



COMPANION GAMES

Presents:

ARGONIANS-1



INCLUDES - ALL THE RULES NEEDED FOR PLAY:

THE ARGONIANS: A NEW STAR FARING RACE
THE ENERGY FLUX: A POWERFUL HEAVY WEAPON
PLASMA PHASERS: A COVETED ARGONIAN SECRET
THE STROBE: A UNIQUE SHIP SYSTEM
HULL ROTATION: A SPECIAL MOVEMENT ABILITY
THE ARGONIAN NEBULA: A UNIQUE TERRAIN FEATURE
MEDICALLY INFECTIOUS ZONES: A BONUS TERRAIN RULE

HISTORICAL BACKGROUND FOR THE ARGONIANS:

ARGONIAN HISTORY
A TIMELINE
10 HISTORICAL SCENARIOS

TECHNICAL INFORMATION INCLUDING:

A FLEET DATA TABLE LISTING ALL ARGONIAN SHIPS
SHIP DESCRIPTIONS FOR 30 ARGONIAN UNITS
ARGONIAN FIGHTER RULES & A CARRIER GROUP SSD
ALL NECESSARY ANNEXES
THE ARGONIAN TOURNAMENT CRUISER

ALSO INCLUDED: 25 COMPANION SSDS

The material contained in this product is expansion material for use with the game STAR FLEET BATTLES (the starship combat game created by Amarillo Design Bureau and published by Task Force Games). This product is not sponsored by, or affiliated with Amarillo Design Bureau or Task Force Games. This is an independent product created solely by Companion Games. You must have STAR FLEET BATTLES Captain's Basic Set to use this product.

INTRODUCTION

The expansion material you have just purchased is the result of 8 years (since 1985) of creative energy, playtesting, designing and redesigning. I sincerely hope you find the Krebiz playable, fair, and most of all, fun! SFB is a fantastic game designed for having fun. If you are one of those people who believe that only 'official' material should be used then throw this book away NOW! It is 'unofficial' material. This product is not sponsored by or affiliated with Amarillo Design Bureau or Task Force Games. This is an independent product by Companion Games.

The material enclosed is for fun and experimentation. It is for people who are tired of the same old weapons, ships and scenarios. It is for those who wish to encounter a new race with no prior knowledge of the tactics needed. Most importantly this expansion material is for anyone who ever created, designed or modified any ship, rule or scenario. SFB players thrive on new material. It can't come out fast enough, can it? So stop waiting and play a new race's starships.

Note: If you do not have Captain's Basic Set and/or do not know how to play STAR FLEET BATTLES then you will not be able to use this material.

C. Henry Schulte

INTEGRATION

The material in this supplement is designed for easy integration into your existing SFB rule book. As with the other SFB rulebooks, simply cut this booklet apart at the center, hole punch it and insert it in your rulebook. The rules are numbered in a unique manner so that new 'official' material, added at a later date, will not contrast with the rules presented here, and so that our product can be easily differentiated from that of TFG.

Example: (DW-2) should be inserted behind (DW-1) at the end of the E section (direct-fire weapons section) of your rulebook. Alternatively, players could leave this book intact so that all the Argonian material is readily accessible.

RULE ABBREVIATIONS

CR	Combat Rule	MR	Movement Rule
DW	Direct-fire Weapon Rule	PR	Power Rule
ER	Ship Equipment Rule	RH	Race History
FR	Fighter Rule	SW	Seeking Weapon
HC	Historical Campaign	TR	Terrain Rule
HS	Historical Scenario	XR	X-Ship Rule

ARGONIANS-2 & ARGONIANS-3

If a rule is sited somewhere in this text and you cannot locate it, it might be in one of the two sequel products, see the rules index on page two.

All of the ships described in the (RH-2) section of this product do not have SSDs enclosed in this product. There are only enough SSDs to give you a taste of the Argonian race. All of the 'missing' SSDs are printed in the other Argonian books. Each ship description tells you where the accompanying SSD is printed. In this manner, those who do not wish to pay for all the extra SSDs do not have to.

USAGE

The race presented in this supplement can be used in a number of ways. It is solely up to the players and GM (if any) how to use this product. Some possibilities are listed here

HISTORICAL RACE: Use the history presented herein.

SUBSTITUTE RACE: This race could be substituted in an ongoing campaign for one of the existing races

COMPUTER SIMULATION: This race could be used as a training simulator race by one of the existing races

RANDOM ENCOUNTER RACE: This race could be used in an ongoing campaign where the GM integrates random encounters.

FAR SIDE RACE: This race could be located on the far side of the galaxy, presumably with other such races

EXTRA-GALACTIC: This race could be visiting this galaxy from another, or a standard race could visit the galaxy of this race

SURPRISE ENCOUNTER: Spring it on another player who has never read this book by using the Tactical Intelligence rules (D17). Players should use discretion when doing this

Obviously the possibilities are endless. Enjoy

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SSD INFORMATION

If you haven't already noticed, the SSDs in this book are quite different from those you are used to. Essentially everything you need is there, plus a few extra bonuses
Notes:

1. The actual HET cost is given on the Turn Mode Chart, as is the breakdown rating.
2. The Power Curve box is a listing of the ship's total power distribution.
3. All large groups of boxes have a number in the lowest right hand box indicating quantity.
4. The Ship Data Table lists the movement cost and the number of internals. The number of internals does not include Sensor, Scanner, Dam. Con., Ex. Dam. or Shields; it does include all possible refits. Ships with armor have two numbers; the first without / the second with.
5. The last Ex. Dam. box contains the explosion strength.

COMPANION GAMES

Companion Games was created in 1993 as a vehicle for publishing this material. Its president, C. Henry Schulte, is the author of all the products listed at right. He first played SFB back in 1984 with the designer's edition, and immediately began expanding the game system for his own use. Our purpose is to provide you with the best, most well-written gaming material that we can.

Your comments and suggestions are always welcome. We are not considering submitted material at this time (except scenarios & fiction), but we may in the future. Anything already submitted to ADB is off limits! NOTE: We would like to see fiction, scenarios and tactics based on our material and unique races right now.

Thank you for your interest.

