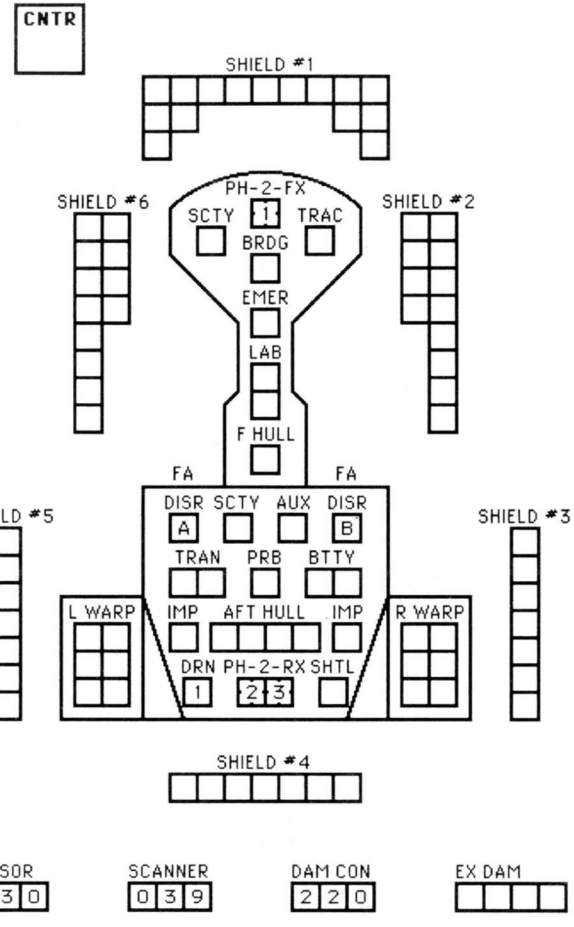
PROBES

DRONE RACK



SHIP DATA TABLE

TYPE	=	F4
POINT VALUE	=	53
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR3.5



THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KLINGON C4
EARLY DREADNOUGHT

CREW UNITS

10 20 30 40 50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	C4
POINT VALUE	=	143
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR3.6

BOARDING PARTIES

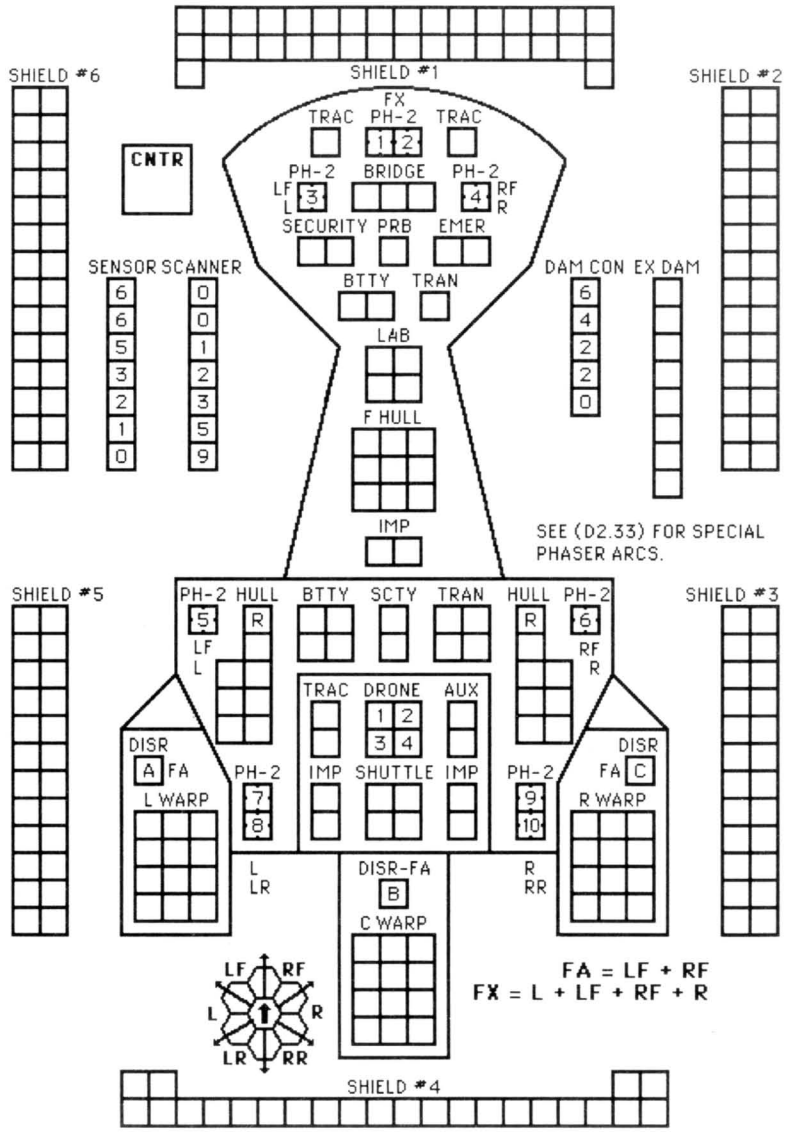
10 20

TRANSPORTER BOMBS

D D D D

PROBES

3



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

DRONE RACKS

1 F
2 F
3 F
4 F

CAN LAUNCH ONE DRONE FROM EACH PAIR OF RACKS EACH TURN. NOTE THAT IT CAN LAUNCH DRONES FROM TWO RACKS ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH TWO MORE FROM THE OTHER RACKS ON IMPULSE #1 OF THE VERY NEXT TURN.

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

KLINGON EARLY TRANSPORT TUG

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][ ][3]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][3]

SHIP DATA TABLE		
TYPE	=	T4
POINT VALUE	=	77/40
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR3.7

CARGO PODS 14/10 EACH

CNTR

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5

POD WT	MOVE COST	HET COST	EM COST
0-1	1.0	5	6
2	1.0	5	6
3	1.5	7.5	9

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

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW DIRECTLY BEHIND THE SHIP IF NO PODS ARE ATTACHED TO THE TUG. SEE (D2.33).

TYPE III DEFENSE PHASER

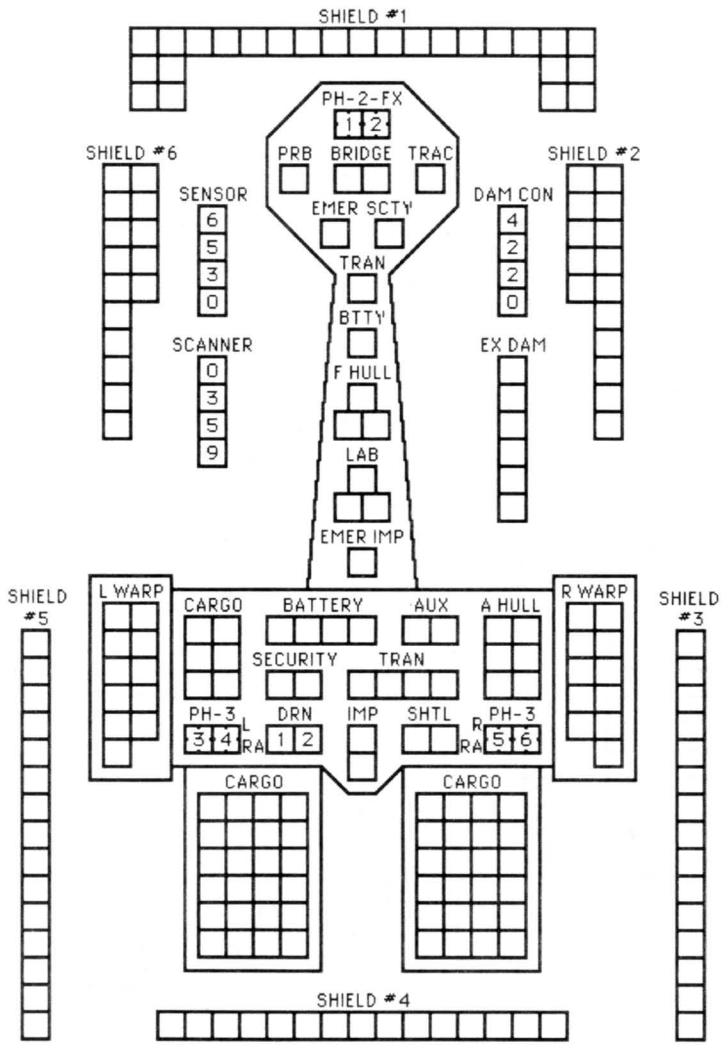
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

DRONE RACKS

1 [ ][ ][ ][ ][ ][ ][F]
2 [ ][ ][ ][ ][ ][ ][F]

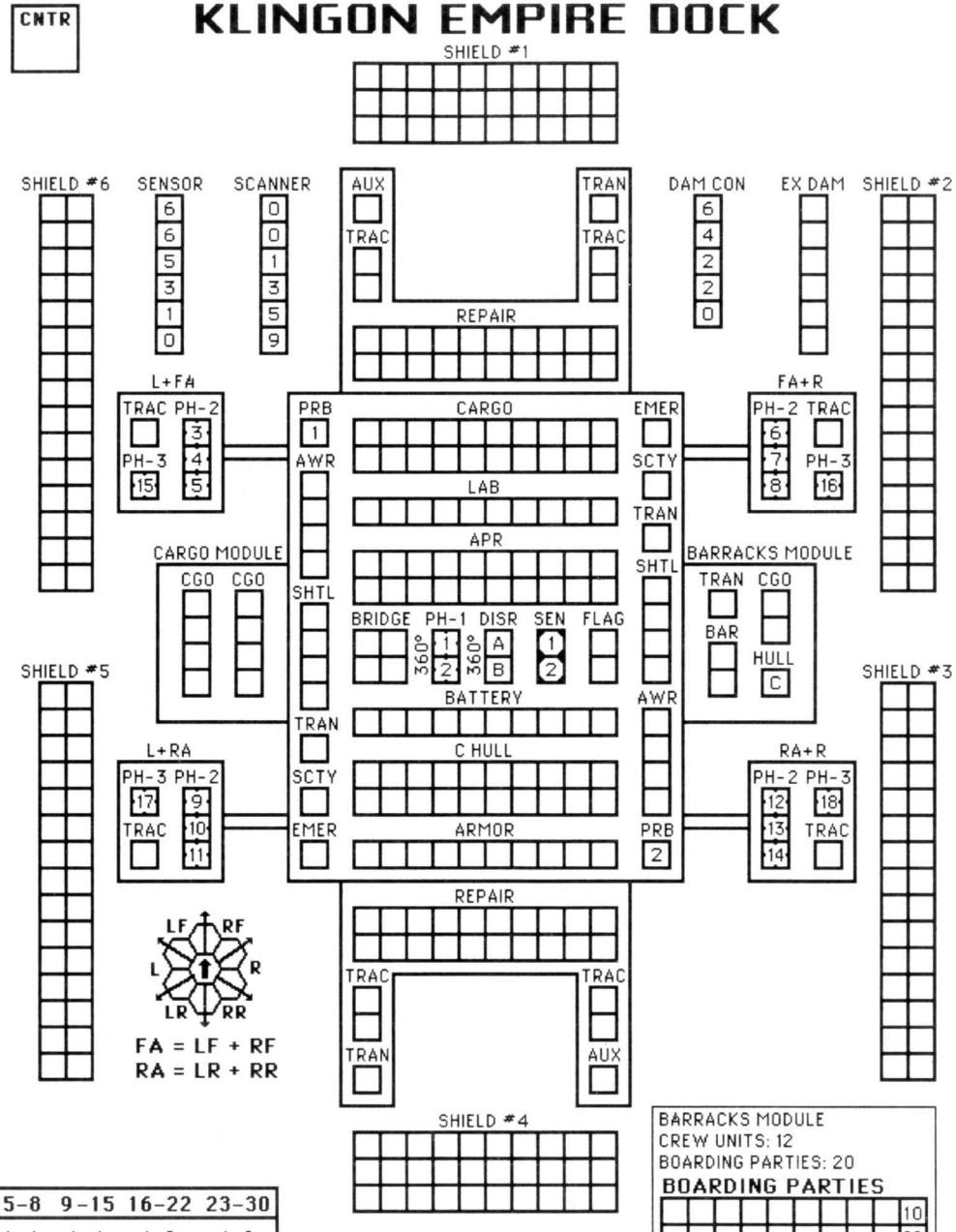
CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

KLINGON EMPIRE DOCK



SHIP DATA TABLE		
TYPE	=	YDK
POINT VALUE	=	145
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1
CARGO MODULE +5		
BARRACKS MODULE +12		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS D D D D

PROBES 1 3 / 2 3

BOARDING PARTIES 10

TYPE I OFFENSIVE PHASER TABLE

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

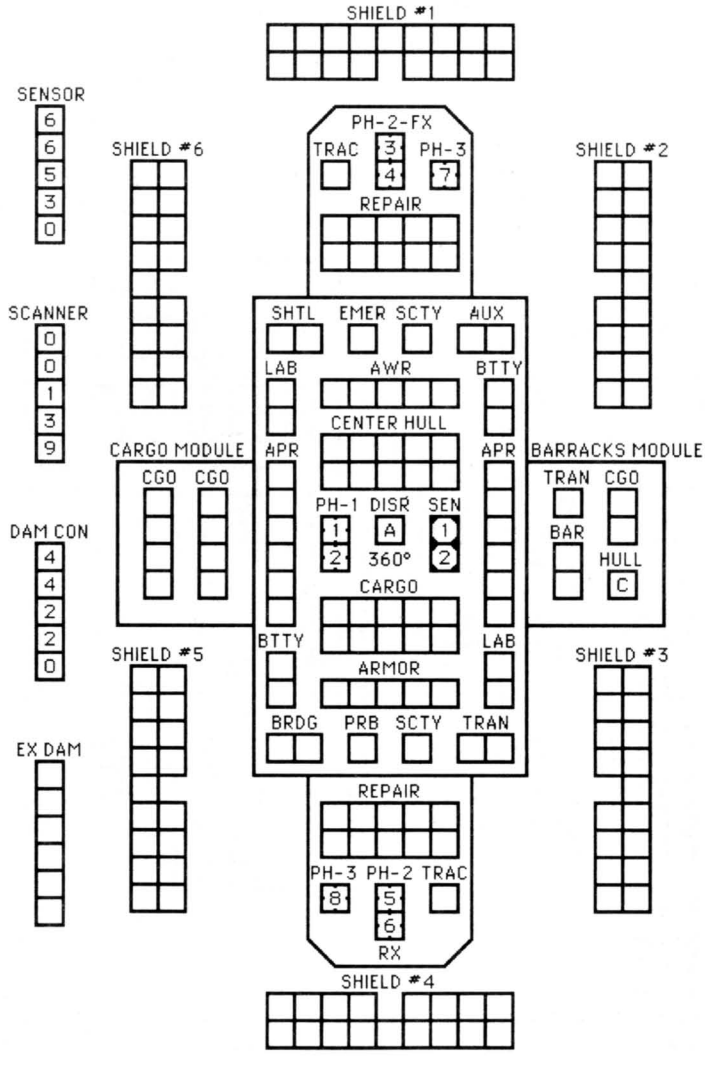
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

BARRACKS MODULE
CREW UNITS: 12
BOARDING PARTIES: 20

BOARDING PARTIES 10 20

KLINGON EARLY BASE STATION



SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	74
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
BARRACKS MODULE +12		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

[ ] [ ] [ ] [*] [ ] [ ] [ ] [ ] 10
20 30 40 50 60 70 80

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

FX = L + LF + RF + R
RX = L + LR + RR + R

BARRACKS MODULE
CREW UNITS: 12
BOARDING PARTIES: 20

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [10] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [20]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

ROMULAN VULTURE
EARLY DREADNOUGHT

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PROBES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		
SUBLIGHT SHUTTLES; SEE (R4.F0).		

TRANSPORTER BOMBS

				D	D	D	D

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

PSEUDO-PLASMA TORPEDOES	MASK, VEIL, OR CLOAK H&R	NSM
[A] R [B] R	☐	☐

SHIP DATA TABLE

TYPE	=	SVL
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR4.2A

SHIP DATA TABLE

TYPE	=	WVL
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
MASK COST	=	6
REFERENCE	=	YR4.2B

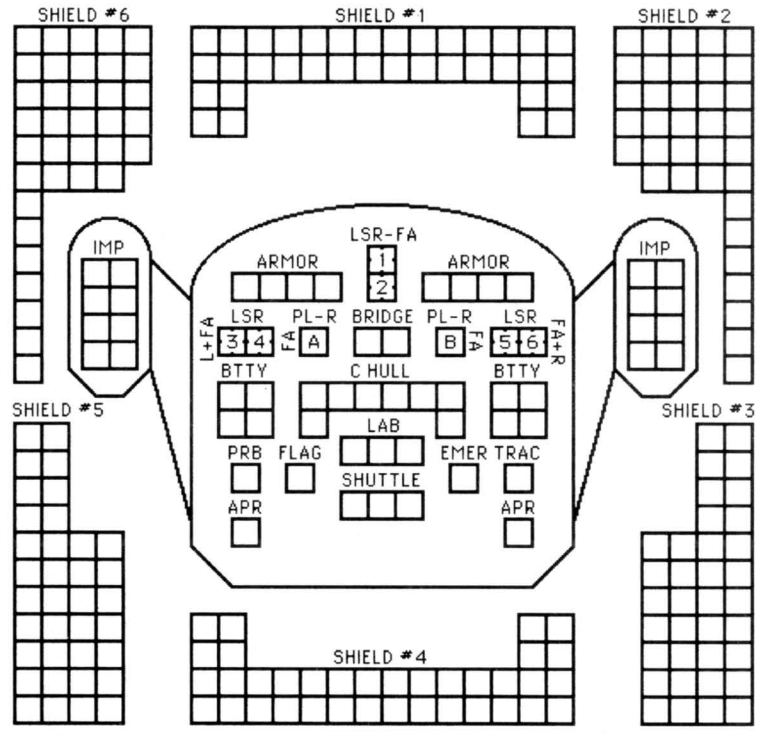
SHIP DATA TABLE

TYPE	=	YVL
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
VEIL COST	=	6
REFERENCE	=	YR4.2C

SHIP DATA TABLE

TYPE	=	VUL
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	6
REFERENCE	=	YR4.2D

CNTR



FA = LF + RF

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

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) =1.5
EM COST (IMPULSE) = 6

VULTURE TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SVL	Y66-88	20	1+1	TYPE-S	NONE	31
WVL	Y89-118	25	1+1	TYPE-W	MASK	52
YVL	Y119-139	30	1+2	TYPE-W	VEIL	64
VUL	Y140-158	36	1+3	TYPE-W	CLOAK	77

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

ROMULAN WARBIRD CRUISER

CREW UNITS

									10
			*						

BOARDING PARTIES

				5

PROBES

		3

FA = LF + RF

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.
SUBLIGHT SHUTTLES; SEE (R4.F0).

TRANSPORTER BOMBS

		D	D

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

PSEUDO-PLASMA TORPEDO	MASK, VEIL, OR CLOAK H&R	NSM
A R	☐	☐

SHIP DATA TABLE

TYPE	=	SWB
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR4.3A

SHIP DATA TABLE

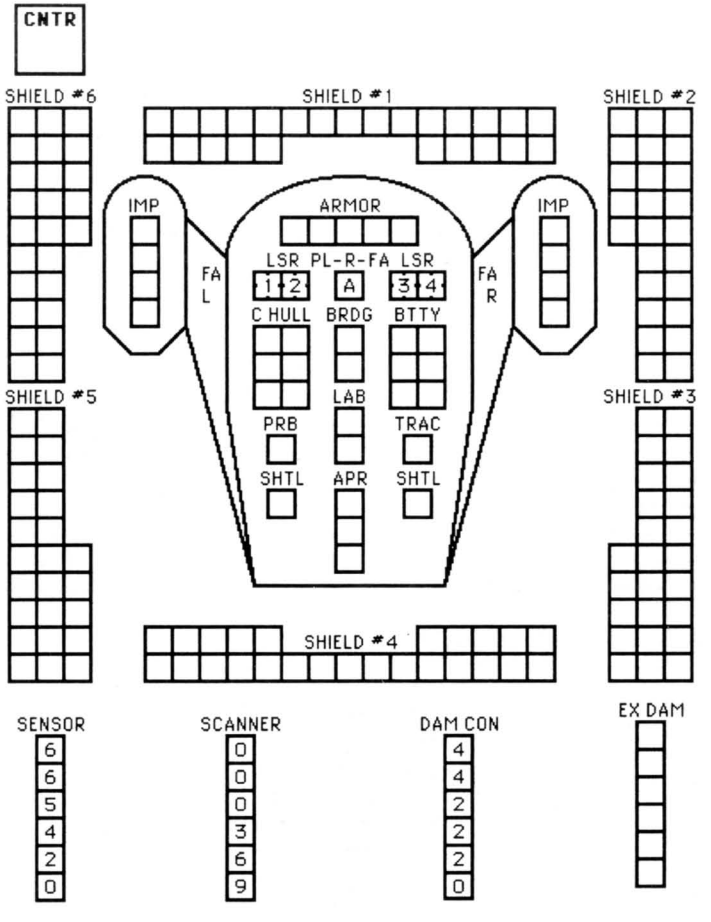
TYPE	=	WWB
LIFE SUPPORT	=	1
SIZE CLASS	=	3
MASK COST	=	1
REFERENCE	=	YR4.3B

SHIP DATA TABLE

TYPE	=	YWB
LIFE SUPPORT	=	1
SIZE CLASS	=	3
VEIL COST	=	1
REFERENCE	=	YR4.3C

SHIP DATA TABLE

TYPE	=	WB
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	1
REFERENCE	=	YR4.3D



MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

WARBIRD TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWB	Y66-88	10	0.5+0.5	TYPE-S	NONE	21
WWB	Y89-118	15	0.5+1	TYPE-W	MASK	33
YWB	Y119-139	20	1+1	TYPE-W	VEIL	41
WB	Y140-158	25	1+1	TYPE-W	CLOAK	51

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

ROMULAN HAWK DESTROYER

CREW UNITS

									10
			✱						

BOARDING PARTIES

				5

PROBES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

TRANSPORTER BOMBS

	D

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

FA = LF + RF

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

PSEUDO-PLASMA TORPEDOES			MASK, VEIL, OR CLOAK H&R		NSM
	A G	B G			

SHIP DATA TABLE

TYPE	=	SHK
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR4.4A

SHIP DATA TABLE

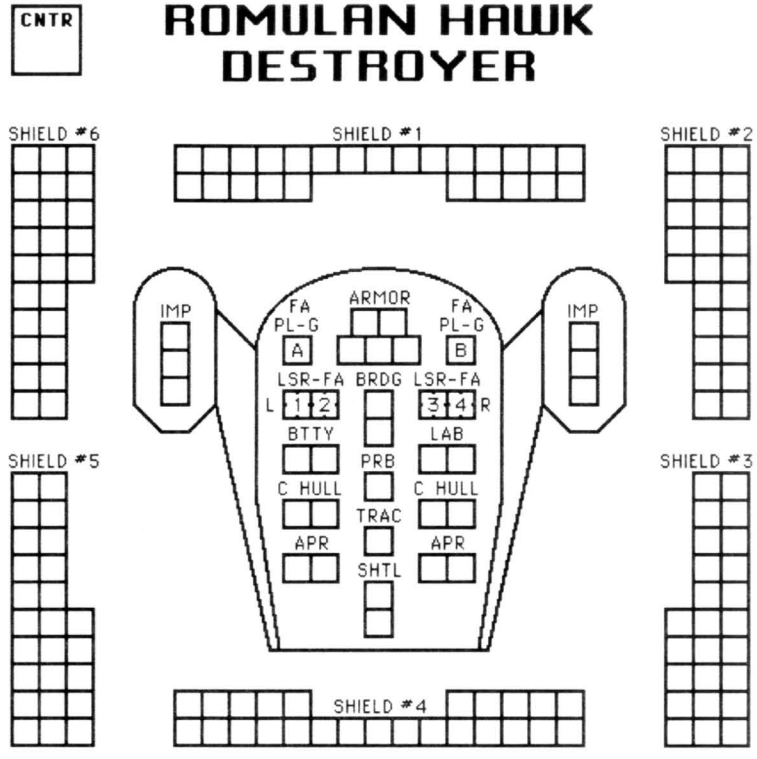
TYPE	=	WHK
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
MASK COST	=	1
REFERENCE	=	YR4.4B

SHIP DATA TABLE

TYPE	=	YHK
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
VEIL COST	=	1
REFERENCE	=	YR4.4C

SHIP DATA TABLE

TYPE	=	H-S
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	1
REFERENCE	=	YR4.4D



SENSOR						SCANNER						DAMAGE CONTROL						EXCESS DAMAGE					
6	6	5	4	2	0	0	0	0	3	6	9	4	4	2	2	2	0						

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

HAWK TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SHK	Y66-88	10	0.5+0	TYPE-S	NONE	18
WHK	Y89-118	15	0.5+0.5	TYPE-W	MASK	30
YHK	Y119-139	20	0.5+0.5	TYPE-W	VEIL	38
H-S	Y140-158	25	0.5+0.5	TYPE-W	CLOAK	47

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					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AYAILABLE.