RULES INDEX

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RH-3	Indirigan Ships	Indirigans-1,2
HC-1	Krebiz Campaign Notes	Krebiz-2
HC-2	Krebiz Campaign	Krebiz-2
XR-1	Krebiz X-1 Rules	Krebiz-3
XR-2	Argonian X-1 Rules	Argonians-3
XR-3	Indirigan X-1 Rules	Indirigans-2

PLEASE NOTE: There are too many scenarios in these products to have listed them all here. There are some additional expansion rules which already exist but are not listed here to prevent confusion. They will appear with future races that are not as yet defined. This index will be expanded as products are added to our SFB support line.

PHOTOCOPIES

Players may make copies of the SSDs and play aids in this book for their own personal use. Nothing in this product may be reproduced for resale or distribution of any kind.

OTHER PRODUCTS

COMPANION GAMES publishes several other fine products for use with SFB:

Current products:	Pages	Price
Argonians-1	48	\$8.50
Argonians-2*	48	\$8.50
Argonians-3*	48	\$8.50
Indirigans-1*	48	\$8.50
Indirigans-2*	48	\$8.50
Krebiz-1	48	\$8.50
Krebiz-2*	48	\$8.50
Krebiz-3*	48	\$8.50
In-Coming Fire (monthly newsletter)	8	\$1.00 ea.

Shipping & Handling: \$4.00 U.S., \$5.90 U.S. 2-day, 20% Canada, 40% foreign ground, 60% foreign air.

* These products are complete but have not gone to the printer at this time (July 1993), they will be available soon.

To order any of these products, write to us at:

COMPANION GAMES
P.O. BOX 392
STAMFORD, NY 12167

Or call us at 1-800-49 GAMES (1-800-494-2637) to direct order. Have your VISA or Mastercard ready. Orders only please. Other inquiries please call 1-607-652-9038.

If you have a technical question, we will gladly answer it as long as a self addressed stamped envelope accompanies your question(s). Why type questions will be answered in In-Coming Fire & no SASE is required. For a free sample copy of In-Coming Fire #1 and an order form / product update send us a stamped self addressed envelope.

DESIGN CREDITS

The list below gives credit to those who originally designed or conceived the following units, rules or concepts and to those who gave input in some manner:

General Contributions: C. Henry Schulte, Mark A. Galasso, Richard Rausch, John M. Hammer, John Rigley Sr., John E. Kasper, Ed Slusarek, Shivaun N. Schulte, Taylor D. Schulte, John Rigley Jr, and Ginger Lewis, Cheyne Gable, Douglas G. Gable.

Non-Computer Art: Ryan C. Gable.

Plasma Phasers: Mark Galasso.

War Cruisers: Richard Rausch.

All ships, History, Energy Flux, Hull Rotations, Strobe, Argonian Nebula, Medically Infectious Zone: C. Henry Schulte.

Chief Playtesters and General Input on all Rules: John M. Hammer, John (Jack) Rigley, Mark Galasso, Richard Rausch.

Playtesters, Editing and Other Input: John Rigley Jr., Joseph Mannino, Albert A. Alecknavage II.

Proofing & Content Editing: John M. Hammer.

Computer Graphics, SSDs and Text: C. Henry Schulte.

And most of all, thanks to you, the players.
If I have missed anyone, please forgive me.

C. Henry Schulte

(MR-1.0) ARGONIAN HULL ROTATION

Argonian ships function essentially the same as other ships with respect to movement, except for their ability to perform hull rotations and their free impulse movement. No other race has either of these abilities. A hull rotation is simply turning the hull of the ship 60 degrees while continuing to move in the same direction. The engines on most Argonian ships are not fixed in position they can rotate about the ship. This allows the ships hull to rotate while the engines remain in position.

(MR-1.01) NOTE: An Argonian ship with a complete set of warp engines (one box not destroyed on each specific engine) is not effected by (P6.5), (TR-1.15), (TR-1.25), (TR-1.35) or (TR-1.45).

(MR-1.1) EARNING HULL ROTATIONS

(MR-1.11) An Argonian ship earns 4 hull rotations each turn, one on impulse 2, 8, 16, 24. If it not used before the next one is earned then it is lost.

(MR-1.12) Hull rotation does not effect turn mode nor is it effected by it. It does not affect slip slides, nor is it effected by them.

(MR-1.13) An Argonian player is not required to make hull rotations.

(MR-1.14) Hull rotations cost no energy.

(MR-1.2) USING HULL ROTATIONS

(MR-1.21) DEFINITION: A hull rotation is basically rotating the hull 60 degrees but not changing the direction of movement. **Example:** An Argonian ship moving in direction A rotates its hull facing 60 degrees to direction B. It would still travel direction A but face direction B. The diagram below illustrates this procedure. It is traveling "crooked" through space. A ship firing from direction A would hit the number 6 shield not the number 1.

(MR-1.22) TURNS: A ship traveling "crooked" that makes a turn will continue to travel "crooked" in the direction turned. This applies to HETs also. The ship cannot be straightened until the next hull rotation is earned. Note: If a hull rotation has been earned it could be used to straighten out the ship at the same time as a turn is made.

(MR-1.23) WHEN: A hull rotation may be made either clockwise or counter clockwise at any speed, except 0, as long as one has been earned. This occurs when the ship makes its move. An earned hull rotation can only be lost by using it, stopping, declaring emergency deceleration or earning a new one, i.e. you can only have one at a time.

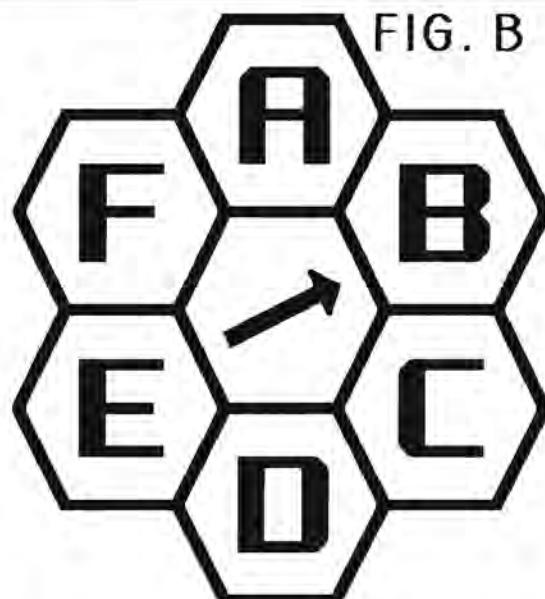
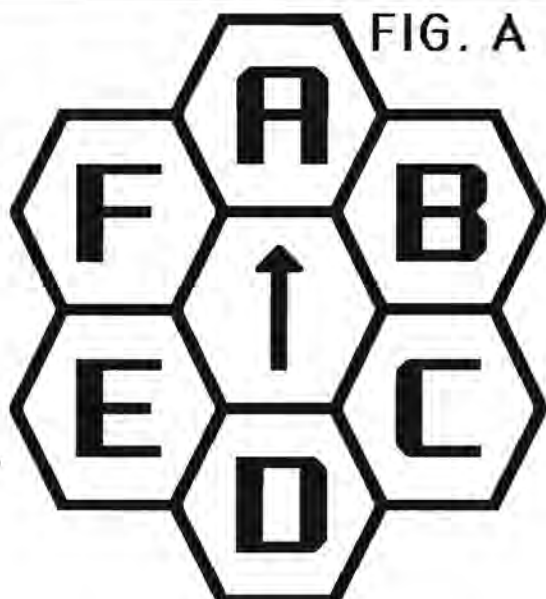
(MR-1.231) An Argonian ship that has used its hull rotation cannot perform another until the impulse on which the next hull rotation is earned.

(MR-1.232) If an Argonian ship declares emergency deceleration it cannot perform a hull rotation in the 2 subsequent impulses between declaration of emergency deceleration and when the ship actually comes to a stop, even if it should move.

(MR-1.233) Hull rotations may be performed on any impulse of the turn (except impulse 1) so long as one has been earned. They may be performed on impulses when the ship is not scheduled to move. This occurs after all slower ships have moved but before all faster ships move, i.e. at the same time the ship would normally move.

(MR-1.24) STOPPING If an Argonian ship stops for any reason it must begin moving, either forward or backward, with the same directional facing as when it stopped, even if that were "crooked". It cannot perform a hull rotation until one is earned.

(MR-1.25) COUNTER: A drone counter should be placed in the alphabetical diagram at the top right corner of the map in hex 4002. This counter should always point in the direction that the Argonian ship is traveling, as the actual ship counter may be facing a different direction from that being traveled. If a ship were traveling direction A (figure A) and turned 60 degrees right to direction B (figure B) the counter should be rotated as shown below.



(MR-1.3) INTERNAL DAMAGE

There is no need to keep track of what position the engines are in to determine internal damage. If the forward center warp engine is currently in a position facing the #3 shield it will still take damage as 'center warp' because it is still the forward center warp engine, it is just in a different position temporarily.

(MR-1.4) ARGONIANS ONLY

This system is not used by any other ship but Argonian ships. Argonian freighters, Q ships, and ships captured by Argonians cannot perform hull rotations. Any Argonian ship that is captured by another race can perform hull rotations. Argonian tugs cannot perform hull rotations if carrying 2 or more pods, or 1 double sized one.

(MR-1.5) FLEET DIRECTIONAL CHARTS

The diagrams below should be used during fleet actions to record the direction of movement for all Argonian units capable of hull rotations. The ship counter will always indicate facing, but not always direction of movement. This is useful in fleet actions when many ships are being used.