ROMULAN SNIPE FRIGATE

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

BOARDING PARTIES [ ][ ][ ][4]

PROBES [ ][ ][3]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLE; SEE (R4.F0).

TRANSPORTER BOMBS [ ] [D]

FA = LF + RF

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

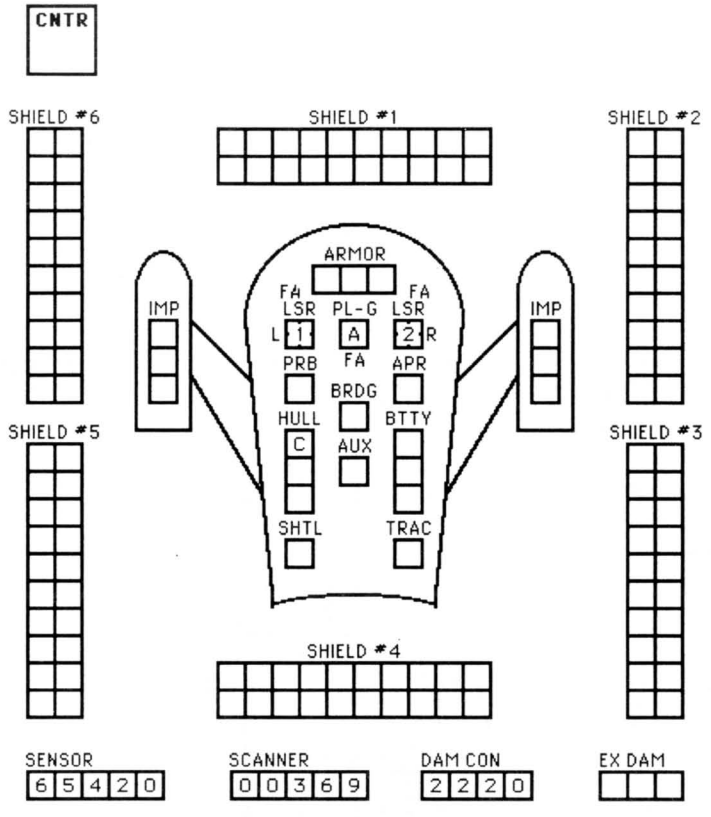
PSEUDO-PLASMA TORPEDO [A] G	MASK, VEIL, OR CLOAK H&R [ ]	NSM [ ]

SHIP DATA TABLE
TYPE = SSN
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = YR4.5A
NIMBLE SHIP

SHIP DATA TABLE
TYPE = WSN
LIFE SUPPORT = 1/2
SIZE CLASS = 4
MASK COST = 1
REFERENCE = YR4.5B
NIMBLE SHIP

SHIP DATA TABLE
TYPE = YSN
LIFE SUPPORT = 1/2
SIZE CLASS = 4
VEIL COST = 1
REFERENCE = YR4.5C
NIMBLE SHIP

SHIP DATA TABLE
TYPE = SNS
LIFE SUPPORT = 1/2
SIZE CLASS = 4
CLOAK COST = 1
REFERENCE = YR4.5D
NIMBLE SHIP



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/4
EM COST = 3

SNIPE TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SSN	Y66-88	5	0.5+0	TYPE-S	NONE	15
WSN	Y89-118	10	0.5+0	TYPE-W	MASK	25
YSN	Y119-139	15	0.5+0.5	TYPE-W	VEIL	33
SNS	Y140-158	20	0.5+0.5	TYPE-W	CLOAK	40

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					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

ROMULAN EARLY FALCON MAULER

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

BOARDING PARTIES [ ][2]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLE; SEE (R4.F0).

PROBES [ ][ ][3]

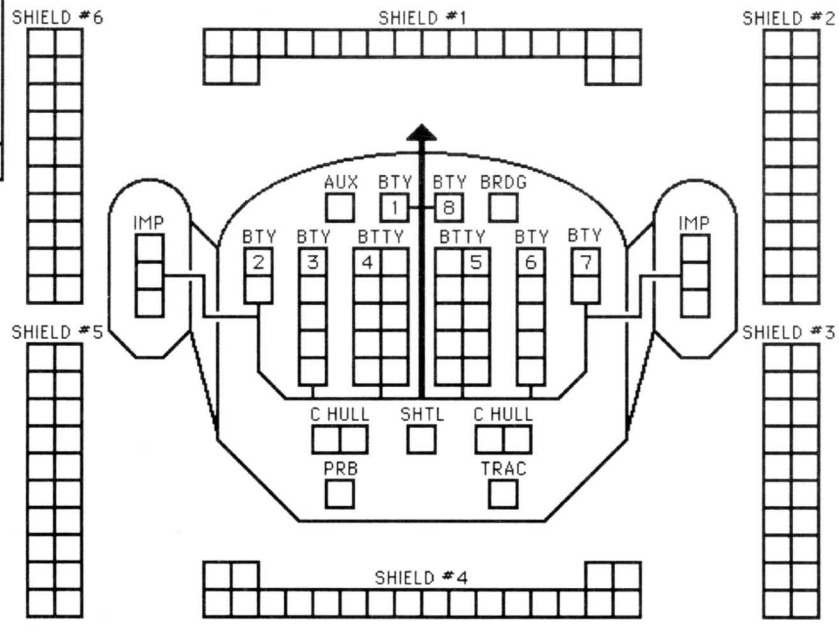
TRANSPORTER BOMBS [ ][ ] [D][D]

VEIL H&R [ ] NSM [ ]

SHIP DATA TABLE		
TYPE	=	YFA
POINT VALUE	=	36
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
VEIL COST	=	1
REFERENCE	=	YR4.6

BPV INCLUDES VEIL

CNTR



SENSOR [6][6][5][4][2][0]

SCANNER [0][0][0][3][6][9]

DAMAGE CONTROL [4][4][2][2][2][0]

EXCESS DAMAGE [ ][ ][ ][ ][ ][ ]

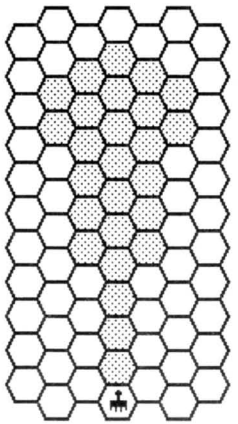
MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged



THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

ROMULAN EARLY WARHAWK CARRIER

CREW UNITS: * 10

BOARDING PARTIES: 5

DECK CREWS: 5

PROBES: 3

TRANSPORTER BOMBS: D

LF RF L R LR RR

FA = LF + RF

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLE; SEE (R4.F0).

THIS SHIP HAS ONE SHUTTLE BAY.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1

FIGHTERS ONLY, NO BOLTING.

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

FIGHTER-MOUNTED LASER

DIE ROLL	RANGE 0	1	P
1	2	1	1
2	1	1	0
3	1	1	0
4	1	1	0
5	1	0	0
6	1	0	0

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

MASK, VEIL, OR CLOAK H&R ☐ NSM ☐

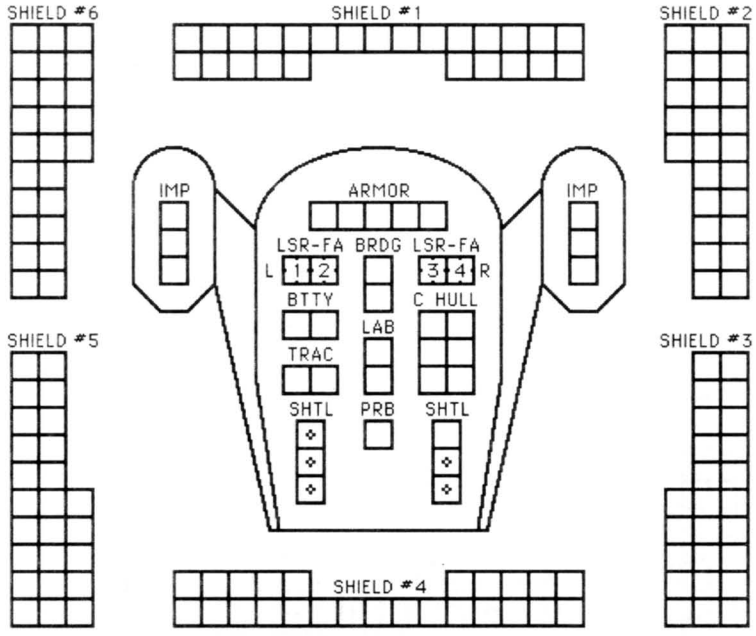
SHIP DATA TABLE
TYPE = SWH
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = YR4.7A

SHIP DATA TABLE
TYPE = WWH
LIFE SUPPORT = 1/2
SIZE CLASS = 4
MASK COST = 1
REFERENCE = YR4.7B

SHIP DATA TABLE
TYPE = YWH
LIFE SUPPORT = 1/2
SIZE CLASS = 4
VEIL COST = 1
REFERENCE = YR4.7C

SHIP DATA TABLE
TYPE = WH-S
LIFE SUPPORT = 1/2
SIZE CLASS = 4
CLOAK COST = 1
REFERENCE = YR4.7D

CNTR



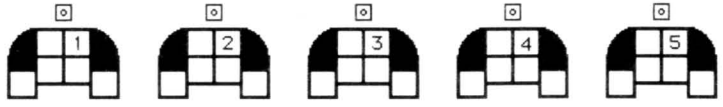
SENSOR	SCANNER	DAMAGE CONTROL	EXCESS DAMAGE
6 6 5 4 2 0	0 0 0 3 6 9	4 4 2 2 2 0	

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

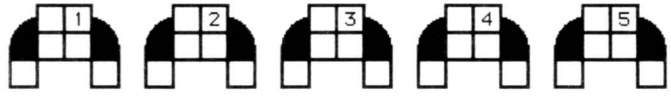
WARHAWK TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWH	Y66-88	10	0.5+0	TYPE-S	NONE	18
WWH	Y89-118	15	0.5+0.5	TYPE-W	MASK	30
YWH	Y119-139	20	0.5+0.5	TYPE-W	VEIL	38
WH-S	Y140-158	25	0.5+0.5	TYPE-W	CLOAK	47

GLADIATOR-0
DFR = 0
CRIPPLED = 4
SPEED = 1

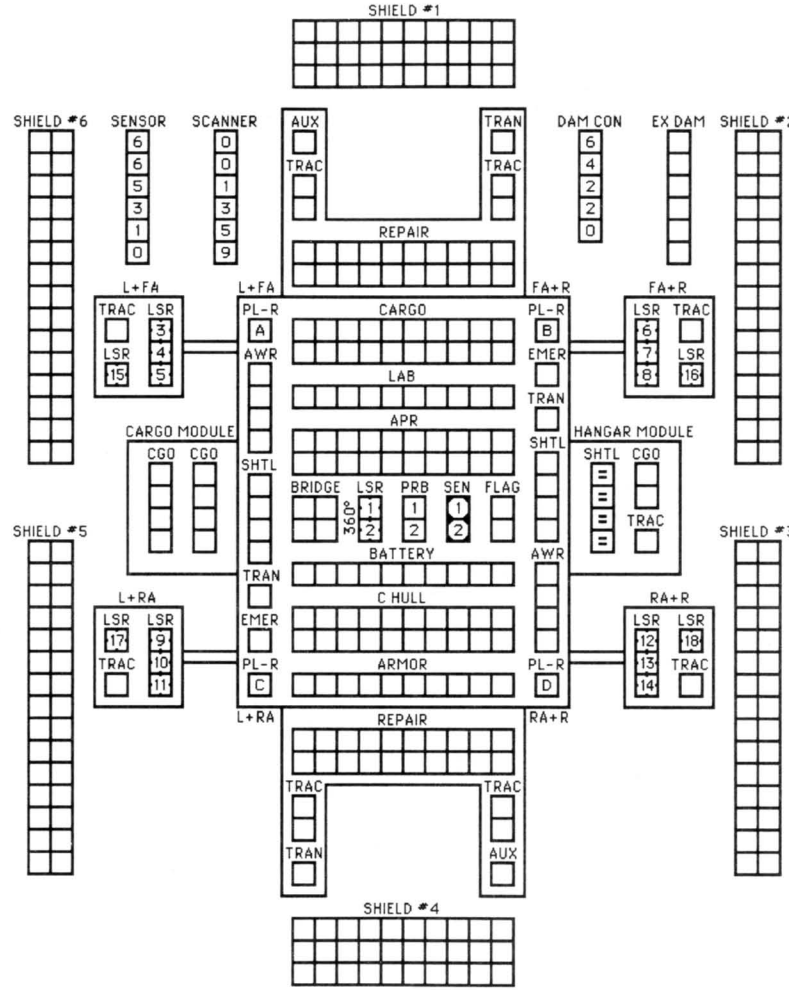


GLADIATOR-L
1xLASER-FA
DFR = 2
CRIPPLED = 4
SPEED = 1



A WARHAWK WOULD CARRY ONE TYPE OF FIGHTER ONLY, EITHER GLADIATOR-0s OR GLADIATOR-Ls. THEY NEVER MIXED THE TWO FIGHTER TYPES ON A SINGLE CARRIER. BECAUSE EITHER TYPE OF FIGHTER MIGHT BE CARRIED, BOTH TYPES ARE PROVIDED ON THIS SSD. IF TWO OR MORE CARRIERS ARE PRESENT CARRYING DIFFERENT FIGHTERS, IT WILL BE NECESSARY TO TRACK WHICH CARRIER IS ABLE TO REARM GLADIATOR-0s, BUT ANY CARRIER CAN REPAIR GLADIATOR-Ls.

ROMULAN STAR EMPIRE DOCK



SHIP DATA TABLE	
TYPE	= SDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
REFERENCE	= YR1.1A

SHIP DATA TABLE	
TYPE	= WDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
MASK COST	= 7/4
REFERENCE	= YR1.1B

SHIP DATA TABLE	
TYPE	= YDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
VEIL COST	= 7/4
REFERENCE	= YR1.1C

SHIP DATA TABLE	
TYPE	= EDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
CLOAK COST	= 7/4
REFERENCE	= YR1.1D

CARGO MODULE +5
HANGAR MODULE +7
MASK/VEIL/CLOAK +12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.
SUBLIGHT SHUTTLES; SEE (R4.F0).

TRANSPORTER BOMBS D D D D

PROBES 1 3 / 2 3

CREW UNITS 10 20 30 40 50 60 70 80 90 100

BOARDING PARTIES 10

HANGAR MODULE
CREW UNITS: 5
DECK CREWS: 4
DECK CREWS 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 SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

PSEUDO-PLASMA TORPEDOES A R B R C R D R

MASK, VEIL, OR CLOAK HIT AND RUN (IF INSTALLED) ☐

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AYAILABLE.

FA = LF + RF
RA = LR + RR

BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SBS	Y66-88	10	1+1	TYPE-S	NONE	80
WBS	Y89-118	15	1+1	TYPE-W	MASK	90
YBS	Y119-139	22	1+3	TYPE-W	VEIL	100
EBS	Y140-158	30	1+3	TYPE-W	CLOAK	110

ROMULAN EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= SBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3A

SHIP DATA TABLE	
TYPE	= WBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 7/4
REFERENCE	= YR1.3B

SHIP DATA TABLE	
TYPE	= YBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 7/4
REFERENCE	= YR1.3C

SHIP DATA TABLE	
TYPE	= EBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 7/4
REFERENCE	= YR1.3D

CARGO MODULE +5
HANGAR MODULE +7
MASK/VEIL/CLOAK +12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

CREW UNITS

			*					10
								20
								30
								40
								50
								60
								70
								80

HANGAR MODULE
CREW UNITS: 5
DECK CREWS: 4

DECK CREWS [ ] [ ] [ ] [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 SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

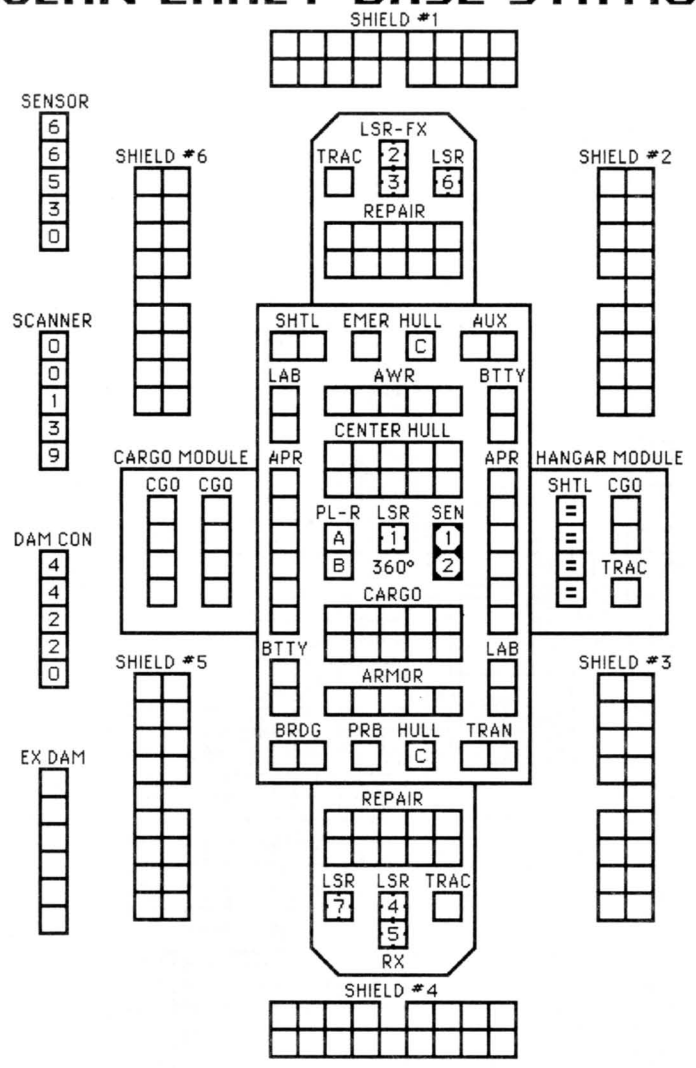
FX = L + LF + RF + R
RX = L + LR + RR + R

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

PSEUDO-PLASMA TORPEDOES	[A] R	[B] R
MASK, VEIL, OR CLOAK HIT AND RUN (IF INSTALLED)	[ ]	



PLASMA TORPEDO WARHEAD STRENGTH TABLE

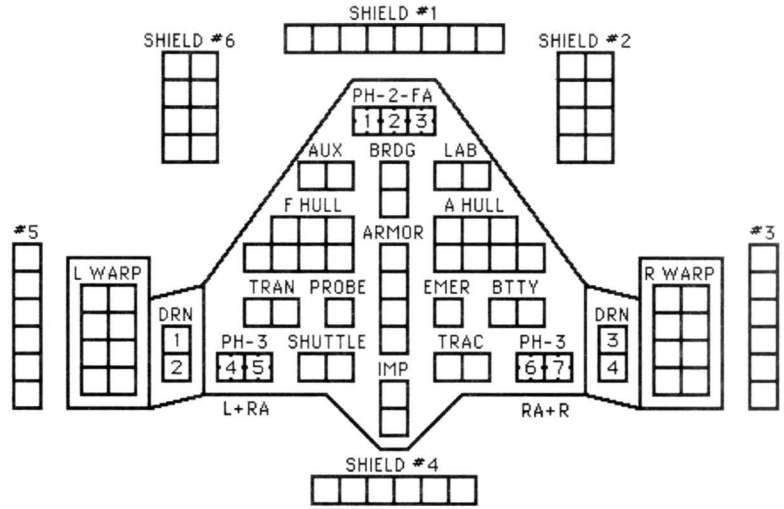
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SBS	Y66-88	9	0.5+0.5	TYPE-S	NONE	62
WBS	Y89-118	11	0.5+1	TYPE-W	MASK	68
YBS	Y119-139	14	1+1	TYPE-W	VEIL	74
EBS	Y140-158	17	1+1	TYPE-W	CLOAK	80

KZINTI WARP-REFITTED CRUISER



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

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

CREW UNITS

									*										10
																			20
																			30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

		3

SHIP DATA TABLE

TYPE	= WCA
POINT VALUE	= 52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.2

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR

DRONE RACKS

1					A
2					A
3					A
4					A

KZINTI WARP-REFITTED DESTROYER

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

					6

TRANSPORTER BOMBS

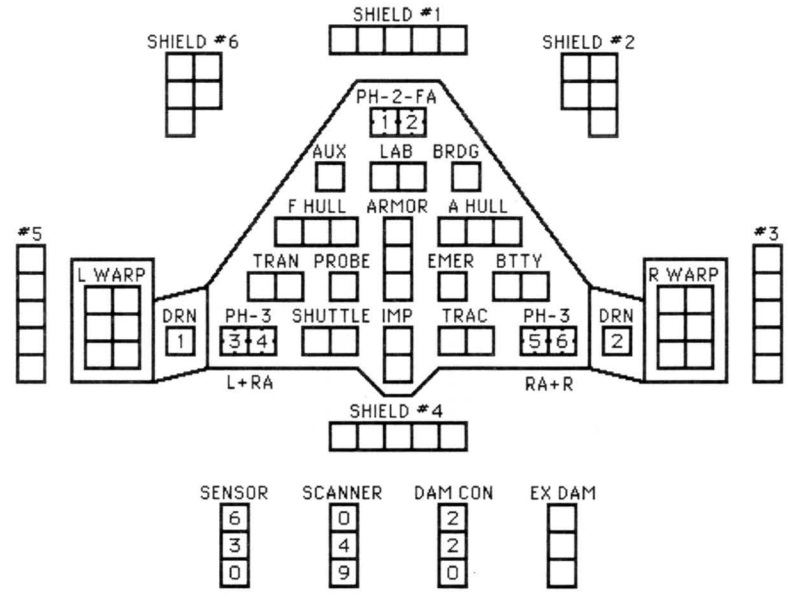
						D

PROBES

		3

SHIP DATA TABLE

TYPE	=	WDD
POINT VALUE	=	36
BREAKDOWN	=	4-6
SHIELD COST	=	1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR5.3



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR

DRONE RACKS

1						A
2						A

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KZINTI EARLY STRIKE CRUISER

CREW UNITS

			*							10
										20
										30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

										10

PROBES

			3

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	YCS
POINT VALUE	=	77
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR5.4