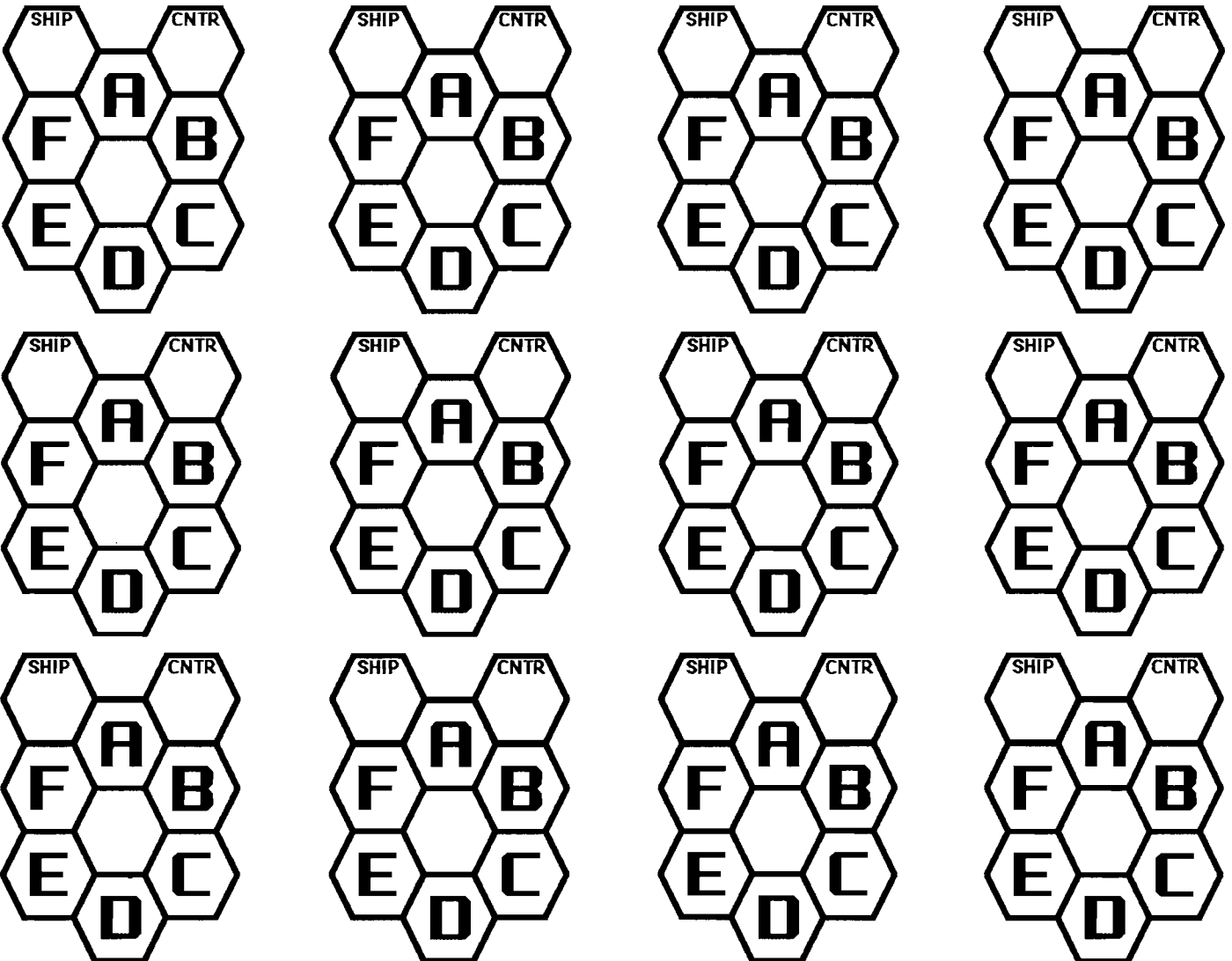
(MR-2.0) ARGONIAN FREE IMPULSE MOVEMENT

(MR-2.31) REASON: Because of the unique layout of an Argonian ship's warp engines it was discovered that the ship could make impulse movement at no net energy cost. The regular warp emissions were harnessed to accomplish this.

(MR-2.32) PROCEDURE: Argonian ships with a complete set of warp engines (1 box not destroyed on each individual engine) can accomplish impulse movement at no cost. Zero energy is allocated for impulse movement. Thus the ship can travel 11 hexes of movement for 10 points of energy. If one or more engines are completely destroyed (all the boxes on any one individual engine crossed off) then the Argonian ship may not make any impulse movements.

(MR-2.32) CRITICAL HITS: If (D8.0) Critical Hits are being used, this ability is lost if a critical hit to the warp engine controls is taken.

(MR-2.33) IMPULSE TACS: Argonian ships which do not have impulse engines can never perform impulse tactical maneuvers.



(DW-2.0) ENERGY FLUX

Energy flux weapons are carried by Argonian ships. This heavy weapon requires 3 consecutive turns to arm. A devastating weapon, as energy builds up around the target ship over an 8 impulse period, and when released damages from 3 to 6 of its shields. In a matter of impulses the Energy Flux can rip down the shields leaving the target ship unprotected. This powerful heavy weapon requires 3 turns to arm and a total of 10 energy. There are 3 different ways of firing the energy flux called modes.

(DW-2.1) DESIGNATION

Energy flux weapons are designated "EF" on the ship system display (SSD) and labeled A, B, C etc.

(DW-2.2) ARMING PROCEDURE

(DW-2.21) POWER REQUIRED: Each energy flux weapon requires 10 energy allocated over 3 turns. Energy may be allocated in several ways as long as these arming procedures are followed. There is no overload option for the energy flux, however there are 3 modes of fire (DW-2.4). All modes are armed using the exact same procedure.

(DW-2.22) ESCALATED ARMING PROCEDURE:

Each consecutive turn of arming must be equal to or greater than the previous turn of arming. An arming cycle of 1-1-8 follows this and represents the smallest beginning allocation. Thus 3-3-4 represents the smallest ending allocation. There are other possible arming cycle combinations.

(DW-2.221) All possible arming cycle combinations of rule (DW-2.22) are: 1-1-8, 1-2-7, 1-3-6, 1-4-5, 2-2-6, 2-3-5, 2-4-4, 3-3-4. These are the only possible energy allocations for the energy flux.

(DW-2.23) WARP REQUIRED: Energy to fire the energy flux must be warp energy.

(DW-2.24) OVERLOADS: Energy flux weapons may not be overloaded, see (DW-2.4) Energy Flux Modes for an explanation. Note: EFs may, however, be fast-loaded (DW-2.51).

(DW-2.25) HOLDING COST: The energy flux weapon may be held at a holding cost of 2 points of energy per turn. This energy may come from any source.

(DW-2.26) TURN OVERLAP: The energy flux weapon may be rearmed before the damage it generates takes effect. If the weapon is fired on or after impulse 25 then this rule is in effect. The energy flux will not detonate until the following turn, but energy may be allocated for the first turn of rearming, during energy allocation.

Example: The Argonian player announces firing of his energy flux on impulse 30 of turn 3. He may begin to rearm the energy flux in the energy allocation phase of turn 4 even though the energy flux will not detonate until impulse 6 of that turn.

(DW-2.3) FIRING PROCEDURE

There are 3 ways in which the energy flux may be fired. These are called modes (DW-2.4). The arming cycle (DW-2.2) is identical for all 3 modes. The EF is fired in one of these modes, but the damage is not determined until 8 impulses later. The energy flux requires this 'firing period' to generate power around the target ship; after it has elapsed all power generated is discharged onto the target's shields.

(DW-2.31) DIRECT FIRE: The energy flux is a direct-fire weapon and as such is announced with all other direct-fire weapons in the direct-fire weapons segment. At this time the target ship and firing mode must be announced. A to-hit die roll is then made. If the weapon hits, the shield facing must be determined and recorded.

(DW-2.311) Since the damage does not occur until 8 impulses later the shield facing and current range should be written down on the target ship SSD. This will help to keep track of which shields will be hit when the damage die roll is made.

(DW-2.312) The chance of hitting the target is given for each mode on the energy flux table (DW-2.34). The number of shields affected and the amount of the effect are also given.

(DW-2.313) Electronic Warfare (D6.3) effects the chance of hitting by 1 for each EW shift.

(DW-2.32) DESTROYED TUBE: If the energy flux firing tube is destroyed before its damage is generated, but after it has been fired (assuming it had hit), then it will still hit and take full effect, i.e. The charge building up around the target ship is not lost if the EF tube is destroyed.

(DW-2.33) DAMAGE RESOLUTION: Eight impulses after the EF was fired (assuming it hit), the damage die roll must be made. This roll is never affected by electronic warfare. Roll on the damage portion of the chart (top half) using the range recorded eight impulses earlier (DW-2.311).

(DW-2.331) The number generated on the damage portion of the chart is the amount of damage taken by each shield. DO NOT divide this damage by the number of shields affected, apply it directly to each shield.

(DW-2.34) ENERGY FLUX TABLE

DIE RANGE		9- 12-									
ROLL	0	1	2	3	4	5	6	7	8	11	14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
MODE	HIT		SHIELD DAMAGE								
1	1-5		3 FULL			3 NONE					
2	1-4		3 FULL			3 HALF					
3	1-3		6 FULL								

(DW-2.35) MAXIMUM RANGE: The maximum range for the energy flux is 14 hexes. If the target leaves this range it will still be effected by the EF, based on the range recorded in (DW-2.311). The energy flux may not be fired until the target is within 14 hexes.

(DW-2.36) SHIELD REINFORCEMENT: General Shield Reinforcement must be divided equally among all shields that take damage from the energy flux. Extra points of general reinforcement are divided at the owning players option. Example: 8 points of general reinforcement would provide 1 point of protection to each of the six shields (assuming mode 3) and 1 point to any 2 shields chosen by the target player.

(DW-2.37) INTERNALS: When rolling internal hits treat each shield facing as its own volley, but, combine it with all other direct fire damage on that shield on that impulse.

(DW-2.38) FIRING ARCS: The target must be within the firing arcs at the time direct fire occurs. If the target should leave these arcs during the 8 impulse firing period the energy flux will still strike its target normally. The firing arcs apply only to announcement of fire, not detonation.

(DW-2.39) NON-STANDARD TARGETS: If the energy flux is fired at a non-standard target all of its damage will take effect.

Examples: A fighter is targeted with mode 1 and 8 points of damage is to be taken by each of 3 shields, the fighter would take 24 damage. If an Andromedan is hit with an energy flux then apply damage that would be on shields 1, 2 and 6 to the forward PAs, the rest to the rear PAs. Example: If mode 1 is fired at a number 2 shield facing and does 8 damage to each shield then 16 damage would be taken by the front PAs and 8 by the rear.

(DW-2.4) ENERGY FLUX MODES

There are 3 modes in which the energy flux may be fired, numbered 1, 2, and 3. Mode 1 has the greatest chance of hitting its target but causes the least damage. Mode 3 causes severe damage if it should hit. Mode 2 is a happy medium with reasonable damage and chance of hitting.

(DW-2.41) MODE 1: Mode 1 has a 5 in 6 chance of striking its target. If mode 1 hits the base damage rolled is applied to 3 shields. The 3 shields facing the firing ship at the time the energy flux is fired receive this damage, regardless of the target's facing 8 impulses later when the damage is actually incurred. The other 3 shields receive no damage.

Example: On impulse 10 the Argonian player has announced the target and mode 1. The range between the 2 ships is 3 hexes and the target's number 6 shield is facing the Argonian ship. The Argonian player rolls a 2 and hits. Eight impulses later on impulse 18 he rolls to determine damage (based on the 3 range recorded). He rolls a 4 on the energy flux table (DW-2.34) causing 10 points of damage to the number 6 shield, 10 points to the number 1 shield and 10 points to the number 5. Shields 2, 3, and 4 take no damage.

(DW-2.42) MODE 2: Mode 2 has a 4 in 6 chance of successfully scoring a hit. The base damage is allocated to the 3 nearest shields and one half of the base damage to the 3 far shields. Round fractions of .5 up. In the above example shields 2, 3, and 4 would take 5 points of damage each rather than 0.

(DW-2.43) MODE 3: Mode 3 has a 3 in 6 chance of hitting. It causes equal damage to all six shields. In the above example each shield would take 10 points of damage.

(DW-2.5) FIRING OPTIONS

(DW-2.51) FAST LOADS:

(DW-2.511) ARMING:

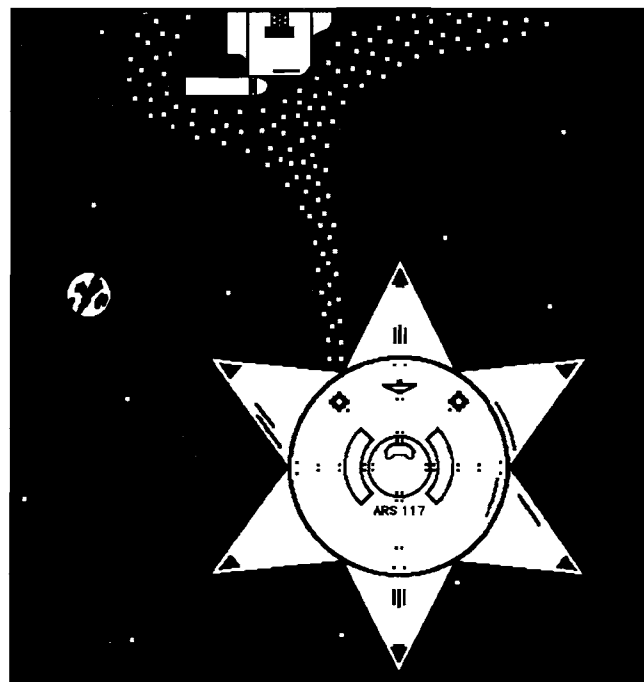
(DW-2.5111) The energy flux may be armed in two turns by allocating 6 total points of power over two consecutive turns.

(DW-2.5112) Reserve warp power could be used on the second turn of arming to change from a standard load to a fast load. Example: On the first turn of arming the Argonian player allocates 2 points of energy to his energy flux, on the second turn he allocates 3 points, at some point during the second turn he could use 1 point of reserve warp to fast load the energy flux, or he could wait until the third turn to arm it as a standard load (with 5 points of power, 4 points if the battery power was added on the previous turn).

(DW-2.5113) Special attention must be paid to (DW-2.21). If the Argonian player only allocated 1 point of power to the EF on turn 1, he could not use the fast-load option, because the most energy he could allocate on turn two would be 4 points.