CNTR

SENSOR

6
6
4
0

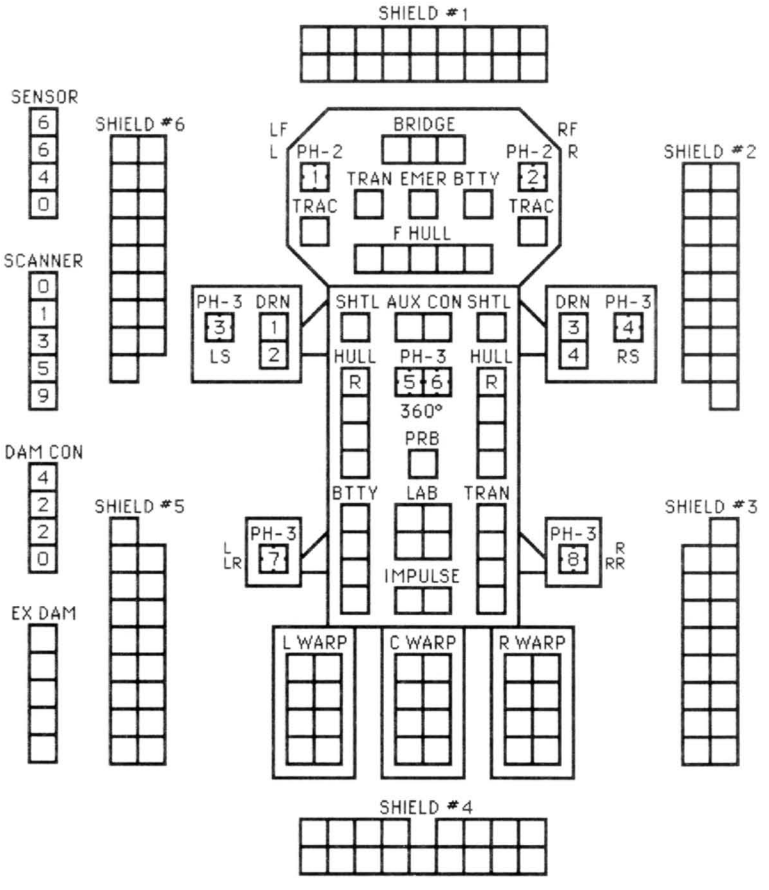
SCANNER

0
1
3
5
9

DAM CON

4
2
2
0

EX DAM



TURN MODE SPEED

C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

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

DRONE RACKS

1					A
2					A
3					A
4					A

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

KZINTI EARLY COMMAND CRUISER

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

		3

SHIP DATA TABLE

TYPE	=	YCC
POINT VALUE	=	81
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR5.5

CNTR

SENSOR

6
6
4
0

SCANNER

0
1
3
5
9

DAM CON

4
2
2
0

EX DAM

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

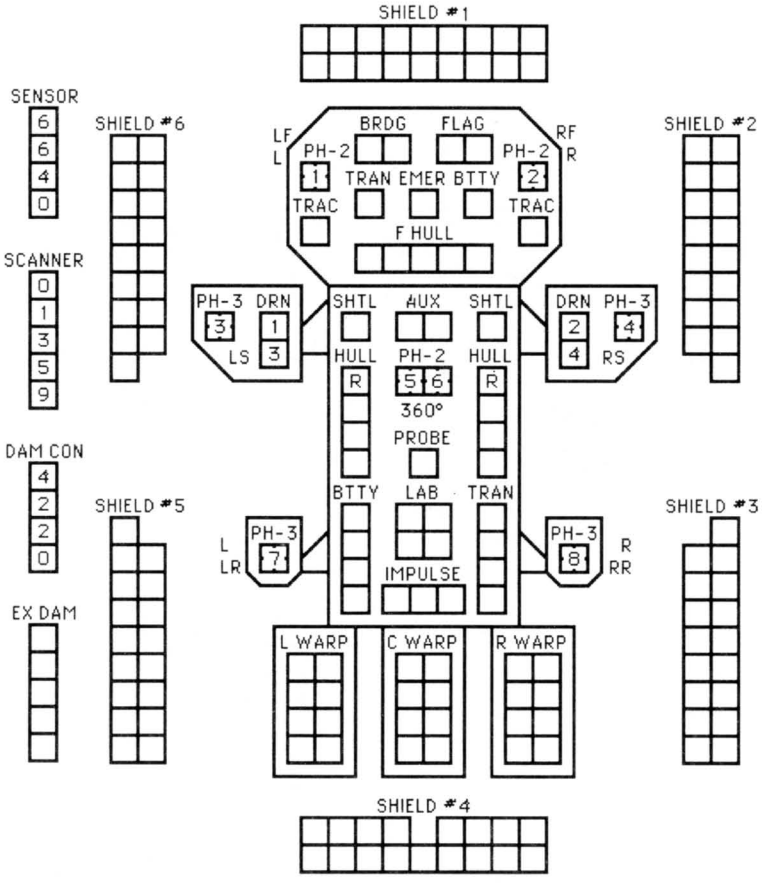
TYPE III DEFENSE PHASER

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

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

DRONE RACKS

1								C	
2								C	
3									B
4									B



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

KZINTI EARLY DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

BOARDING PARTIES

									10

PROBES

[ ][ ][3]

SHIP DATA TABLE

TYPE	=	YDN
POINT VALUE	=	115
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR5.6

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

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

DRONE RACKS

1					C		
2					C		
3							B
4							B
5							B
6							B

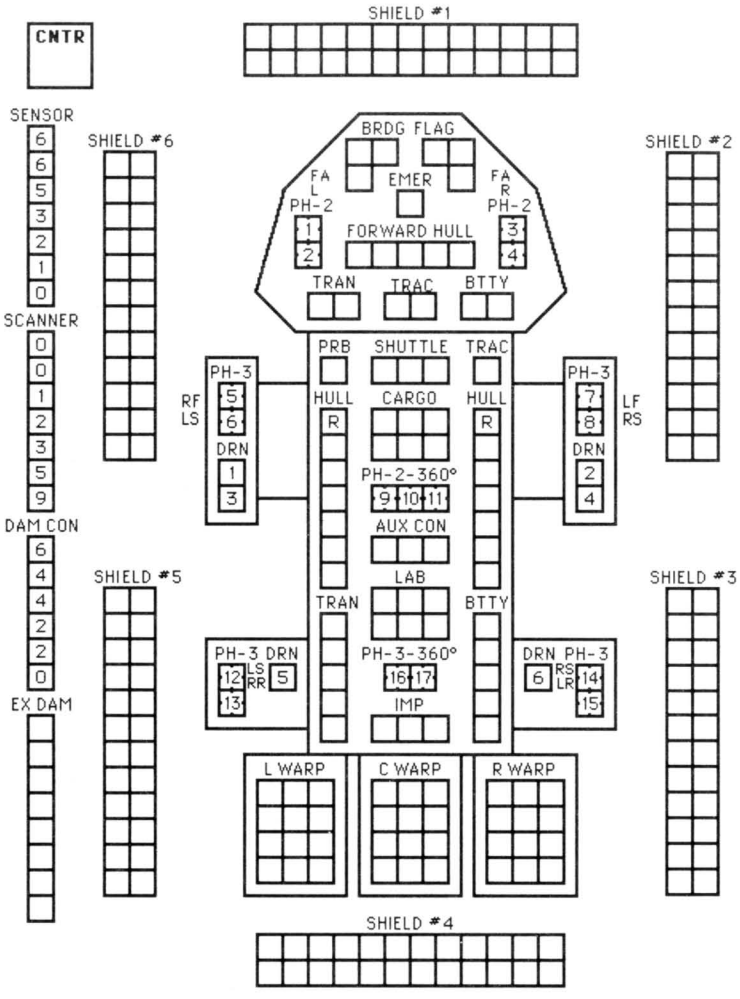
RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

TYPE III DEFENSE PHASER

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

CARGO SPACES ARE USED FOR 300 SPARE DRONES.



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

KZINTI EARLY FRIGATE

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

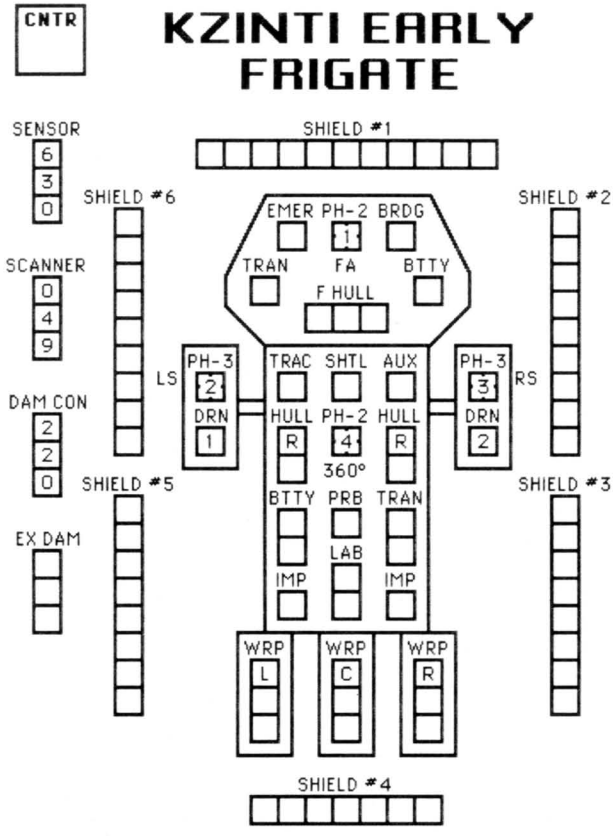
SHIP DATA TABLE

TYPE	=	YFF
POINT VALUE	=	41
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR5.7

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

PROBES: [ ][ ][3]

TRANSPORTER BOMBS: [ ] [D]



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

TYPE III DEFENSE PHASER

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

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

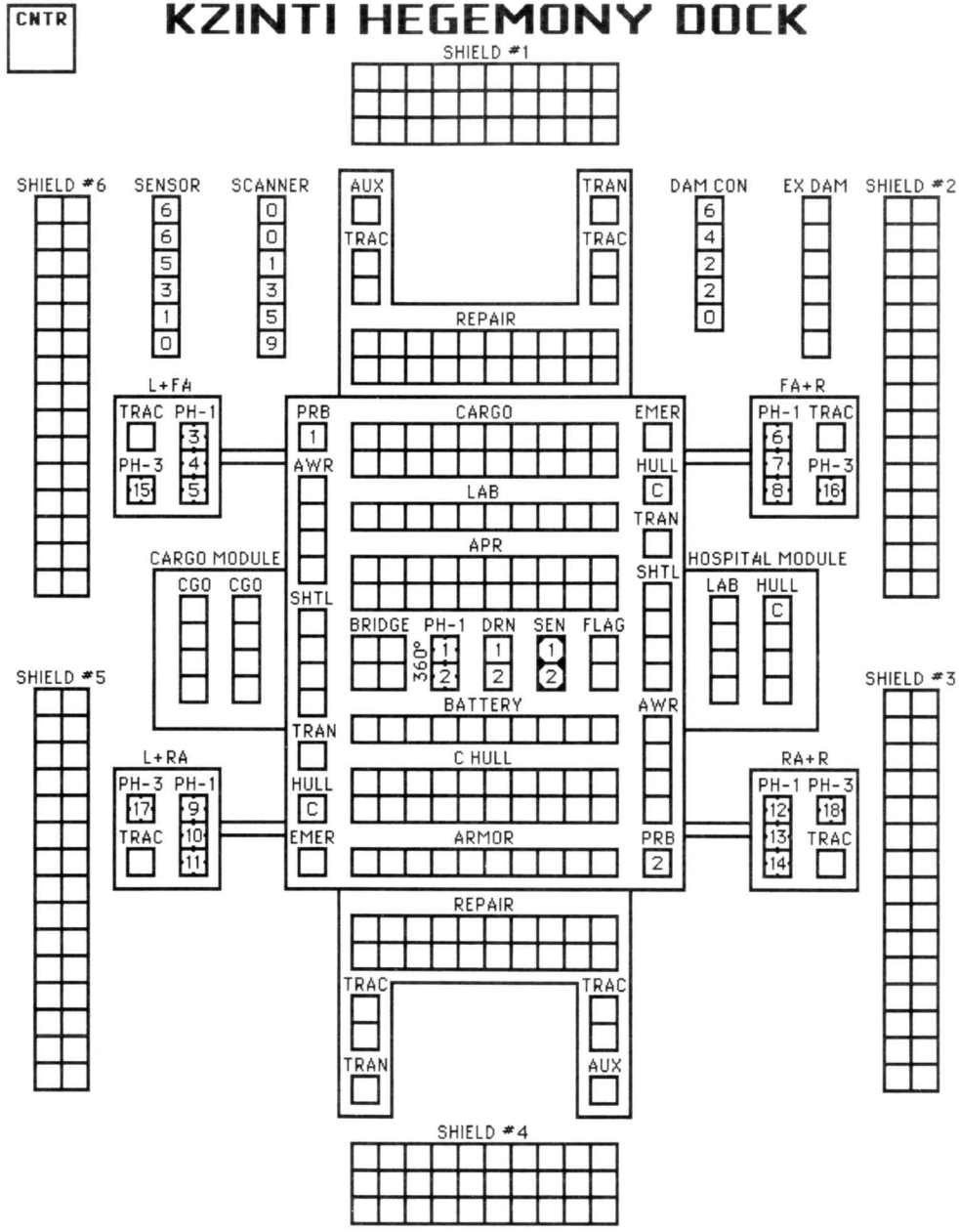
DRONE RACKS

1						A
2						A

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

KZINTI HEGEMONY DOCK



SHIP DATA TABLE		
TYPE	=	YDK
POINT VALUE	=	160
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1
CARGO MODULE +5		
HOSPITAL MODULE +5		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 3
2 3

HOSPITAL MODULE CREW UNITS: 9

BOARDING PARTIES

10

TYPE I OFFENSIVE PHASER TABLE

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

FA = LF + RF
RA = LR + RR

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

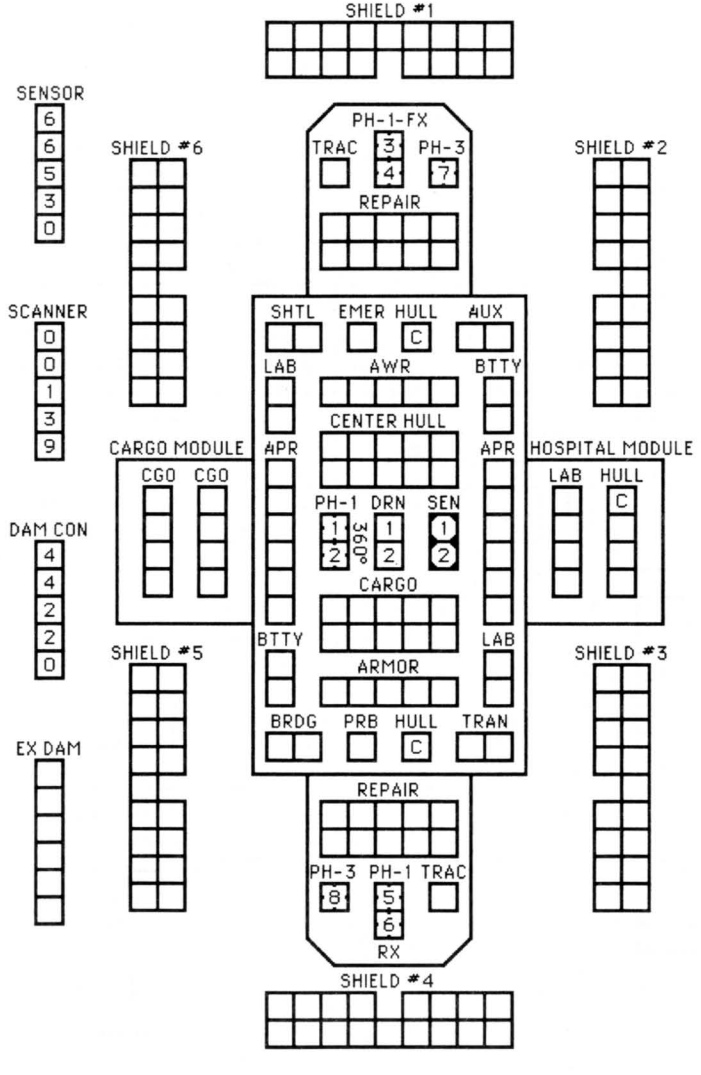
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

DRONE RACKS SEE (FD3.4).

1	1					D
	2					
	3					
2	1					D
	2					
	3					

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

KZINTI EARLY BASE STATION



SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
HOSPITAL MODULE +5		

CREW UNITS

		*						10
								20
								30
								40
								50
								60
								70
								80

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

PROBES

		3

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE

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

HOSPITAL MODULE
CREW UNITS: 9

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

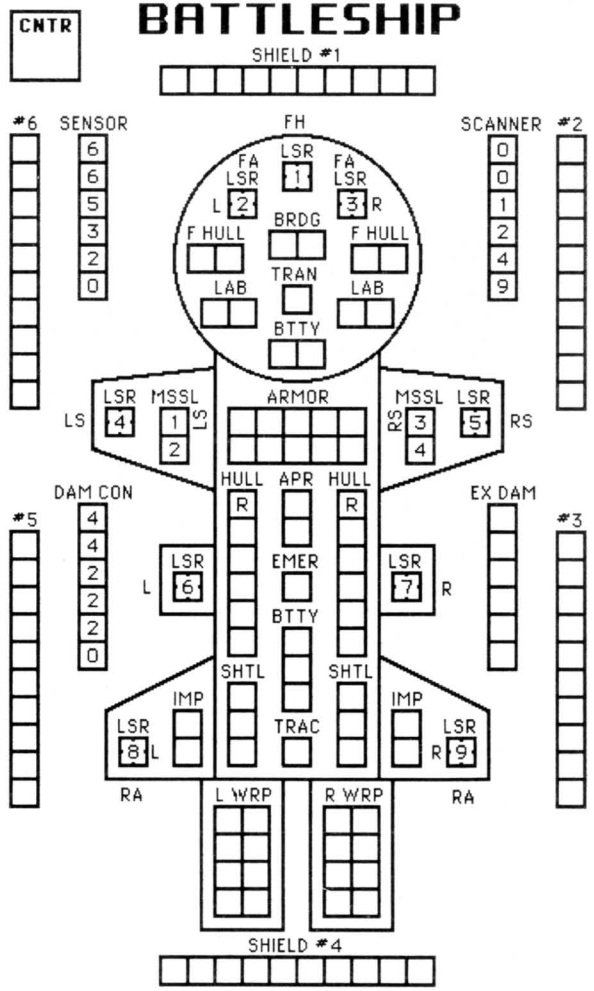
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

DRONE RACKS

1						A
2						A

GORN WARP-REFITTED BATTLESHIP



CREW UNITS

									*	10
										20
										30

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	WBB
POINT VALUE	=	48
BREAKDOWN	=	3-6
SHIELD COST	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR6.2

TRANSPORTER BOMBS

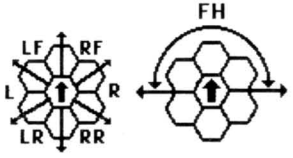
		D	D

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
NO HET BONUS	3	7 -10
	4	11-14
	5	15-20
BD	6	21-29
	7	30+



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

MISSILE RACKS

1				
2				
3				
4				

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

GORN WARP-REFITTED CRUISER

CNTR

CREW UNITS

						*			10
									20

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	WCA
POINT VALUE	=	40
BREAKDOWN	=	3-6
SHIELD COST	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR6.3

TRANSPORTER BOMBS

		D	D

WARP TARGETED LASER

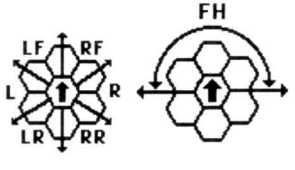
DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

SEE (D4.12) FOR ARMOR RULES.

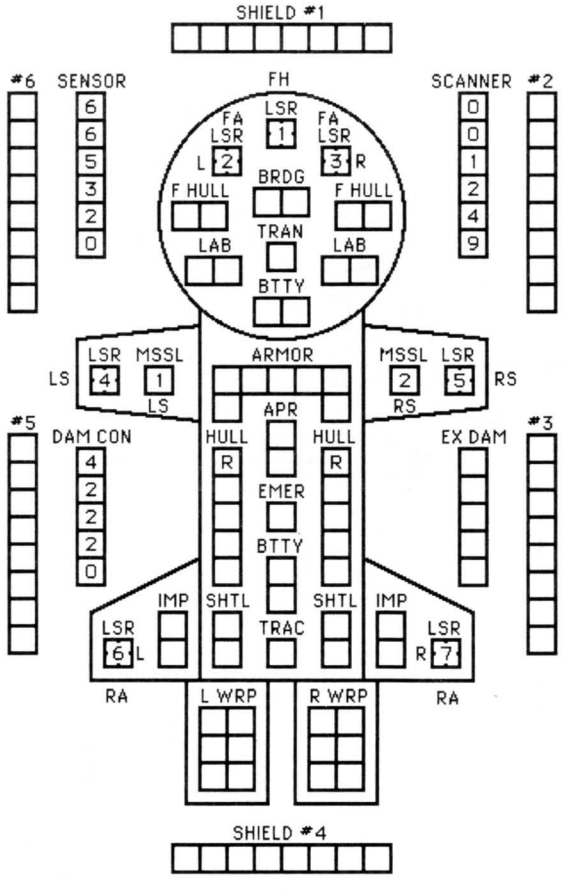
TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
NO HET BONUS	3	7 - 10
	4	11-14
	5	15-20
BD	6	21-29
	7	30+

MISSILE RACKS

1					
2					



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



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	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

GORN WARP-REFITTED DESTROYER

CREW UNITS

					*				10

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.

CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

		D

SHIP DATA TABLE

TYPE	=	WDD
POINT VALUE	=	25
BREAKDOWN	=	3-6
SHIELD COST	=	1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR6.4

CNTR

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

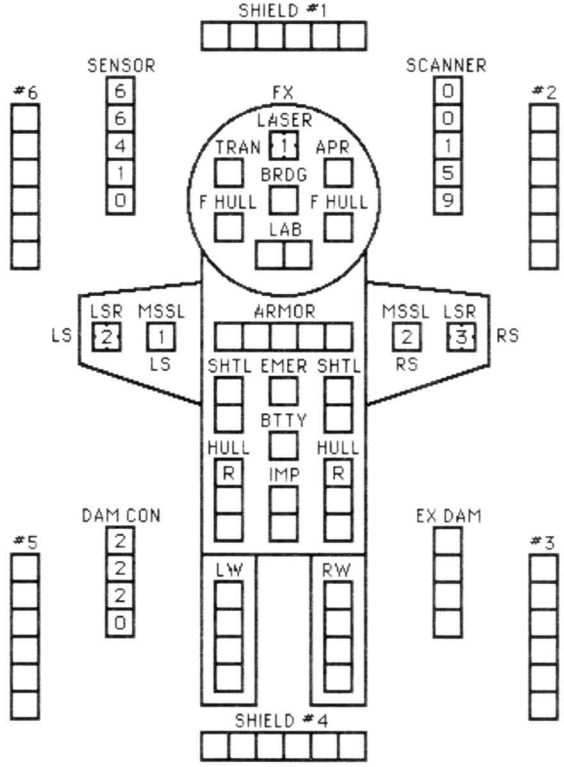
SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
D	1	2-4
NO HET BONUS	2	5-8
	3	9-12
	4	13-17
BD	5	18-24
	6	25+

MISSILE RACKS

1				
2				

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



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

GORN EARLY LIGHT CRUISER

CREW UNITS

									10
			*						20

PROBES

		3

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

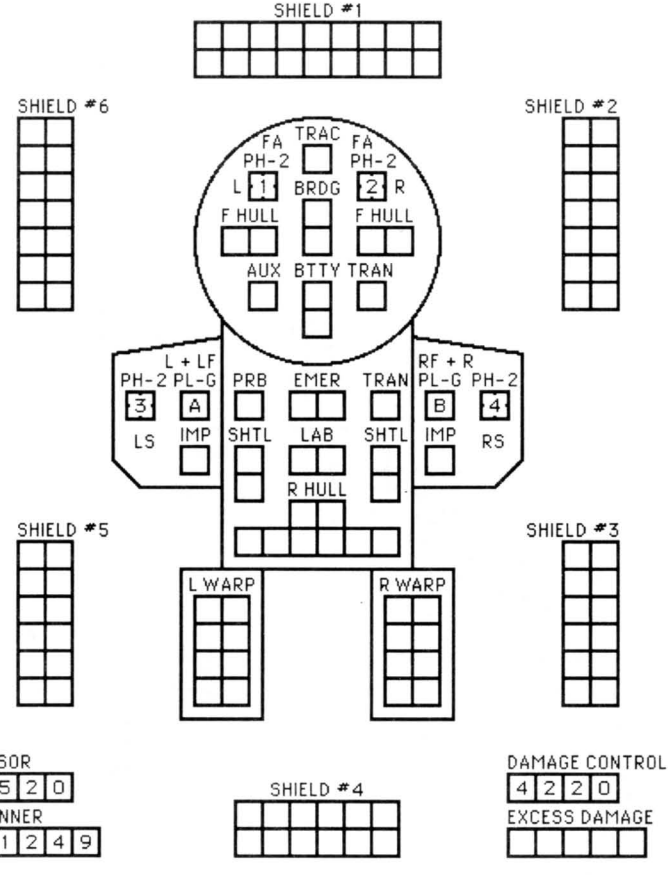
IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	YCL
POINT VALUE	=	60
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR6.5

CNTR



SENSOR

6	5	2	0

SCANNER

0	1	2	4	9

SHIELD #4

DAMAGE CONTROL

4	2	2	0

EXCESS DAMAGE

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TYPE III DEFENSE PHASER

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

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

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

GORN EARLY COMMAND CRUISER

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ][ ][20] / [ ][ ][ ][ ][ ][ ][ ][ ][30]

PROBES: [ ][ ][3]

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][ ][8]

TRANSPORTER BOMBS: [ ][ ] [D][D]

ADMINISTRATIVE SHUTTLES

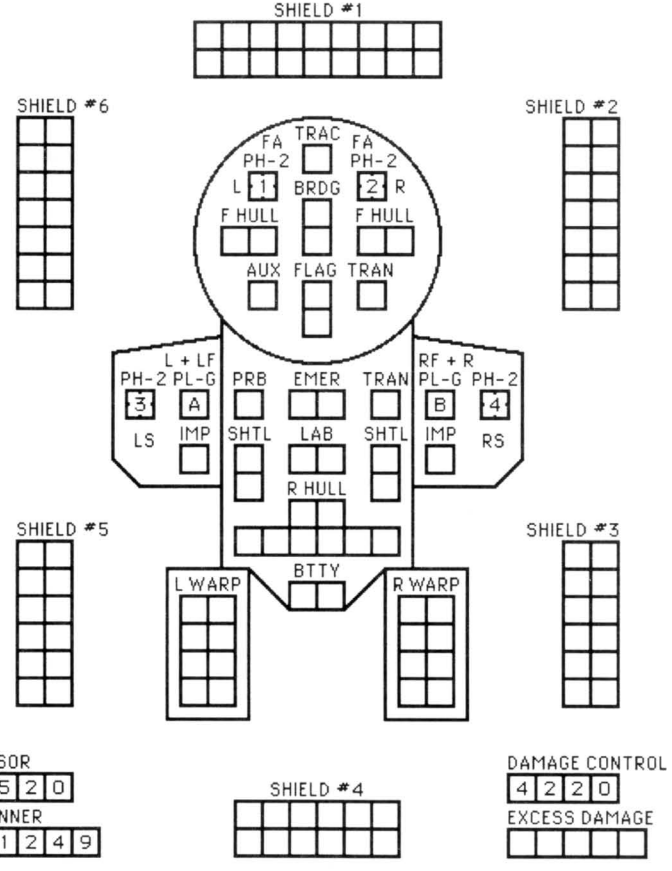
IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	YCC
POINT VALUE	=	64
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR6.6

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TYPE III DEFENSE PHASER

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

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

SENSOR: [6][5][2][0]
SCANNER: [0][1][2][4][9]

DAMAGE CONTROL: [4][2][2][0]
EXCESS DAMAGE: [ ][ ][ ][ ][ ]

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

GORN EARLY DESTROYER

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	45
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR6.7

PROBES: [ ] [ ] [3]

BOARDING PARTIES: [ ] [ ] [ ] [ ] [ ] [6]

TRANSPORTER BOMBS: [ ] [D]

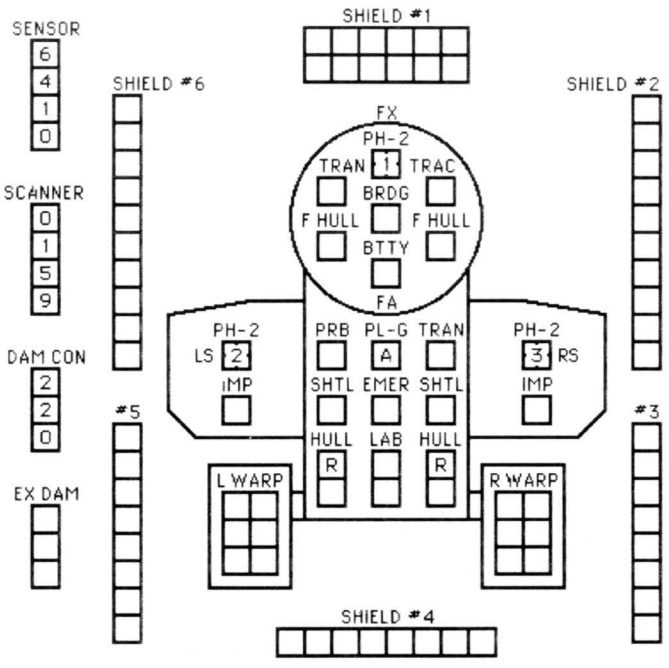
CNTR

SENSOR: 6 4 1 0

SCANNER: 0 1 5 9

DAM CON: 2 2 0

EX DAM



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

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

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

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 TORPEDO: [A] G

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

GORN EARLY FRIGATE

CREW UNITS: [ ][ ][*][ ][ ][ ][ ][ ][ ][10]

PROBES: [ ][ ][3]

BOARDING PARTIES: [ ][ ][ ][4]

TRANSPORTER BOMBS: [ ] [D]

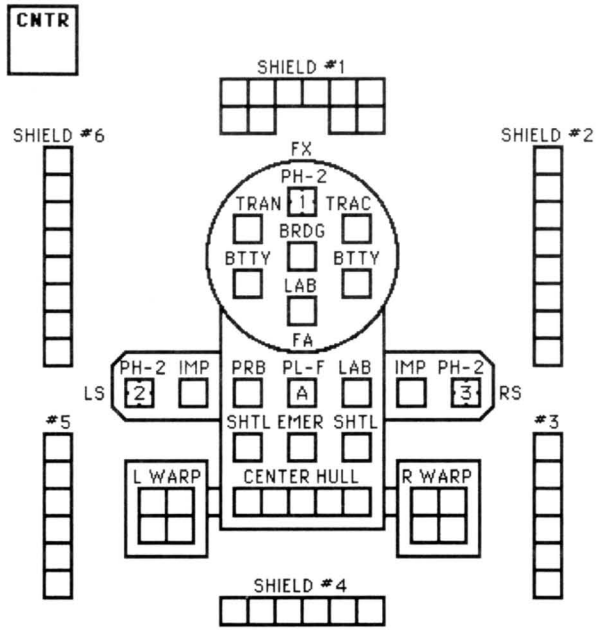
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	
	[ ][ ][ ][ ][ ][ ][ ]	GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	YFF
POINT VALUE	=	35
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR6.8



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDO

[A] F

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

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

GORN EARLY TUG

CNTR

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ]

BOARDING PARTIES: [ ][ ][ ][4]

PROBES: [ ][ ][3]

TRANSPORTER BOMBS: [ ][ ] [D][D]

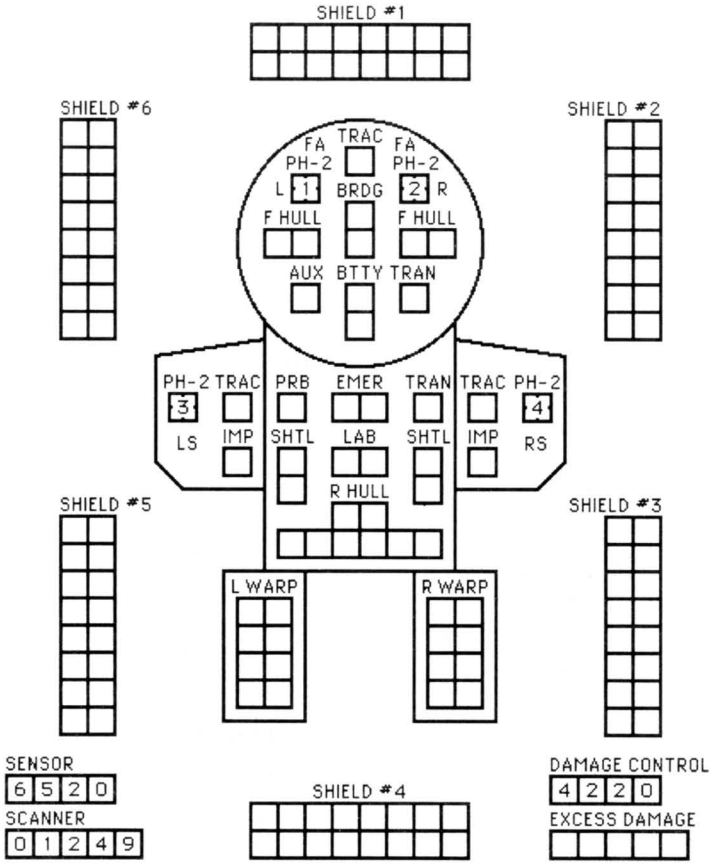
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	YTG
POINT VALUE	=	70/40
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR6.9



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

3 POD WEIGHTS

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

0 OR 1 PODS

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

2 POD WEIGHTS

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

PODS	MOVE COST	HET COST	EM COST
0-1	1.0	5	6
2	1.5	7.5	9
3	2.0	10	12

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

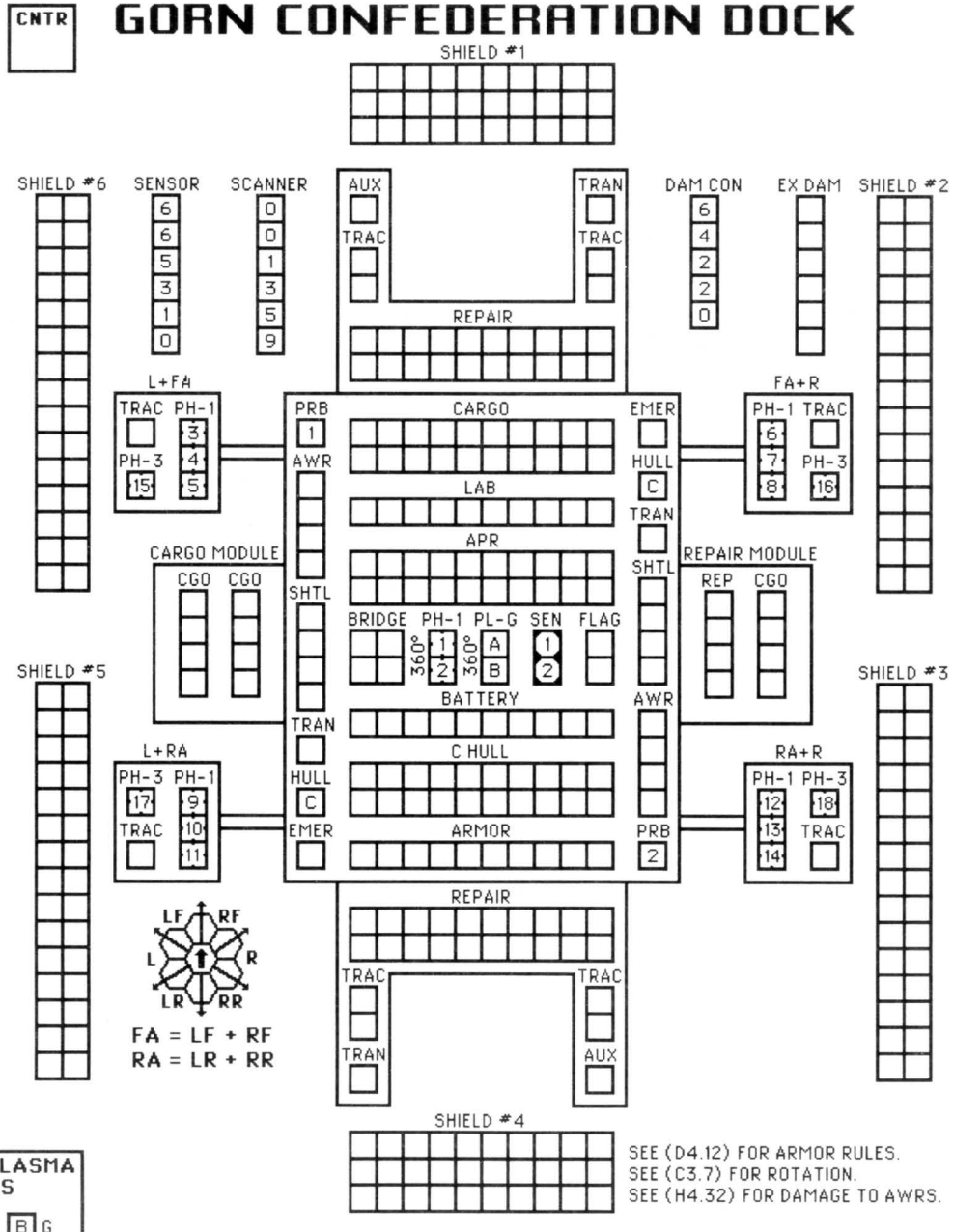
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 2

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

GORN CONFEDERATION DOCK



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

SHIP DATA TABLE

TYPE	=	YDK
POINT VALUE	=	160
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1

CARGO MODULE +5

REPAIR MODULE +8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 3
2 3

BOARDING PARTIES

10

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

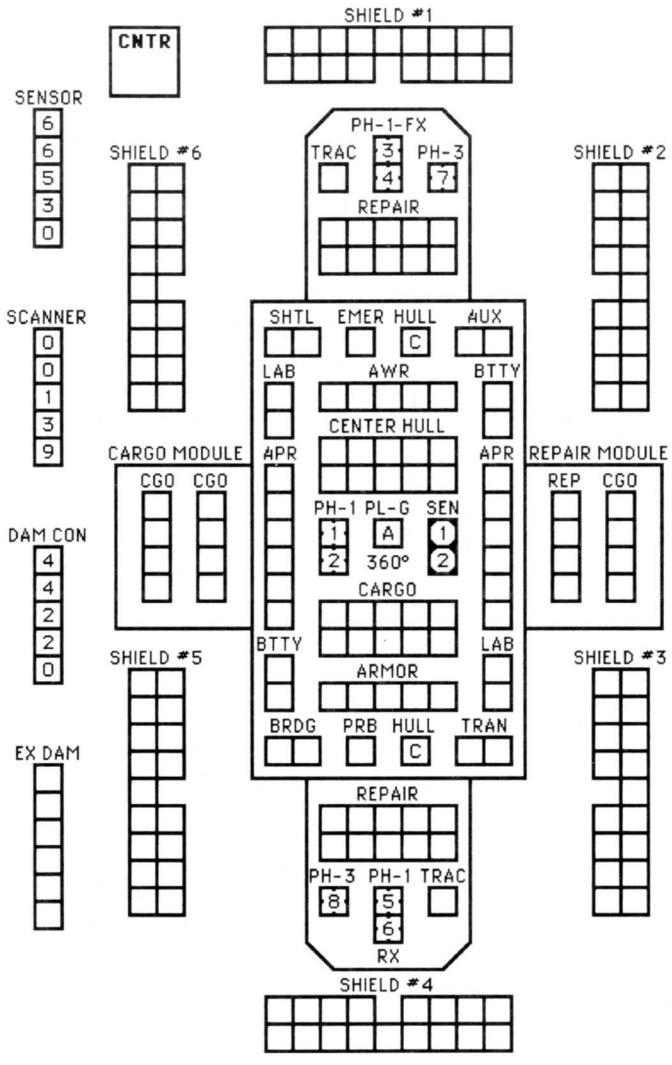
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

GORN EARLY BASE STATION



SHIP DATA TABLE

TYPE	=	YBS
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3

CARGO MODULE +5

REPAIR MODULE +8

CREW UNITS

		*							10
									20
									30
									40
									50
									60
									70
									80

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[ ] [ ] [D] [D]

PROBES

[ ] [ ] [3]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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 TORPEDO

[A] G

THOLIAN HOLDFAST DOCK

SHIP DATA TABLE		
TYPE	=	YDK
POINT VALUE	=	200
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1
CARGO MODULE +5		
POWER MODULE +12		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 3
2 3

POWER MODULE CREW UNITS: 7

BOARDING PARTIES

10

TYPE III DEFENSE PHASER

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

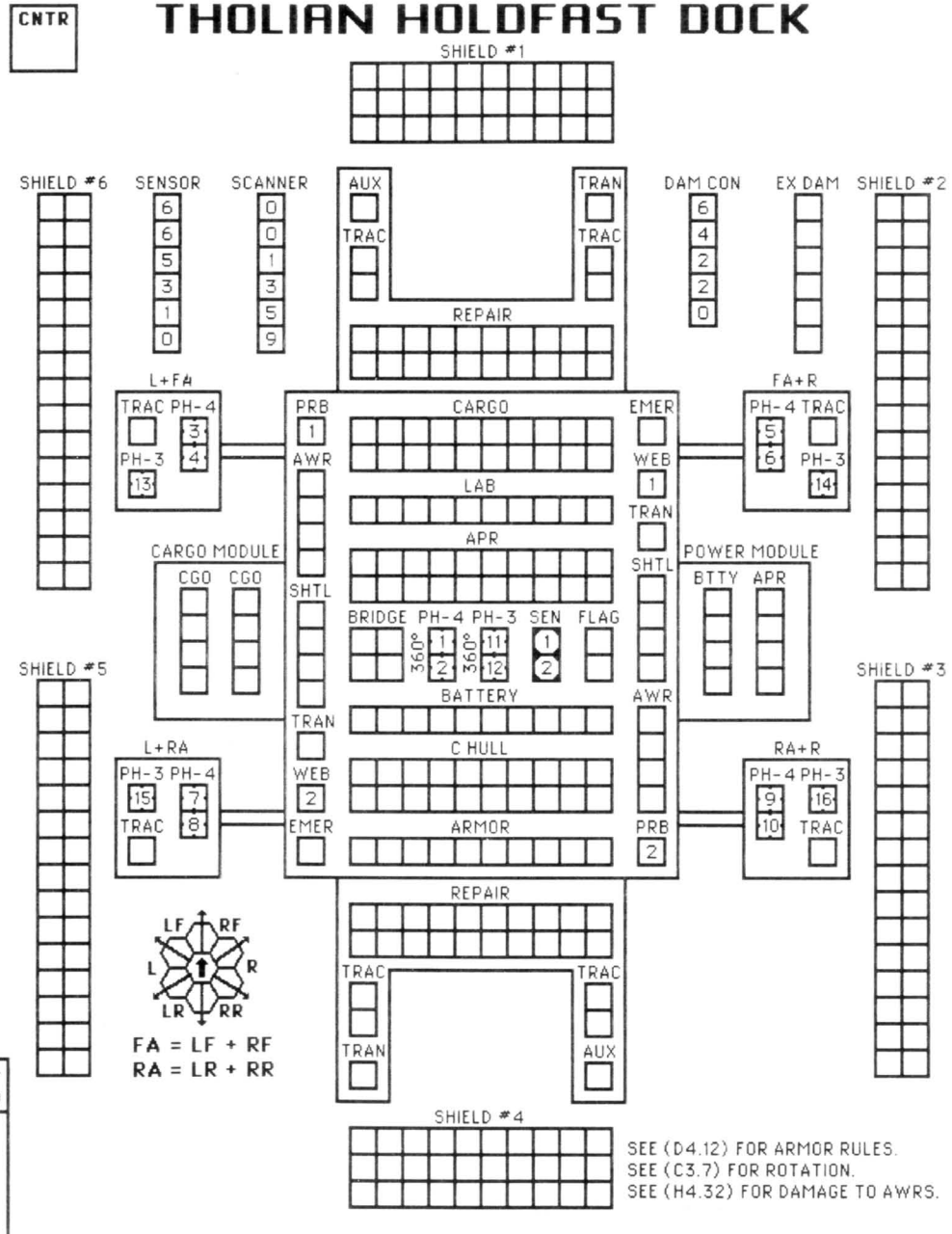
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

THOLIAN EARLY BASE STATION

SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
POWER MODULE +12		

CREW UNITS

		*					10
							20
							30
							40
							50
							60
							70
							80

BOARDING PARTIES: 8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: [ ] [ ] [D] [D]

PROBES: [ ] [ ] [ ] [ ] [5]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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

POWER MODULE
CREW UNITS: 7

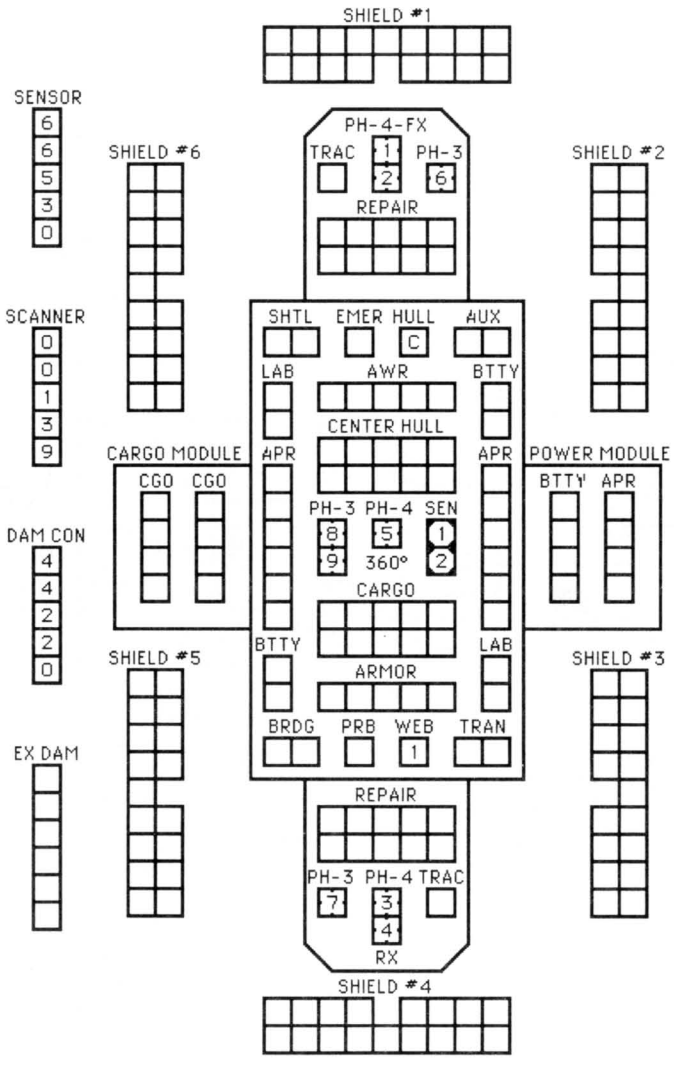
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



ORION NATIONAL GUARD HEAVY CRUISER

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	WCA
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR8.2

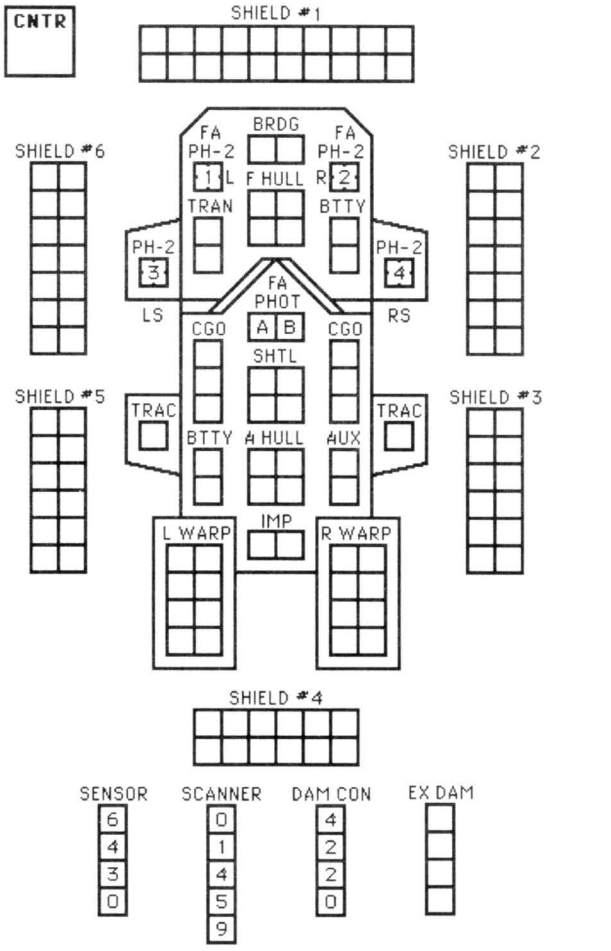
SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43).
THIS SHIP HAS NO "STEALTH" BONUS.
CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+



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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

ORION NATIONAL GUARD DESTROYERR

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

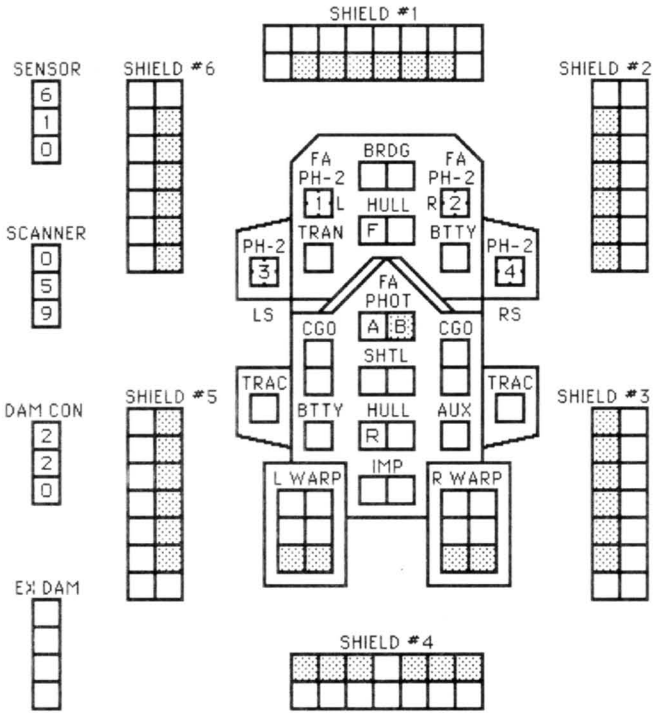
TRANSPORTER BOMBS

		D

SHIP DATA TABLE		
TYPE	=	WDD
POINT VALUE	=	41
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR8.3

SHIP DATA TABLE		
TYPE	=	WDR
POINT VALUE	=	61
REFERENCE	=	YR8.3A

CNTR



SHADED BOXES ARE THE PLUS REFIT, SHIP WITH REFIT IS THE WDR.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
A	1 — 2-6
HET	2 — 7-12
	3 — 13-19
BD	4 — 20-26
	5 — 27+
NIMBLE SHIP	

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43).
THIS SHIP HAS NO "STEALTH" BONUS.
CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

ORION EARLY RAIDER CRUISER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

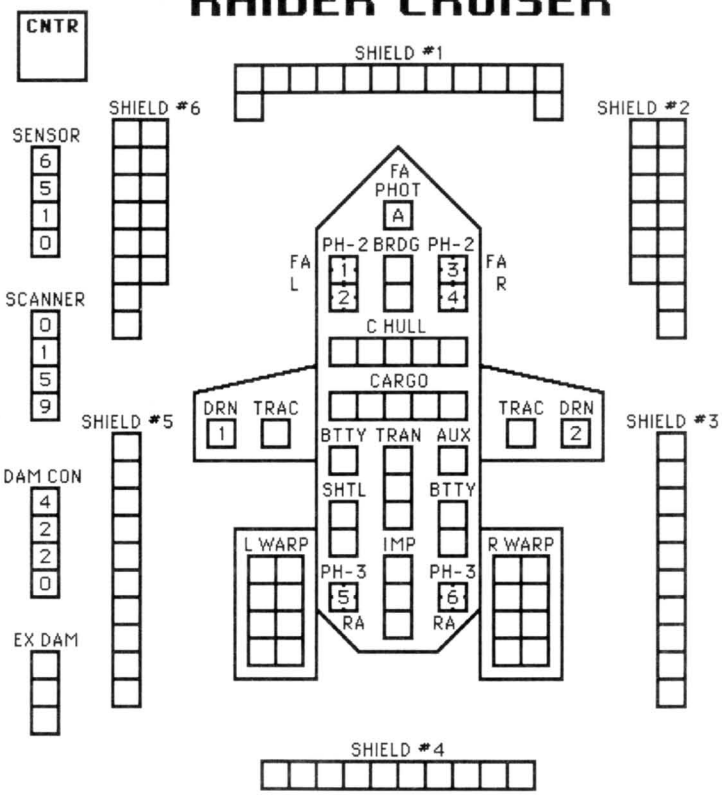
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	YCR
POINT VALUE	=	72
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR8.4

STEALTH +1 ECM



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
A	1 — 2-6
HET	2 — 7-12
	3 — 13-19
BD	4 — 20-26
	5 — 27+

NIMBLE SHIP

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

DRONE RACKS

1						A
2						A

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
THE EARLY RAIDER CANNOT USE ENGINE DOUBLING, HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

WARP ENERGY MOVEMENT COST = 2/3 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	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ORION EARLY LIGHT RAIDER

CREW UNITS

									10
		*							

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

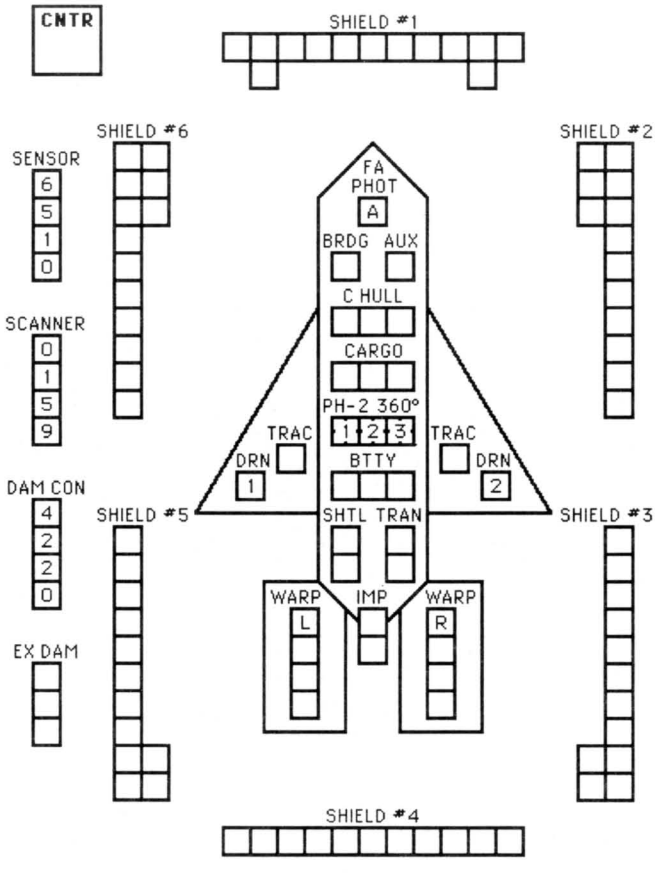
T-BOMBS

	D

SHIP DATA TABLE

TYPE	=	YLR
POINT VALUE	=	58
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR8.5

STEALTH +1 ECM



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE SPEED

AA

HET

BD

1	2-8
2	9-16
3	17-24
4	25+

NIMBLE SHIP

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. THE EARLY RAIDER CANNOT USE ENGINE DOUBLING, HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

TYPE III DEFENSE PHASER

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

FA = LF + RF

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

DRONE RACKS

1						A
2						A

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

HYDRAN MUSKETEER WARP-REFITTED FRIGATE

CREW UNITS

		✱						9

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

		3

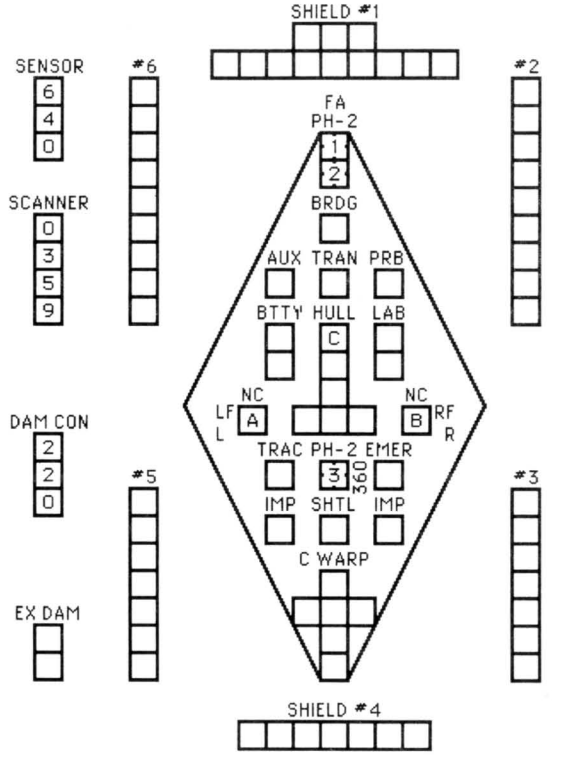
T-BOMBS

	D

SHIP DATA TABLE

TYPE	=	MSK
POINT VALUE	=	40
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR9.2

CNTR



NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

HYDRAN FUSILIER
WARP-REFITTED CRUISER

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

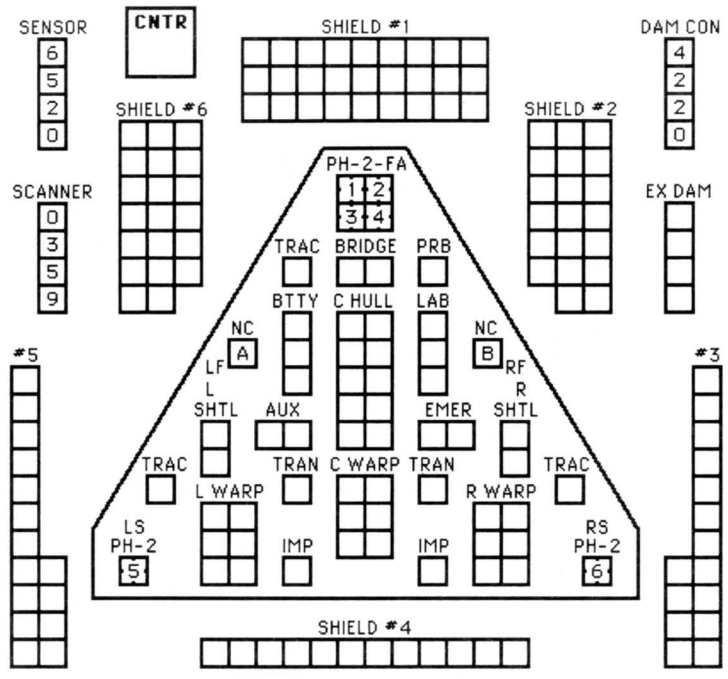
TWO BAYS - NO TRANSFERS

PROBES: [ ] [ ] [3]

T-BOMBS: [ ] [ ] [D] [D]

SHIP DATA TABLE

TYPE	=	FUS
POINT VALUE	=	68
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR9.3



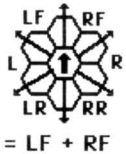
NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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

TYPE III DEFENSE PHASER

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

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

HYDRAN VOLTIGEUR EARLY FRIGATE

CREW UNITS: [ ][ ][*][ ][ ][ ][ ][ ][9]

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

PROBES: [ ][ ][3]

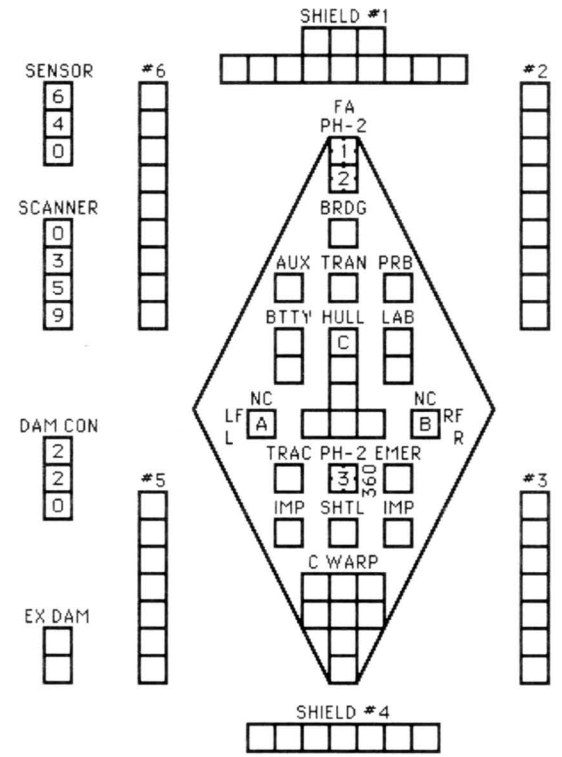
T-BOMBS: [ ] [D]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	VOL
POINT VALUE	=	50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR9.4

CNTR



NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

HYDRAN GRENADIER EARLY CRUISER

CNTR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PROBES

		3

T-BOMBS

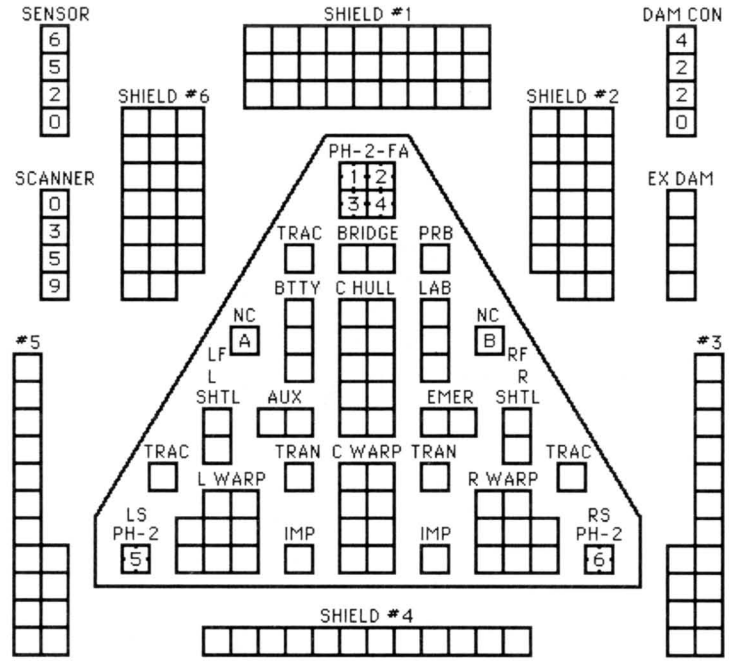
		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

SHIP DATA TABLE

TYPE	=	GRN
POINT VALUE	=	76
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR9.5



NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

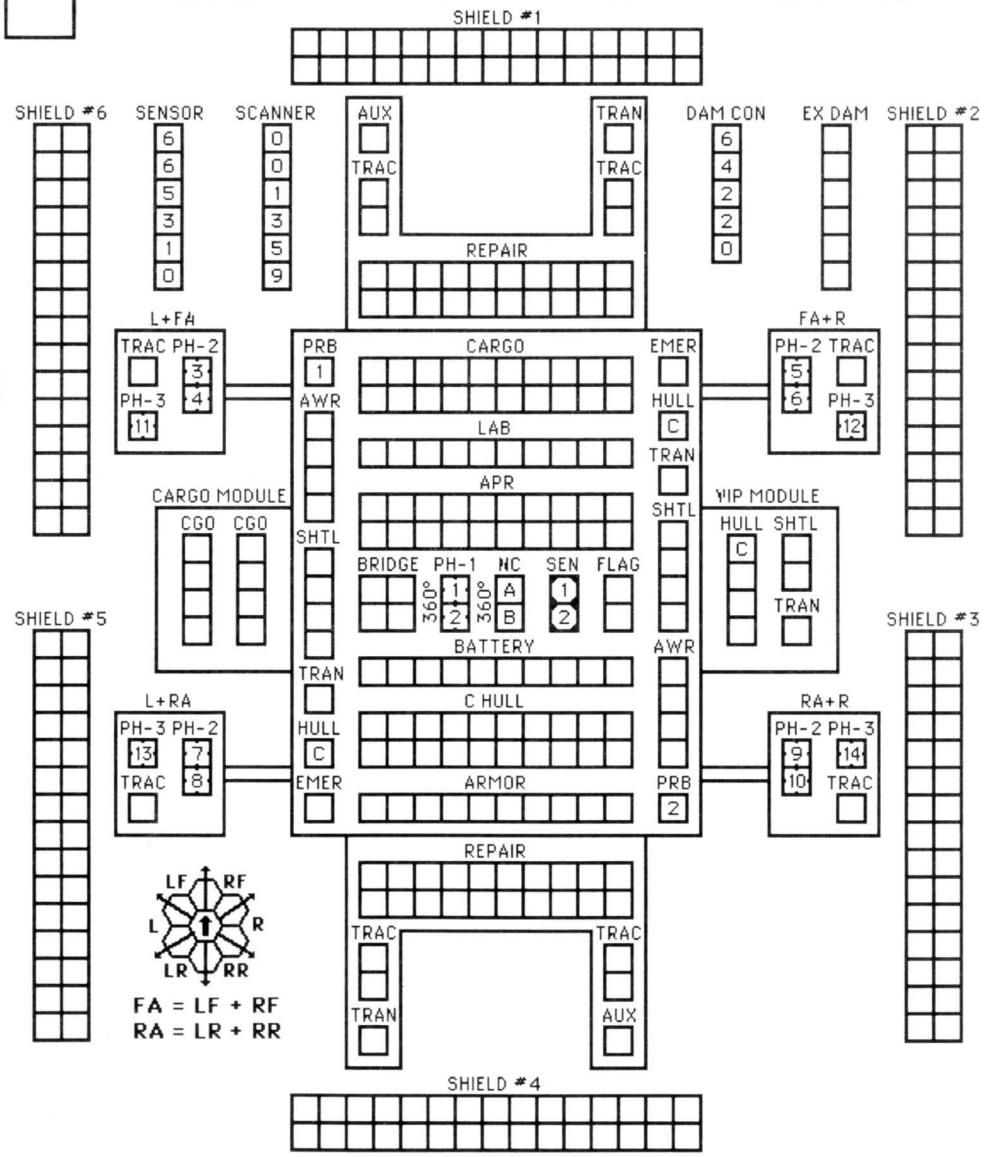
TYPE III DEFENSE PHASER

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

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

HYDRAN KINGDOM GUILD DOCK

CNTR



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	YDK
POINT VALUE	=	140
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1

CARGO MODULE +5

VIP QUARTERS MODULE +5

CREW UNITS

* 10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 3
2 3

BOARDING PARTIES

10

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

TYPE I OFFENSIVE PHASER TABLE

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

VIP MODULE
CREW UNITS: 2
GUEST UNITS: 5

HYDRAN MERCHANT GUILD EARLY BASE STATION

SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	72
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
VIP QUARTERS MODULE +5		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

			*					10
								20
								30
								40
								50
								60
								70
								80

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

FX = L + LF + RF + R
RX = L + LR + RR + R

NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

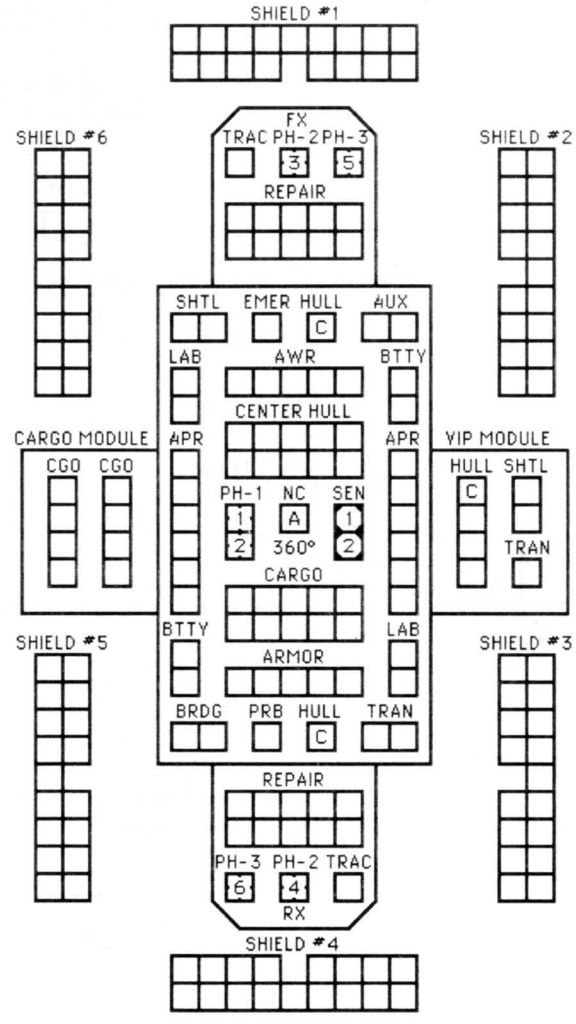
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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



VIP MODULE
CREW UNITS: 2
GUEST UNITS: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

LYRAN WARP-REFITTED CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	WCA
POINT VALUE	=	43
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR11.2

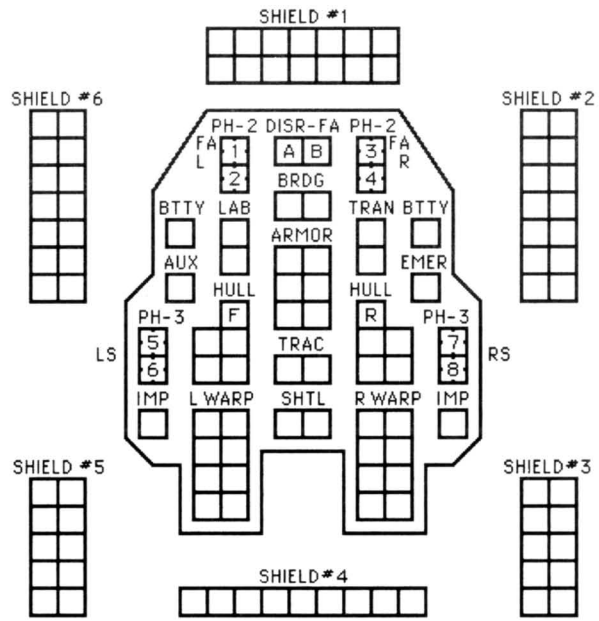
CNTR

SENSOR: 6 5 3 0

SCANNER: 0 1 3 9

DAM CON: 4 2 2 0

EX DAM: 3



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

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE,STD	0	5	4	4	3	3

LYRAN WARP-REFITTED FRIGATE

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

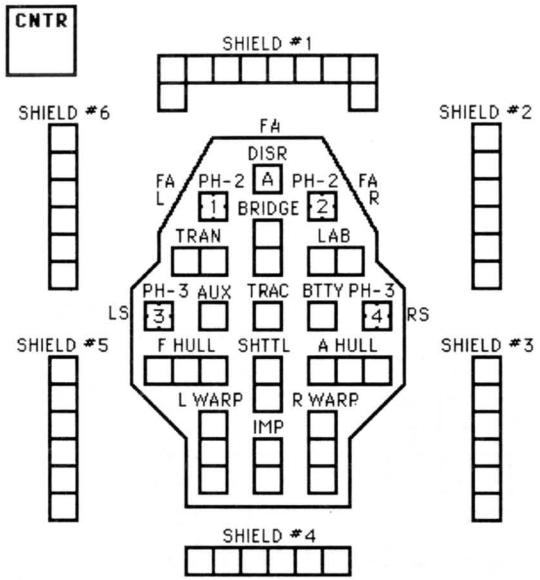
			4

T-BOMBS

	D

SHIP DATA TABLE

TYPE	=	WFF
POINT VALUE	=	36
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR11.3