(DW-2.5114) The fast-load may not be held. It must be fired on the second turn of arming, or be armed as a standard load (if not fired) on the third turn. If energy is not applied on the third turn then the fast-load energy is ejected into space harmlessly, and the EF must be reloaded from scratch.

(DW-2.512) EFFECT: This fast loaded energy flux will function exactly the same as a standard energy flux, except that it will score 1/2 the damage normally generated, dropping any fractions. If the standard energy flux would have done 9 points of damage to each shield, the fast-load will do 4 points.



(DW-2.6) INTERACTION WITH OTHER SYSTEMS

(DW-2.60) ESG: The energy flux does not interact with an ESG field. It cannot damage the field and is not inhibited by it.

(DW-2.61) WEB: Webs have varying effects on the energy flux depending on the conditions.

(DW-2.611) If a web hex comes between the firing and target ships at any time during the 8 impulse firing period the energy flux will still hit its target. This includes cast web which has solidified.

(DW-2.612) An energy flux may be fired into but not through a web hex.

(DW-2.613) A ship with an energy flux building up around it that moves into a web hex, or beyond, will still be affected by the energy flux.

(DW-2.62) STASIS: There are 2 situations which may arise, either the firing ship or the target ship is in stasis.

(DW-2.621) If the target is put in stasis the energy flux will remain and hit, but will do no damage. If the target is released prior to energy flux detonation then the energy flux will hit normally.

(DW-2.622) When the firing ship is put in stasis the energy flux remains targeted and will strike normally. Those aboard the firing ship will not see it hit, but it will.

(DW-2.63) DISPLACEMENT: If the target is displaced the energy flux will be displaced with it. Displacement does not void the energy flux. Note: Displacement could be used to prevent the Argonian player from reaching an effective range during the 8 impulse firing period.

(DW-2.64) CLOAKING DEVICE: An EF fired at a ship which is cloaked suffers the same penalties as any other weapon. However, a cloaking device activated after the firing of an energy flux will not affect that energy flux (G13.633). Chart (G13.344) will not affect the EF even if phase out is completed so long as the energy flux was fired before the ship started to cloak. The EF will hit normally even if the firing ship loses lock-on during the eight impulse firing period. An EF fired at a ship during fade out (or in) will be affected normally by the cloak.

(DW-2.65) DISENGAGEMENT: A ship with an energy flux targeted on it cannot disengage by sub-light evasion. If the target disengages by other means the energy flux is voided.

(DW-2.66) ERRATIC MANEUVERS: The standard EW shifts apply.

(DW-2.67) PLANETS: If the target passes behind a planet, black hole, pulsar, star, small moon, etc. the energy flux will still detonate normally as long as it was fired before the planet blocked the line of fire.

(DW-2.68) DOCKING: If the target docks inside a larger unit, then that unit would become targeted. The energy flux in effect is picked up by the larger unit. If the target docks to a unit, not inside it, the energy flux will remain on the original target.

(DW-2.69) ELECTRONIC WARFARE: The energy flux is affected by electronic warfare. The chance to hit is lessened by 1 for each EW shift. The damage die roll is not effected.

(DW-2.7) COST OF REPAIR

On Annex #9 COST OF REPAIR CHART the energy flux costs 12 continuous damage repair points to repair. It may not be partially repaired. Emergency repairs are conducted normally, as prescribed by those rules.

(DW-2.8) BPV COST

The BPV of one energy flux on ANNEX #6A SHIP MODIFICATION CHART (Basic Equipment List) is 8 BPV for 180 degrees, and 10 BPV for 240 degrees. Energy flux weapons are not available in any other firing arcs. It is unknown at this time what Captain's Edition (S7.0) will be like, but it is assumed that a basic equipment list will be printed.

To add an energy flux to a ship the above cost should be added to the ships BPV. Note: All the restrictions in (S7.0) must be followed. See also (S3.3).

(DW-2.9) OPTION MOUNTS

The pirates have managed to acquire copies of the energy flux weapon system in a manner similar to which most other systems have been obtained. On Annex #8B the energy flux requires 2 adjacent option mounts but cost no BPV points. The energy flux is available to pirates and WYN in Y160.

ARGONIAN TACTICAL CONCEPTS:

It should be fairly obvious that the Energy Flux can be a difficult weapon to use. With three turn arming you only get one chance to score big. Here are some notes to aid players in the basic tactics of the weapon:

1. Argonian ships have one big advantage: The strobe. If you can make an overrun under the effects of the strobe you should do well.
2. Mode one is the safest mode due to the 1-5 hit probability. Don't use any other mode unless you are already winning the scenario or have a legendary weapons officer.
3. If, when you make your to-hit rolls, they miss you should turn away immediately and try to rearm. If they hit go in for the kill; you have 8 impulses to knock a shield down guaranteeing EF internals. Obviously your target will try to prevent this.
4. Always arm 3-3 for the first two arming turns. That way you can fast load for 1 point of reserve power on turn two if the opportunity presents itself, and, if not, at least the third turn of arming won't break you.
5. Firing at the end of a turn gets your Energy Fluxes back on line faster. Example: If they were fired on impulse 32 of turn 1, they will be ready again on impulse 1 of turn 4.

(DW-3.0) PLASMA PHASERS

The plasma phaser, as developed by Argonian scientists, functions identically to a regular phaser except when fired at a plasma torpedo. The phaser itself is identical, it is no more powerful than a standard phaser. The tracking system however, is extremely accurate when confronted with the energy emissions given off by plasma torpedoes. This extreme accuracy allows the phaser-P a greater damage potential when fired at plasma torpedoes. Essentially, phaser-Ps are phaser-1s with a special tracking system added.

(DW-3.1) TYPES OF PLASMA PHASERS

There are four types of plasma phasers.

(DW-3.11) TYPE P: The phaser-P causes the same damage as a regular phaser-1.

(DW-3.12) TYPE P2: The phaser-P2 causes the same damage as a regular phaser-2. It is used on some Argonian shuttles and fighters.

(DW-3.13) TYPE P3: The phaser-P3 causes the same damage as a regular phaser-3.

(DW-3.14) TYPE P4: The phaser-P4 causes the same damage as a regular phaser-4. Some Argonian bases use phaser-P4s.

(DW-3.2) FIRING PROCEDURE

Plasma phasers function identically to regular phasers, of the same type, except when fired at a plasma torpedo. The phaser-P will do full (rather than half) damage to the plasma torpedo.

(DW-3.21) PHASER-P

(DW-3.211) A phaser-P may be fired as a phaser-1, phaser-P3 or phaser-3. Fired as a phaser-1 or phaser-3, the phaser-P will only produce half damage to a plasma torpedo.

Note: The only purpose for this is a tactical one. Allowing a plasma torpedo to hit the ship for 1 or 2 points of damage will enable the ship to determine if it is a real plasma torpedo and not a pseudo.

(DW-3.212) Phaser-Ps may only be fired once a turn, and not within 1/4 of a turn (8 impulses) of its last firing, even if fired as a PH-1, PH-P3 or PH-3.

(DW-3.22) PHASER-P2

(DW-3.221) Phaser-P2s are used exclusively on Argonian fighters and shuttles. They are not normally used on ships, but a phaser-P could be hastily repaired as a phaser-P2.

(DW-3.222) Phaser-P2s may only be fired once a turn, and not within 1/4 of a turn (8 impulses) of its last firing, even if fired as a PH-2, PH-P3 or PH-3.

(DW-3.23) PHASER-P3

(DW-3.231) A phaser-P3 may be fired as a phaser-3. Fired as a phaser-3, the phaser-P3 will only produce half damage to a plasma torpedo.

(DW-3.232) Phaser-P3s may only be fired once a turn, and not within 1/4 of a turn of its last firing, even if fired as a phaser-3.

(DW-3.24) PHASER-P4

(DW-3.241) Phaser-P4s are used exclusively on Argonian bases. They could be hastily repaired as any lesser phaser.

(DW-3.242) Phaser-P4s may only be fired once a turn, and not within 1/4 of a turn (8 impulses) of its last firing, even if fired as a lesser phaser.

(DW-3.25) PHASER CAPACITORS: All plasma phasers draw an amount of power from the capacitors that is identical to the amount drawn by their standard counterparts.

(DW-3.3) COST OF REPAIR

Each plasma phaser costs 2 continuous damage repair points more than its standard counterpart on Annex #9 COST OF REPAIR CHART, i.e. the tracking system costs the extra 2 points. All plasma phasers may be partially repaired (G17.5) as any lesser phaser.

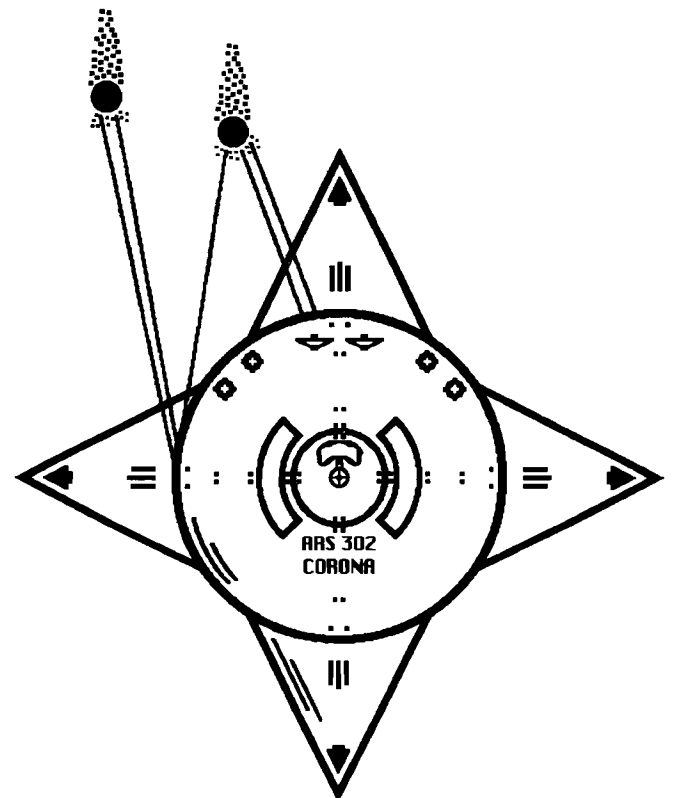
(DW-3.4) OPTION MOUNTS

The pirates have not acquired this weapon, nor has any other race. The Argonians are very protective of it. Stolen phaser-Ps function as phaser-1s as the weapon tracking system self-destructs when removed from its mount. This also applies to stolen phaser-P3s.

If an Argonian ship is captured, the phaser-Ps will work normally so long as they are not removed from the Argonian ship.

(DW-3.5) BPV COST

The BPV cost on annex #6a for the plasma phasers is the same as for a standard phaser plus 1 point for the tracking system (regardless of firing arc size).



(ER-2.0) STROBE

This system was originally invented by the Argonians as a scanning system in the Argonian Nebula (TR-1.0). It was later discovered that the strobe could be used to inhibit the scanning abilities of other ships. Modifications were made to make the strobe function exclusively in this manner. All ships within range are affected, both friend and foe. The strobe has a five turn arming cycle, three turns to arm and two turns to cool down after firing.

(ER-2.1) DESIGNATION

Strobes are designated "STR" on the ship system displays. The strobe strength is given in the ship data table for each individual ship. Strobe boxes are destroyed by the second drone hit scored on them. Ships with two or more Strobes can score one hit on each strobe before having to score a second hit on either strobe, destroying it.

(ER-2.2) ARMING PROCEDURE

The strobe requires three turns to arm. It can only be armed after a two turn cool down period in which no energy is applied. This is presumed to have passed before the start of any scenario. Strobes may be overloaded on the third turn of arming.

(ER-2.21) ARMING COST: The first two turns of arming require 2 points of energy from any source. On the third turn of arming, energy equal to the ships strobe strength must be applied. The strobe is then ready to be fired. It may be held indefinitely or fired. If fired it requires two turns of cool down (no energy allocated to it). A typhoon heavy cruiser has a strobe strength of 4 so its arming cycle would be 2-2-4.