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE,STD	0	5	4	4	3	3

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

LYRAN EARLY HEAVY CRUISER

CREW UNITS

			✱							10
										20
										30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

										10

TRANSPORTER BOMBS

		D	D

PROBES

		3

SHIP DATA TABLE

TYPE	=	YCA
POINT VALUE	=	87
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR11.4

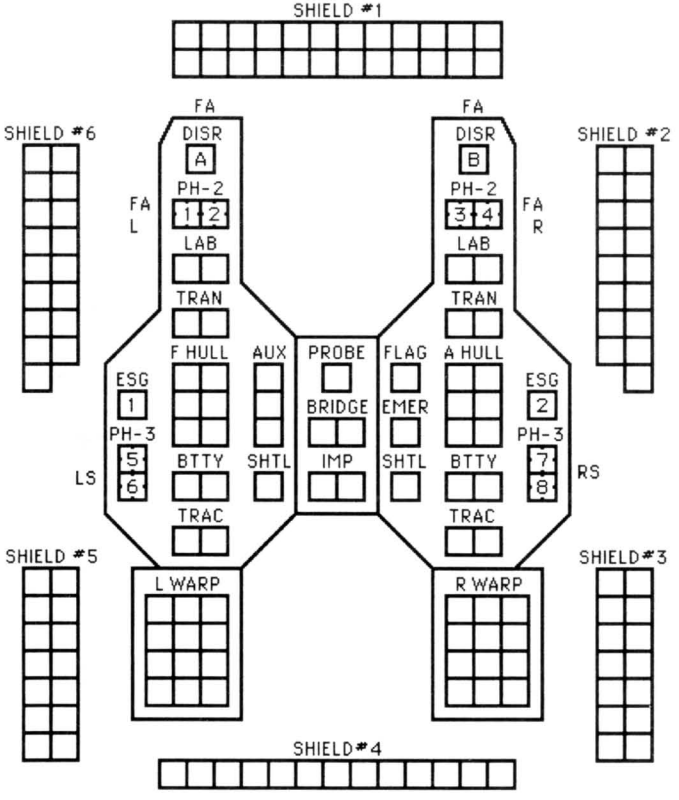
CNTR

SENSOR: 6 5 2 0

SCANNER: 0 1 3 5 9

DAM CON: 4 2 2 0

EX DAM



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

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

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

ESG TABLE

RADIUS	ENERGY 1	2
0 (4.00)	4	8
1 (3.67)	4	7

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

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

LYRAN EARLY FRIGATE

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ][ ]

BOARDING PARTIES: [ ][ ][ ][4]

PROBES: [ ][ ][3]

TRANSPORTER BOMBS: [ ] [D]

ADMINISTRATIVE SHUTTLES

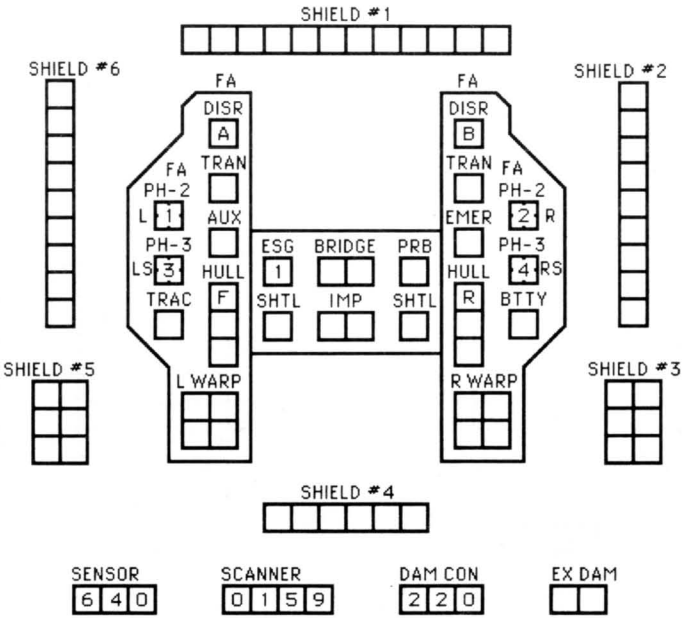
IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE

TYPE	=	YFF
POINT VALUE	=	50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR11.5

CNTR



SENSOR [6][4][0]

SCANNER [0][1][5][9]

DAM CON [2][2][0]

EX DAM [ ][ ]

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
A	2-6
HET	7-12
[ ]	13-19
BD	20-26
[ ][ ]	27+

TYPE III DEFENSE PHASER

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

ESG TABLE

RADIUS	ENERGY 1	2
0 (4.00)	4	8
1 (3.67)	4	7

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE	0	5	4	4	3	3

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

LYRAN EARLY DREADNOUGHT

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES 10

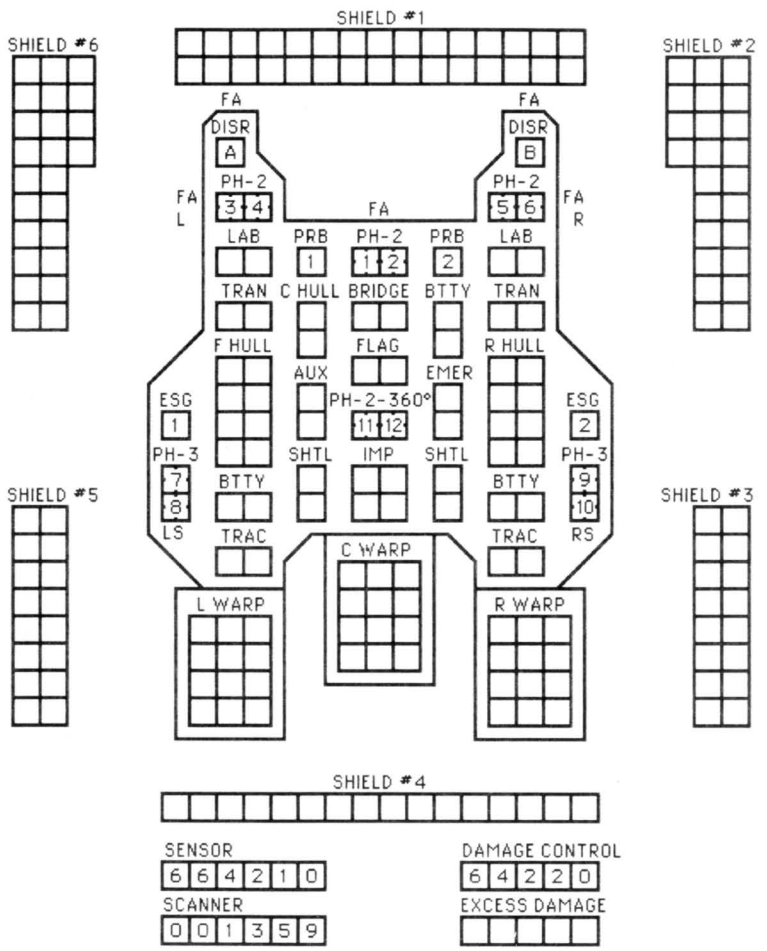
TRANSPORTER BOMBS D D D D

PROBES 1 2 3 3

SHIP DATA TABLE

TYPE	=	YDN
POINT VALUE	=	120
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR11.6

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

TYPE III DEFENSE PHASER

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

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

ESG TABLE

RADIUS	ENERGY 1	2
0 (4.00)	4	8
1 (3.67)	4	7

SENSOR 6 6 4 2 1 0

SCANNER 0 0 1 3 5 9

DAMAGE CONTROL 6 4 2 2 0

EXCESS DAMAGE

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE, STD	0	5	4	4	3	3	2	2

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

LYRAN EARLY TRANSPORT TUG

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

			4

PROBES

		3

TRANSPORTER BOMBS

		D	D

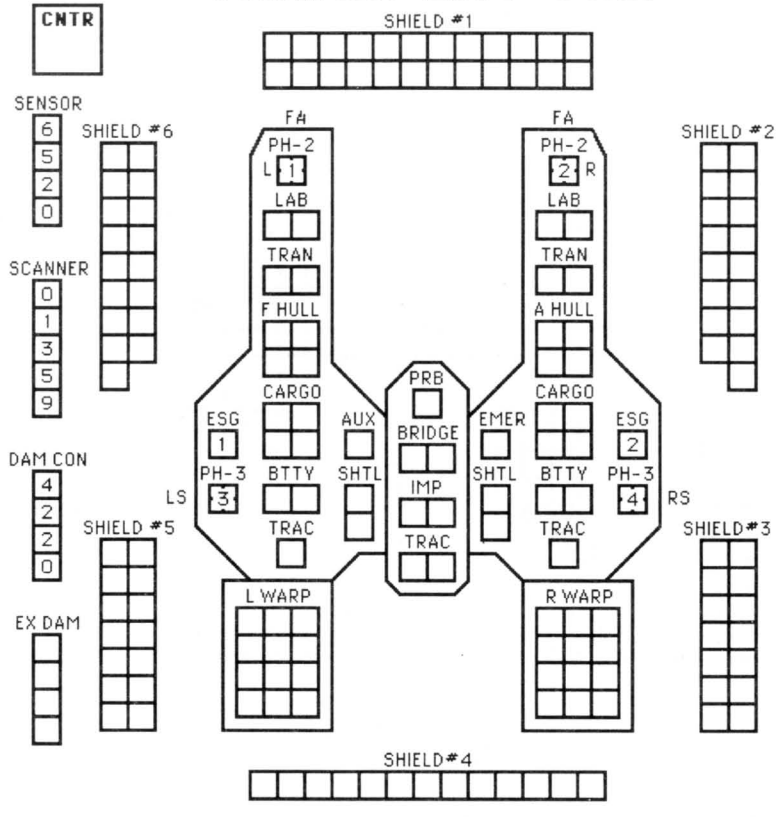
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

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

SHIP DATA TABLE

TYPE	=	YTG
POINT VALUE	=	100/60
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR11.7



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

ESG TABLE

RADIUS	ENERGY 1	2
0 (4.00)	4	8
1 (3.67)	4	7

0-1 PALLETS

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

2 PALLET WEIGHTS

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

3 PALLET WEIGHTS

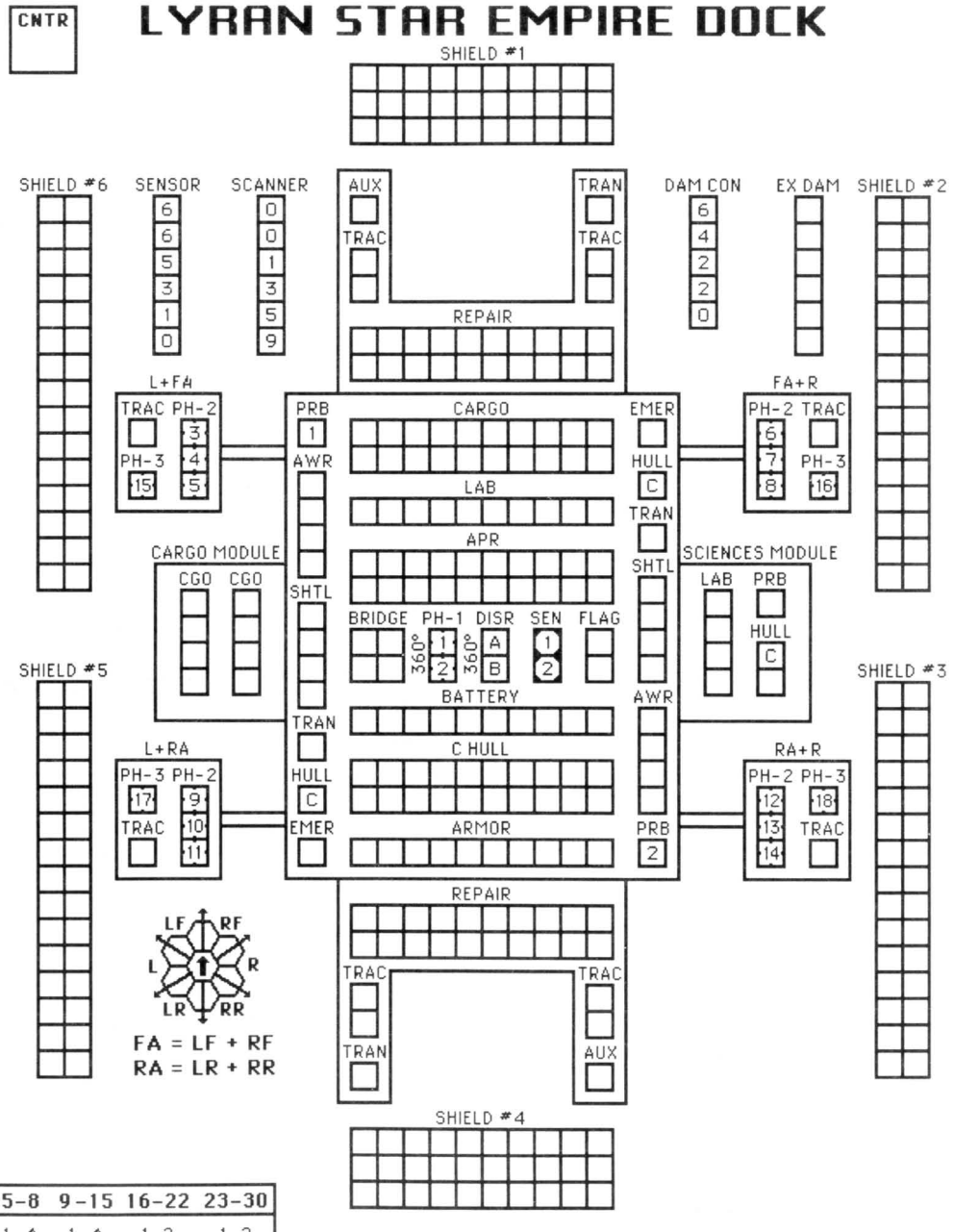
TURN MODE		SPEED
F	1	2-3
	2	4-5
	3	6-9
	4	10-13
HET	5	14-17
	6	18-23
BD	7	24-29
	8	30+

0 OR 1 PALLET: MOVEMENT COST = 1; HET = 5; EM = 6
2 PALLET WEIGHTS: MOVEMENT COST = 1.5; HET = 7.5; EM = 9
3 PALLET WEIGHTS: MOVEMENT COST = 2; HET = 10; EM = 12

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

LYRAN STAR EMPIRE DOCK



SHIP DATA TABLE

TYPE	=	YDK
POINT VALUE	=	145
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1

CARGO MODULE +5

SCIENCE MODULE +5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 — 3
2 — 3

BOARDING PARTIES

10

TYPE I OFFENSIVE PHASER TABLE

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

SCIENCE MODULE
CREW UNITS: 4
PROBES
3

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

LYRAN EARLY BASE STATION

SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	74
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
SCIENCE MODULE +5		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

[ ] [ ] [ ] [*] [ ] [ ] [ ] [ ] 10
20
30
40
50
60
70
80

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

FX = L + LF + RF + R
RX = L + LR + RR + R

SCIENCE MODULE
CREW UNITS: 4
PROBES [ ] [ ] [3]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

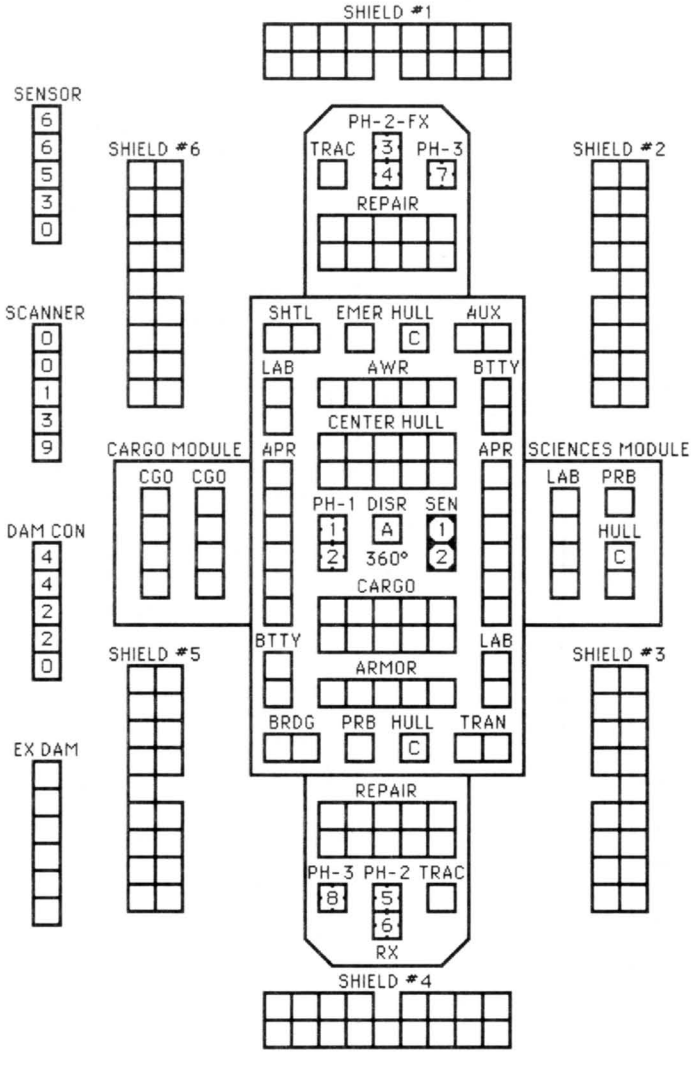
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

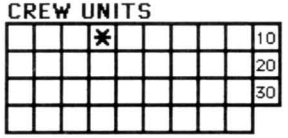
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2



PARAVIAN SUBLIGHT HEAVY CRUISER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

CNTR

BOARDING PARTIES

TRANSPORTER BOMBS

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

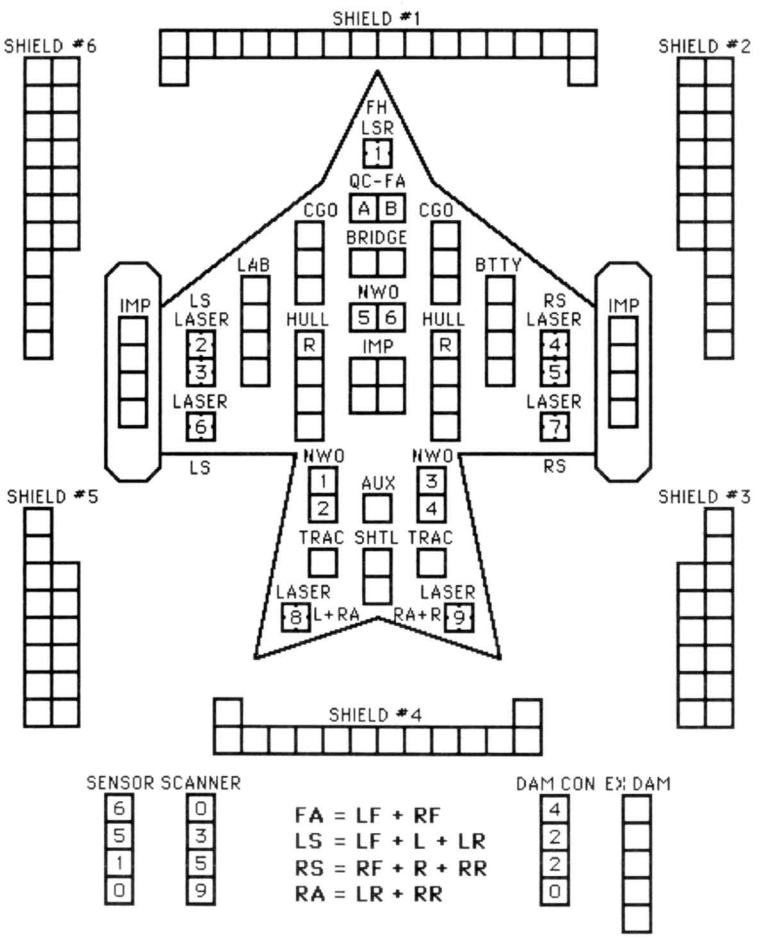
SHIP DATA TABLE

TYPE	=	SCA
POINT VALUE	=	70
BREAKDOWN	=	NA
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR18.2A

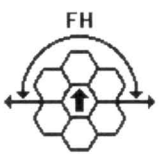
OPTION BOXES

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

TRACTOR 0
SHUTTLE 2
CARGO 0
BARRACKS 1
LAB 0



THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

PARAVIAN PEREGRINE SUBLIGHT DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

CNTR

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

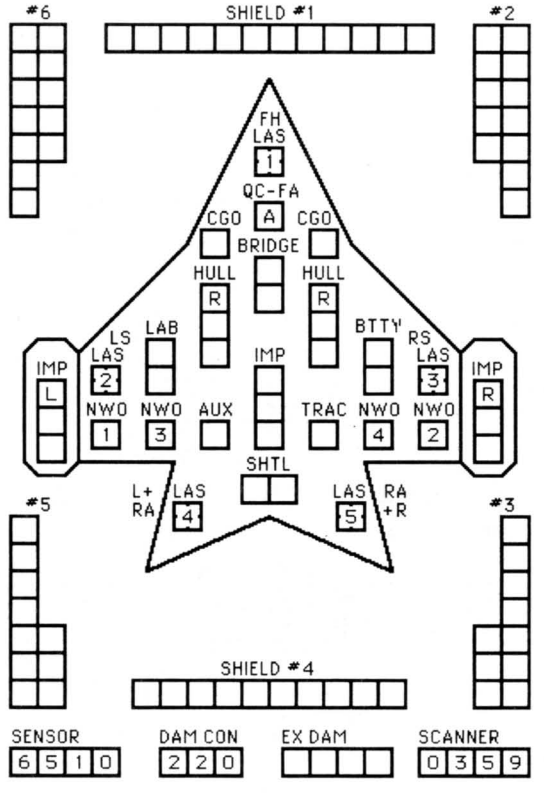
SHIP DATA TABLE

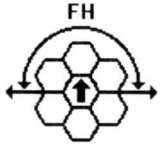
TYPE	=	SDD
POINT VALUE	=	28
BREAKDOWN	=	NA
SHIELD COST	=	0.5+0.5
LIFE SUPPORT	=	0.5
SIZE CLASS	=	4
REFERENCE	=	YR18.4A

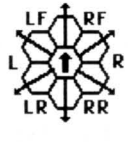
OPTION BOXES

#1	#2
#3	#4

TRACTOR 0
SHUTTLE 2
CARGO 0
BARRACKS 1
LAB 0







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

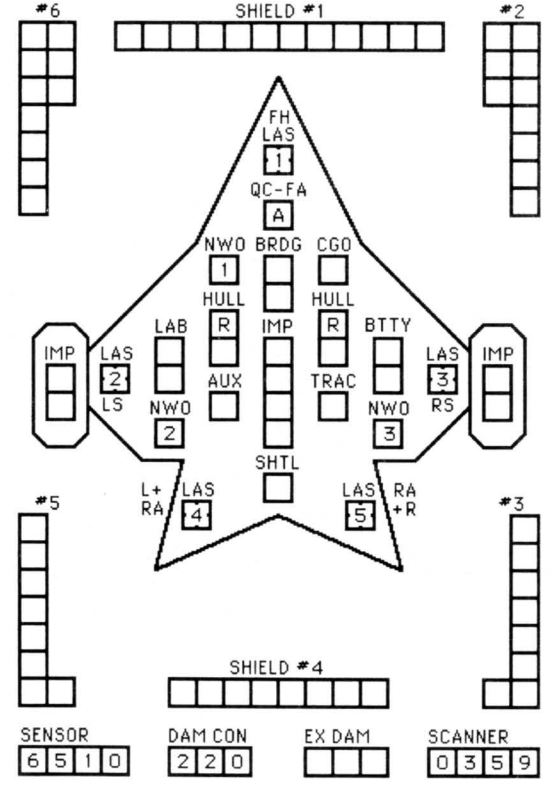
THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1/2
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

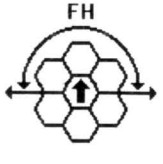
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

PARAVIAN GOBLIN SUBLIGHT FRIGATE

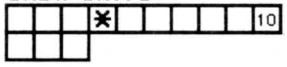




FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1/3
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLE; SEE (R4.F0).

CNTR

BOARDING PARTIES: 6

TRANSPORTER BOMBS: D

WARP TARGETED LASER

DIE ROLL	RANGE 0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

SHIP DATA TABLE

TYPE	=	SFF
POINT VALUE	=	26
BREAKDOWN	=	NA
SHIELD COST	=	0.5+0.5
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR18.5A

OPTION BOX

#1 #2 #3

TRACTOR 0
SHUTTLE 2
CARGO 0
BARRACKS 1
LAB 0

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

PARAVIAN WARP-REFITTED HEAVY CRUISER

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

									10

T BOMBS [ ] [D] [D]

SHIP DATA TABLE

TYPE	=	WCA
POINT VALUE	=	75
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR18.2B

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

OPTION BOXES

#1	#2
#3	#4

TRACTOR 0
TRANSPORTER 0
SHUTTLE 2
CARGO 0
BARRACKS 1
LAB 0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
	4	16-21
	5	22-28
	6	29+

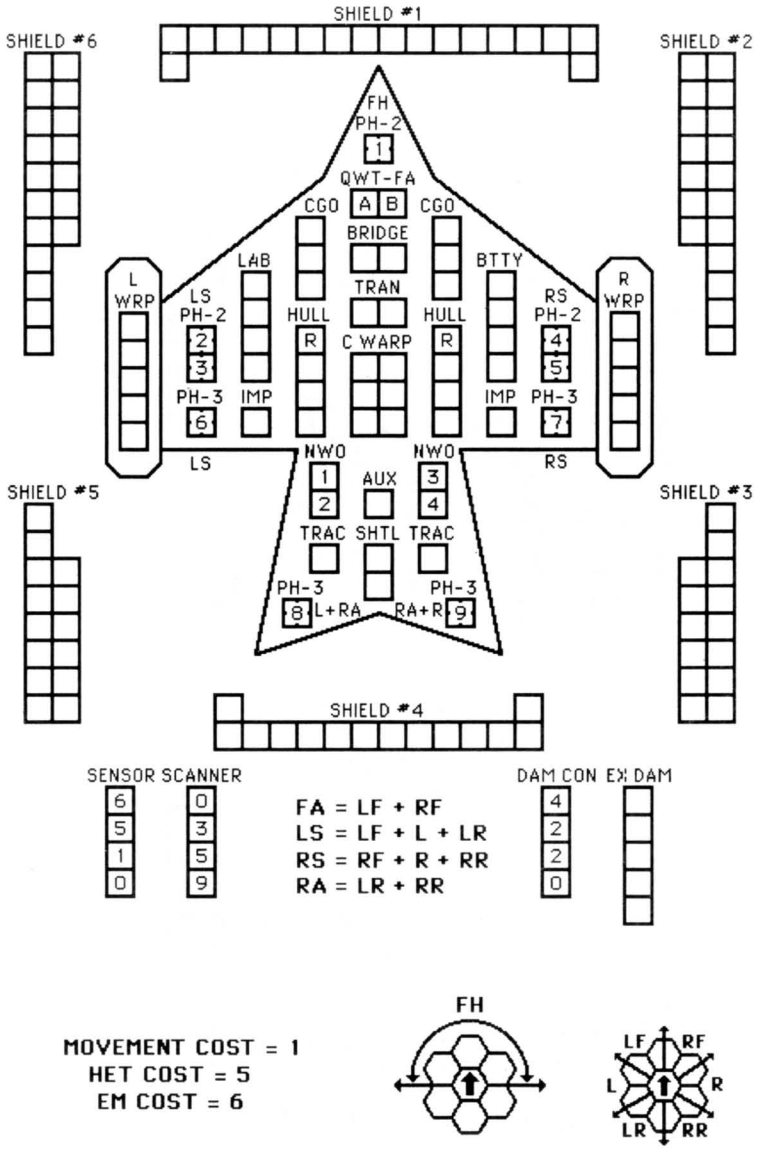
QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET [ ] BD [ ]



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

PARAVIAN RAPTOR WARP REFITTED LIGHT CRUISER

CREW UNITS

			✱						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

									10

T BOMBS ☐☐ D D

SHIP DATA TABLE

TYPE	=	WCL
POINT VALUE	=	60
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR18.3B

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

OPTION BOXES

#1	#2

TRACTOR	0
TRANSPORTER	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

TURN MODE B	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

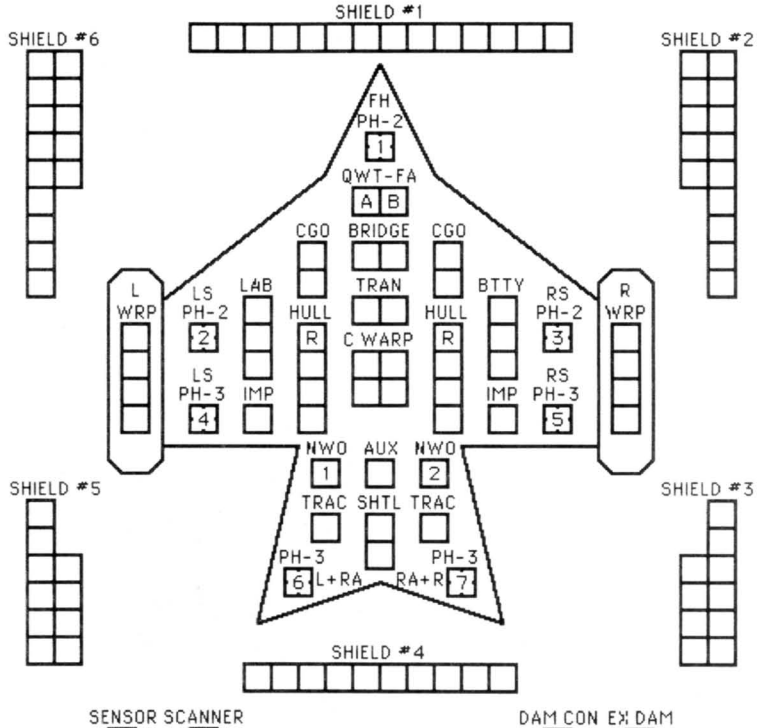
QUANTUM WAVE TORPEDO TABLE

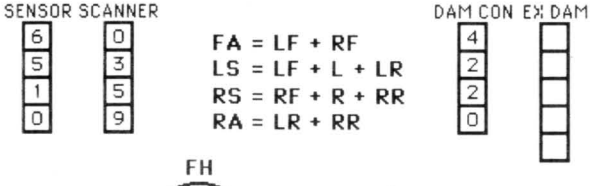
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

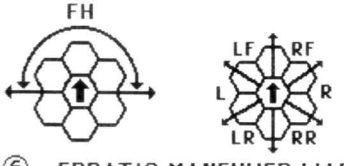
THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET ☐ BD ☐☐







WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

PARAVIAN PEREGRINE WARP-REFITTED DESTROYER

CREW UNITS

		*							10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

							8

T BOMBS ☐ D

SHIP DATA TABLE

TYPE	=	WDD
POINT VALUE	=	36
BREAKDOWN	=	4-6
SHIELD COST	=	0.5+0.5
LIFE SUPPORT	=	0.5
SIZE CLASS	=	4
REFERENCE	=	YR18.4B

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

OPTION BOXES

#1	#2

TRACTOR 0
TRANSPORTER 0
SHUTTLE 2
CARGO 0
BARRACKS 1
LAB 0

TURN MODE B	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

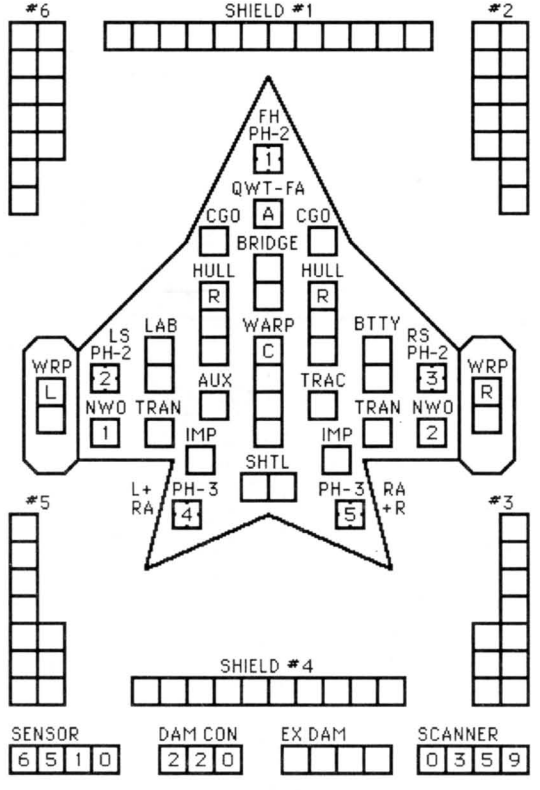
QUANTUM WAVE TORPEDO TABLE

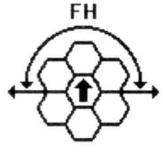
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET ☐ BD ☐☐





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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

PARAVIAN GOBLIN WARP-REFITTED FRIGATE

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] [ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

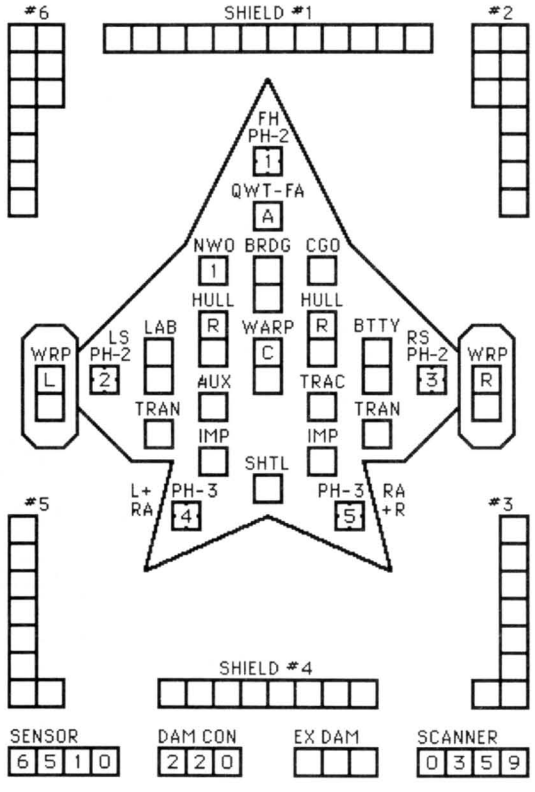
CNTR [ ]

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

T BOMBS: [ ] [D]

SHIP DATA TABLE		
TYPE	=	WFF
POINT VALUE	=	33
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR18.5B

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

OPTION BOX

[#1]

TRACTOR	0
TRANSPORTER	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

TURN MODE B		SPEED
	1	2-5
	2	6-10
	3	11-15
	4	16-21
	5	22-28
	6	29+

QUANTUM WAVE TORPEDO TABLE

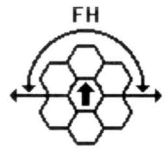
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

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

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

HET [ ] BD [ ][ ]

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



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

PARAVIAN EARLY HEAVY CRUISER

CREW UNITS

		*						10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

								10

T BOMBS

		D	D

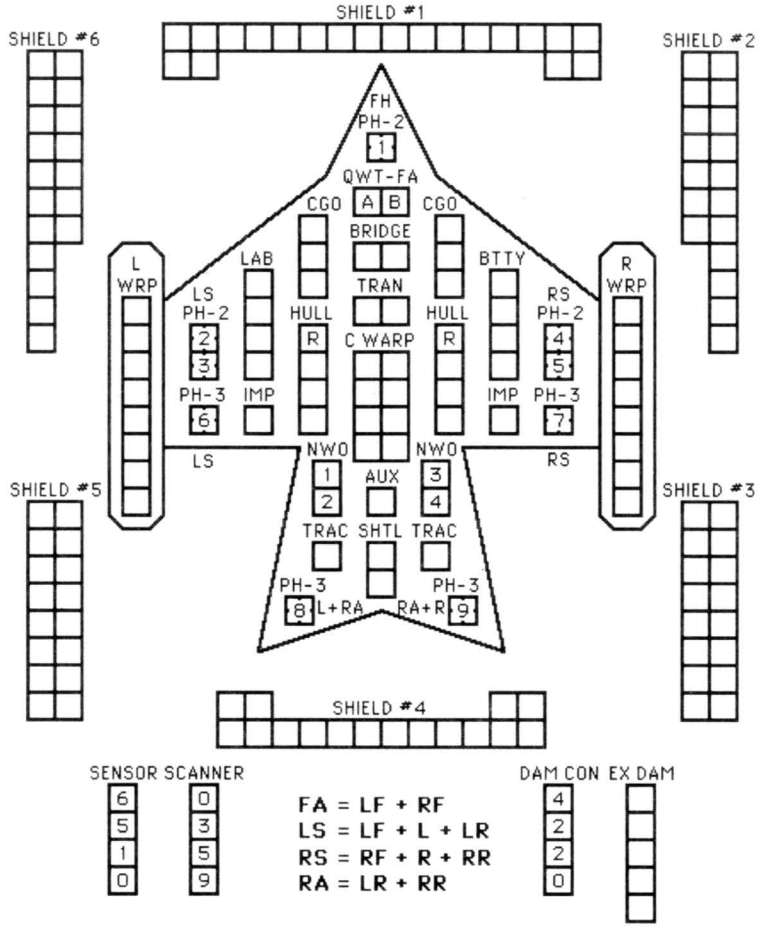
SHIP DATA TABLE

TYPE	=	YCA
POINT VALUE	=	90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR18.2C

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).



TYPE III DEFENSE PHASER

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

OPTION BOXES

#1	#2
#3	#4

TRACTOR 0
TRANSPORTER 0
SHUTTLE 2
CARGO 0
BARRACKS 1
LAB 0

TURN MODE B	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET □ BD □□

SENSOR SCANNER

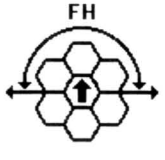
6	0
5	3
1	5
0	9

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

DAM CON EX DAM

4
2
2
0

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



PARAVIAN RAPTOR
EARLY LIGHT CRUISER

CREW UNITS (10 / 20 / 30)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES (10)

T BOMBS [ ][ ] [D][D]

SHIP DATA TABLE

TYPE	=	YCL
POINT VALUE	=	72
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR18.3C

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

OPTION BOXES

[#1] [#2]

TRACTOR	0
TRANSPORTER	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

TURN MODE B	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

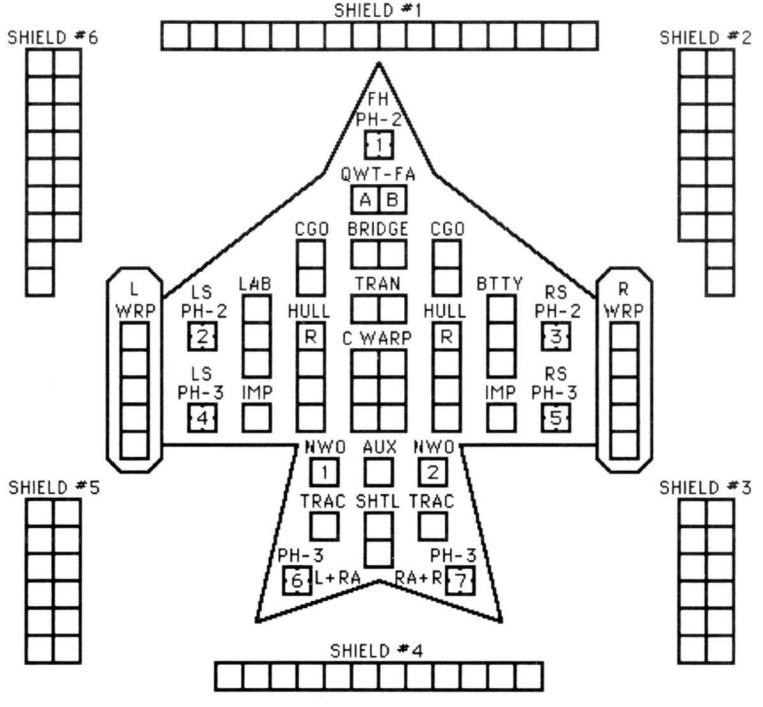
QUANTUM WAVE TORPEDO TABLE

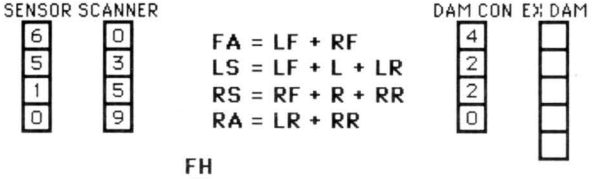
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

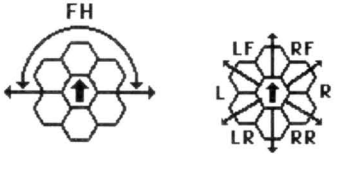
THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET [ ] BD [ ][ ]







WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

PARAVIAN PEREGRINE EARLY DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

							8

T BOMBS

	D

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	55
BREAKDOWN	=	4-6
SHIELD COST	=	0.5+0.5
LIFE SUPPORT	=	0.5
SIZE CLASS	=	4
REFERENCE	=	YR18.4C

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

OPTION BOXES

#1	#2

TRACTOR	0
TRANSPORTER	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

TURN MODE B	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

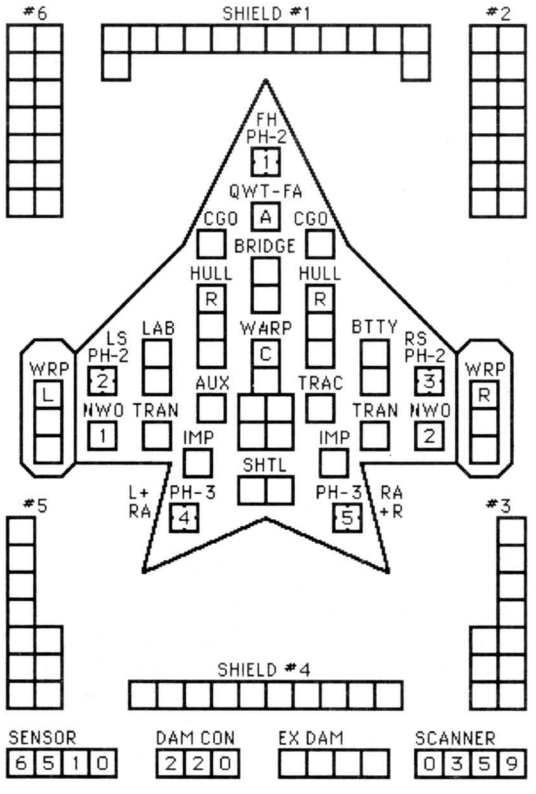
QUANTUM WAVE TORPEDO TABLE

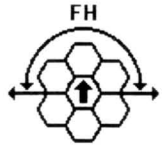
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET	BD



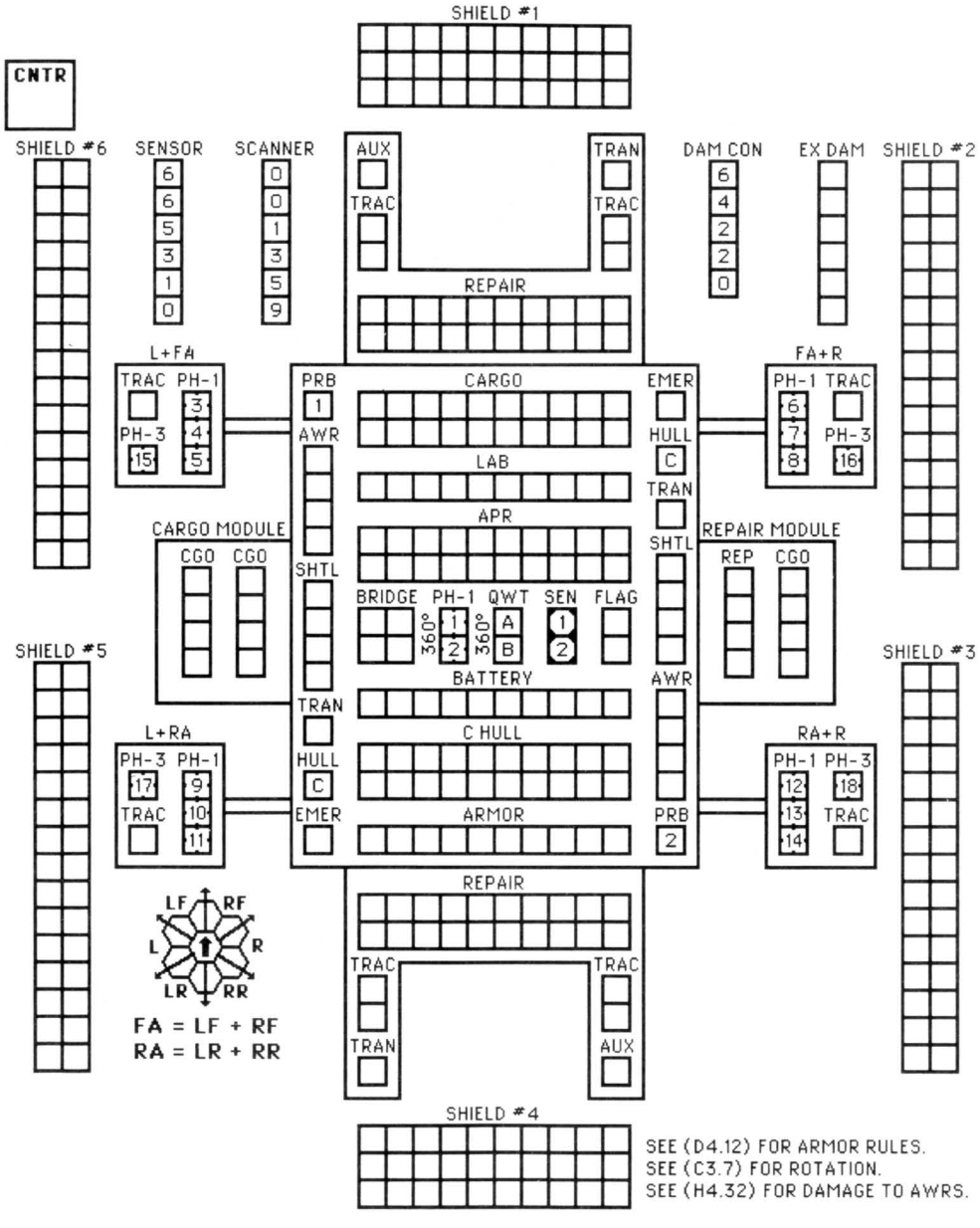


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

PARAVIAN NEST DEFENSE PLATFORM



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

SHIP DATA TABLE

TYPE	=	NST
POINT VALUE	=	160
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1

CARGO MODULE +5

REPAIR MODULE +8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 3
2 3

BOARDING PARTIES

10

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

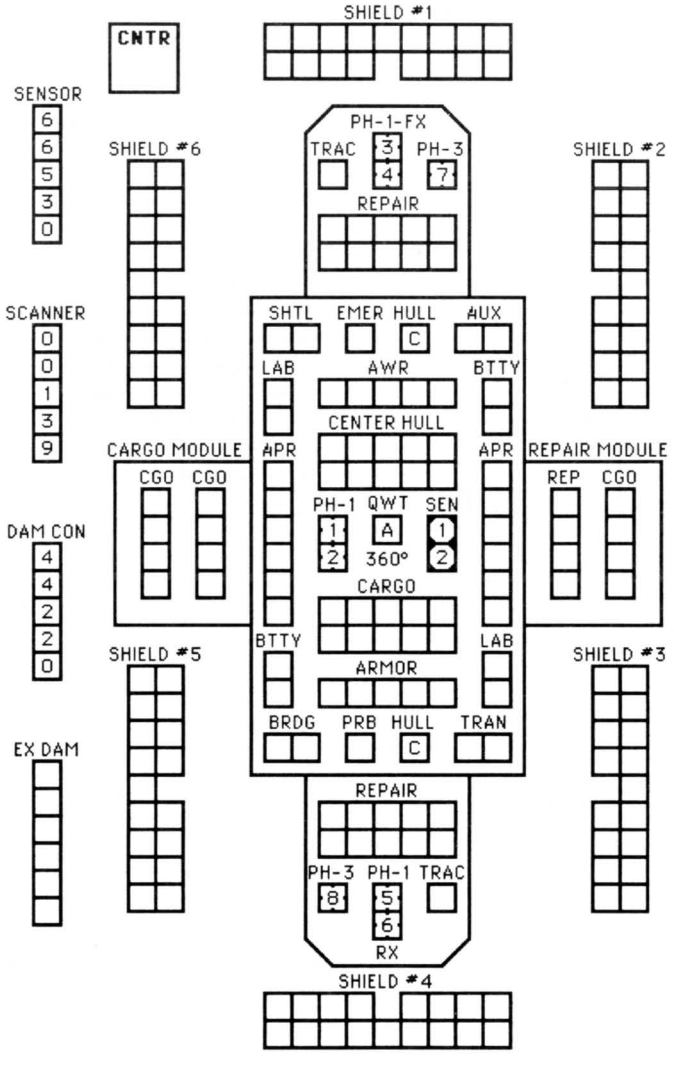
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

PARAVIAN AERIE REMOTE OUTPOST



SHIP DATA TABLE		
TYPE	=	AER
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
REPAIR MODULE +8		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

			*					10
								20
								30
								40
								50
								60
								70
								80

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

LF RF L R LR RR

FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

CARNIVON WARP-REFITTED LIGHT CRUISER

CREW UNITS

10 | 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES 10

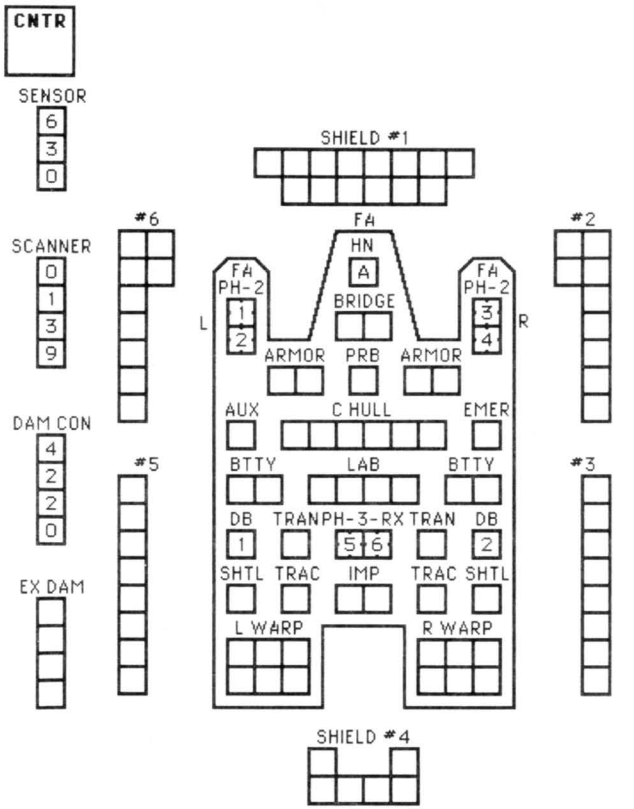
TRANSPORTER BOMBS D D

DECK CREWS 2

PROBES 3

SHIP DATA TABLE

TYPE	=	WCL
POINT VALUE	=	45
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR19.4A



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

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

SEE (D4.12) FOR ARMOR RULES.

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACKS

1
2

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	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

CARNIVON WARP-REFITTED DESTROYER

CREW UNITS: * 10

BOARDING PARTIES: 6

DECK CREWS: 2

ADMINISTRATIVE SHUTTLES

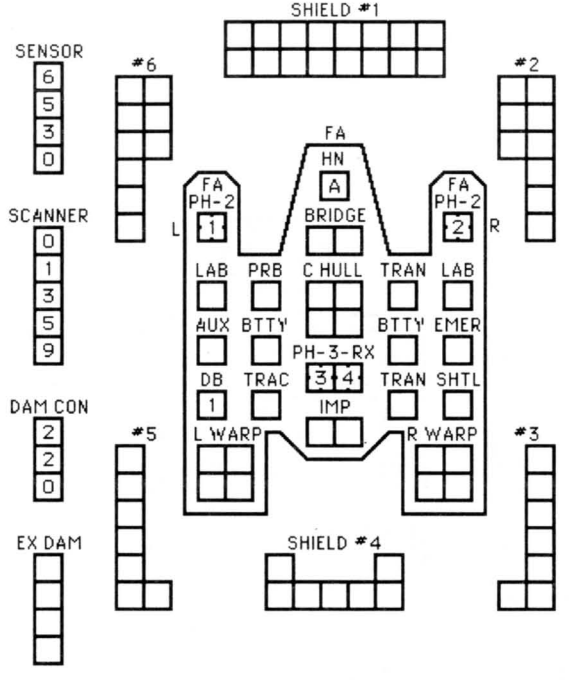
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D

PROBES: 3

SHIP DATA TABLE		
TYPE	=	WDD
POINT VALUE	=	35
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR19.5A

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACK: 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	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

CARNIVON WARP-REFITTED FRIGATE

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

BOARDING PARTIES [ ][ ][ ][4]

DECK CREWS [ ][2]

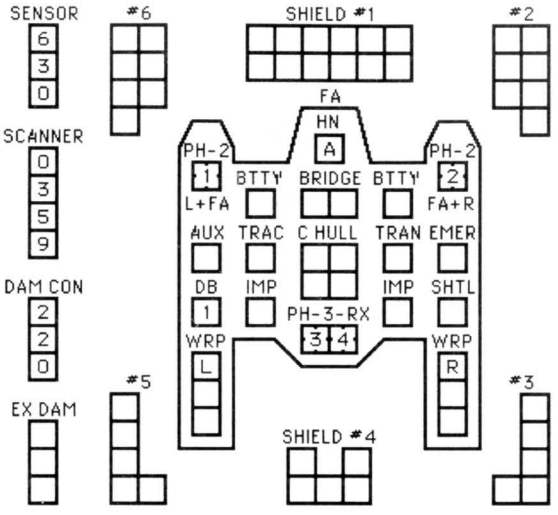
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [D]

SHIP DATA TABLE		
TYPE	=	WFF
POINT VALUE	=	25
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR19.6A

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACK [1][ ][ ][ ][ ][ ]

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CARNIVON BEAR-DOG DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

TRANSPORTER BOMBS

				D	D	D	D

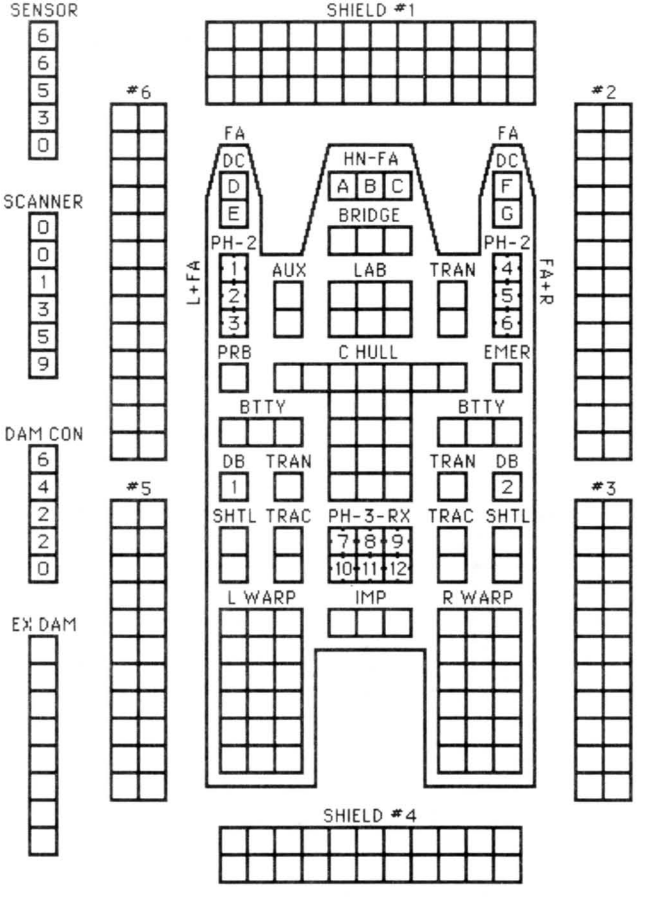
PROBES

		3

SHIP DATA TABLE

TYPE	=	YDN
POINT VALUE	=	110
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR19.2

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

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

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS

1					
2					

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

CARNIVON WOLF HEAVY CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

		3

SHIP DATA TABLE

TYPE	=	YCA
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR19.3

CNTR

SENSOR

6
6
5
3
0

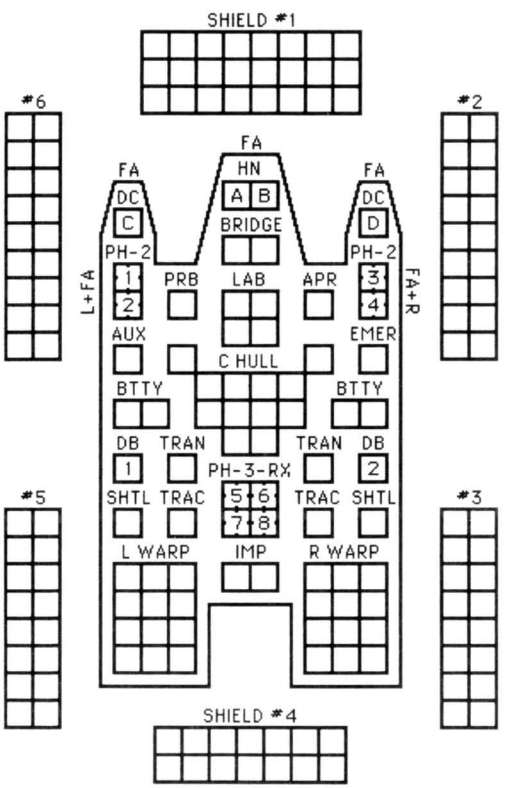
SCANNER

0
0
1
3
5
9

DAM CON

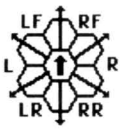
4
2
2
0

EX DAM



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS

1				
2				

CARNIVON COYOTE LIGHT CRUISER

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

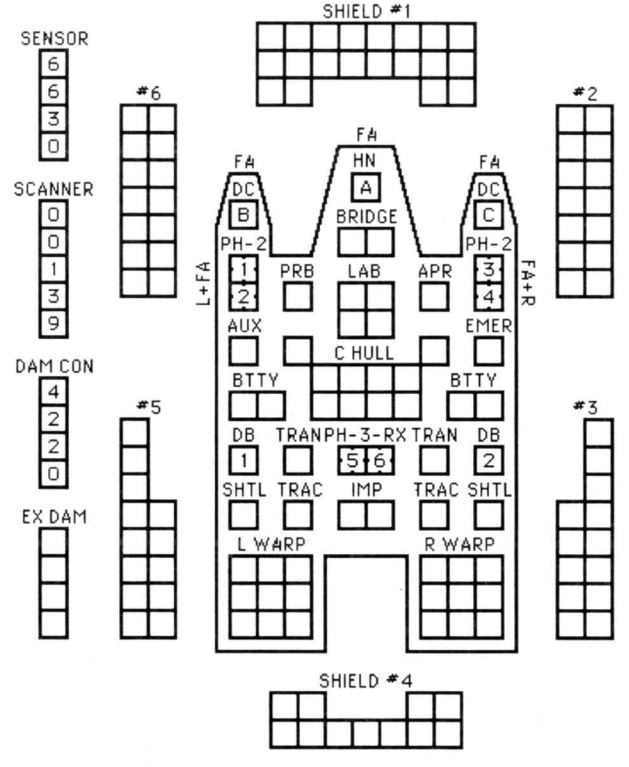
PROBES

		3

SHIP DATA TABLE

TYPE	=	YCL
POINT VALUE	=	70
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR19.4B

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS

1					
2					

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	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

CARNIVON FOX DESTROYER

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10]

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

DECK CREWS: [ ][2]

PROBES: [ ][ ][3]

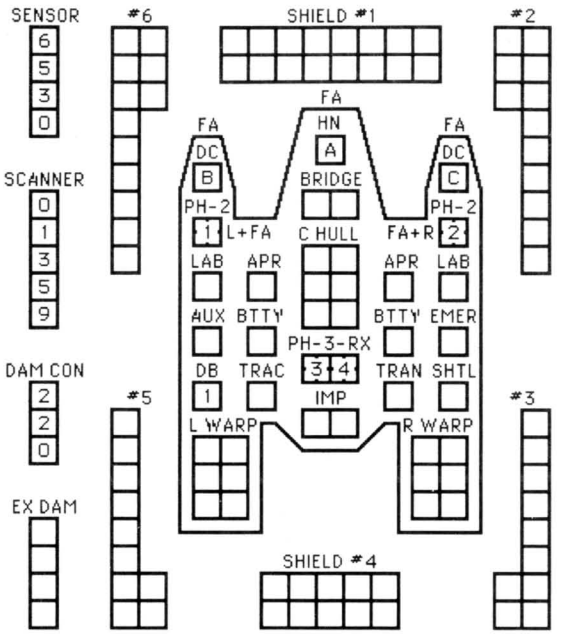
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: [ ] [D]

SHIP DATA TABLE		
TYPE	=	YDD
POINT VALUE	=	45
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR19.5B

CNTR



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE	0	10	8	8	6	6

DEATHBOLT RACK: [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	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

CREW UNITS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

			4

TRANSPORTER BOMBS

	D

DECK CREWS

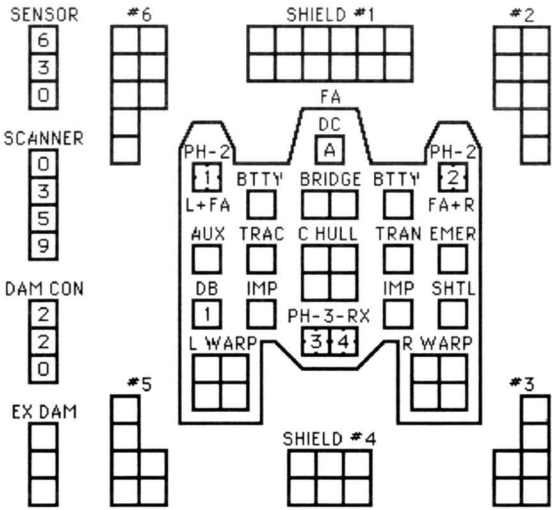
	2

SHIP DATA TABLE

TYPE	=	YFF
POINT VALUE	=	35
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR19.6B

CNTR

CARNIVON FENNEC FRIGATE



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

TURN MODE	SPEED
A	2-6
HET	7-12
	13-19
BD	20-26
	27+

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE	0	10	8	8	6	6

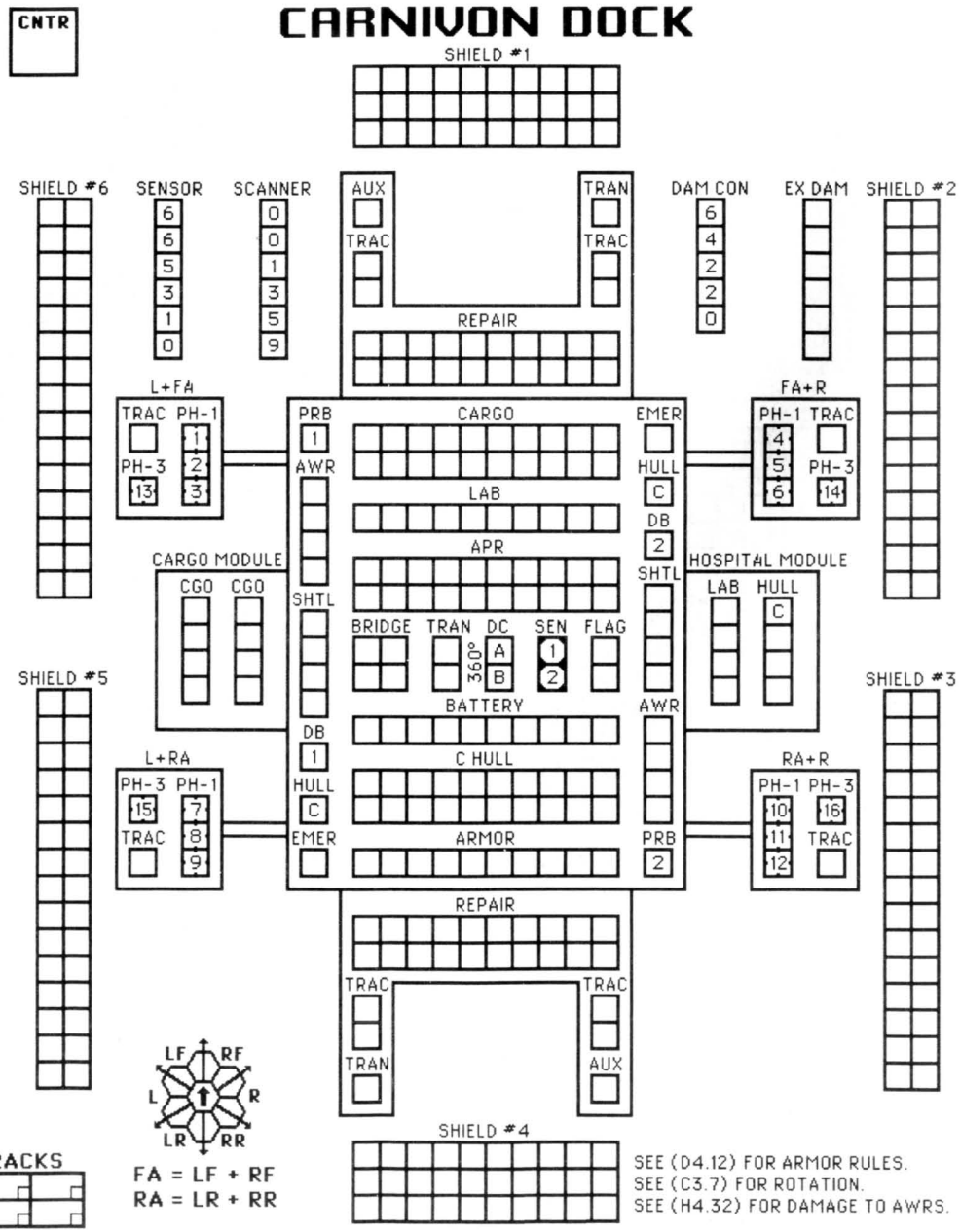
DEATHBOLT RACK

1					

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CARNIVON DOCK



FA = LF + RF
RA = LR + RR

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

SHIP DATA TABLE

TYPE	=	YDK
POINT VALUE	=	160
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR1.1

CARGO MODULE +5

HOSPITAL MODULE +5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10 20 30 40 50 60 70 80 90 100

TRANSPORTER BOMBS

D D D D

PROBES

1 3
2 3

DECK CREWS

2

BOARDING PARTIES

10

TYPE I OFFENSIVE PHASER TABLE

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

HOSPITAL MODULE
CREW UNITS: 9

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

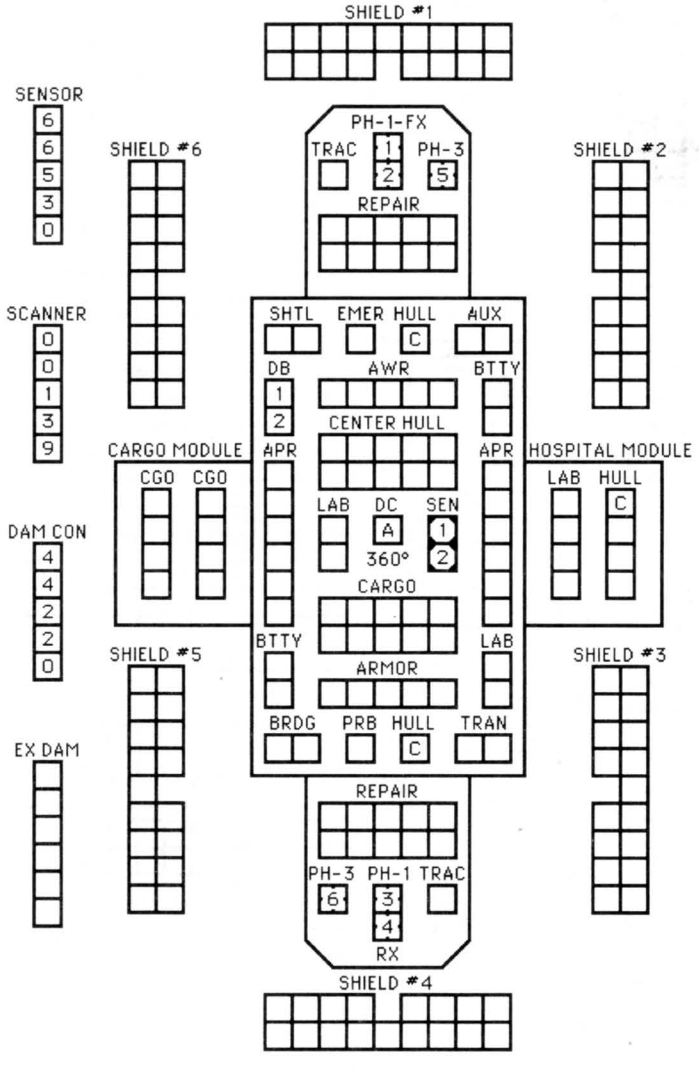
DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS

1
2

CARNIVON EARLY BASE STATION



SHIP DATA TABLE		
TYPE	=	YBS
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3
CARGO MODULE +5		
HOSPITAL MODULE +5		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ] [ ] [D] [D]

PROBES [ ] [ ] [3]

DECK CREWS [ ] [2]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

		*						10
								20
								30
								40
								50
								60
								70
								80

BOARDING PARTIES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

LF RF L R LR RR

FX = L + LF + RF + R
RX = L + LR + RR + R

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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

HOSPITAL MODULE
CREW UNITS: 9

TYPE III DEFENSE PHASER

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

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HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS

1 [ ] [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ] [ ]