(ER-2.22) HOLDING COST: The strobe may be held at a cost of 2 energy from any source per turn held. It may be held indefinitely, so long as the ship has sufficient power to do so.

(ER-2.23) COOL DOWN: After the strobe has been fired it cannot be rearmed or have energy allocated to it for two turns. This time is required for the strobe to cool down. Should energy be allocated on either of the two turns immediately following the turn of fire, the strobe will be destroyed.

(ER-2.24) DOWNLOADING: A strobe may be armed at a lower strength by allocating less energy on the final turn of arming. This energy should equal the desired strength of the strobe. This downloaded strobe will function normally for that (lower) strobe strength.

(ER-2.3) EFFECTS OF STROBE

The strobe reduces the abilities of other ships' scanners. It also provides some ECCM to the Argonian ship that is firing it.

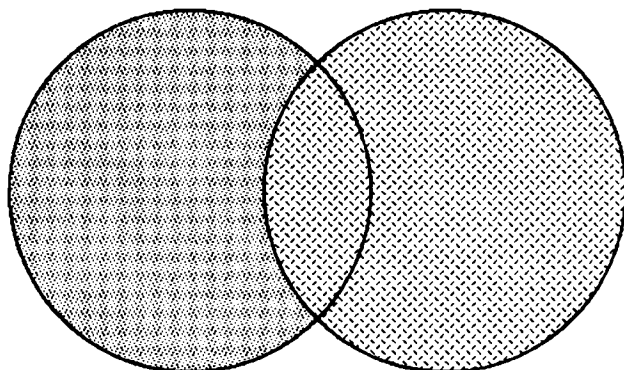
(ER-2.31) SCANNER: One scanner box is temporarily crossed off (IE does not function) on all ships, within 20 hexes range, for each point of strobe strength that the firing ship has. Should the ship fire, the lowest unchecked scanner box is added to the firing range (D6.21). Example: A strobe strength of 4 would lower a Federation heavy cruiser's scanner to a 5. This scanner adjustment factor is added to the range if the Federation cruiser should fire.



(ER-2.32) STRENGTH: When a strobe is activated it will always cross out a number of scanner boxes equal to its strobe strength. However, a scanner box of 9 may never be crossed out. An overload gives an additional point of strobe strength thus crossing out an additional scanner box. This additional box may not be crossed out if its value is greater than the Argonian ship's strobe strength.

(ER-2.33) DURATION: The effects of a strobe last for 32 impulses. The strobe may be fired at any time during the turn. After 32 impulses have passed, on the same impulse of the following turn, the strobe will deactivate. The scanners of all affected ships will then return to normal. Note: Any scanner boxes crossed out due to actual damage will remain damaged.

(ER-2.34) UNAFFECTED UNITS: The ship activating the strobe, and only that ship, is unaffected by the strobe. Exception: See feedback (ER-2.39). A different Argonian ship is fully affected by the firing ship's strobe. It would not receive the free effect that the firing ship does.

(ER-2.35) STROBE INTERACTION: Two strobes fired in the same area will not cause an increased effect. There will be one singular effect, that of the stronger strobe strength. One ship's active strobe will knock out the free effect of another ship with an active strobe. The diagram below shows how two overlapping strobes would interact. Ships in the area where the strobes overlap would be effected by the 5 strobe strength. If the two firing ships reached a range of 20 or less each would be affected by the strobe of the other. The ship with the 5 strobe strength would be effected by the 4 strength as it is not affected by its own strobe.



 ARGONIAN SHIP WITH 5 STROBE STRENGTH
 ARGONIAN SHIP WITH 4 STROBE STRENGTH

(ER-2.36) PERIPHERAL EFFECTS: Ships outside the strobe area of effect fire normally, even on ships within the area of effect. Ships within will be affected no matter where their target is.

(ER-2.37) ECCM: The strobe provides 4 points of ECCM to the ship that activates it, in addition to other EW. If electronic warfare is not being used but play is occurring in the Argonian Nebula allow this ECCM to lessen the ECM effect of the Nebula. This counts as part of the received-from-lending limit. The Argonian ship must have active fire control to receive this free ECCM. This is the original use of the strobe mentioned in (RH-2.1A).

(ER-2.38) LOCK-ON: The strobe does not affect lock-on or the chance of it. The strobe may be fired without lock-on and/or without fire control scanners. All other weapons on Argonian ships still need these systems. Aegis fire control cannot be applied to the strobe.

(ER-2.39) FEEDBACK: The firing ship is affected by the strobe when firing at close targets. The feedback effects are as follows:

RANGE	EFFECT
0	full strobe strength
1	1/2 strobe strength (round up)
2 or more	no effect

The ship firing the strobe is affected by the feedback off of a close target (range 0 or 1) when firing at that target only.

(ER-2.4) ACTIVATION PROCEDURE

Strobes may be activated in any impulse, but the intention to activate one must be announced 4 impulses in advance. Announcement, announcement cancellation, activation and deactivation all occur in the Seeking Weapons Stage (6B6) of the Impulse Activity Segment at the same time as an ESG. The effects of the strobe are instantly on when activated and instantly off when deactivated.

(ER-2.41) DECLARATION OF STRENGTH: The strobe strength and overload status are not declared until actual activation.

(ER-2.42) CANCELLATION: A player can cancel the announced strobe before activation, but he would not be able to make another announcement for 8 impulses after the cancellation. Cancellation can occur on the impulse that the strobe would have been activated, being announced just before activation.

(ER-2.43) DURATION: The effects of a strobe last for 32 impulses but may be voluntarily dropped earlier; this happens in the Seeking Weapons Stage (6B6) of the Impulse Activity Segment at the same time as ESG activation. If the strobe is destroyed its effects stop immediately during damage allocation. Once the Strobe is dropped it cannot be reactivated until rearmed 5 turns later, i.e. you cannot turn it on and off several times during the 32 impulse firing period.

(ER-2.5) COST OF REPAIR

The strobe costs 4 continuous repair points to repair by that means.

(ER-2.6) OVERLOAD

On the final turn of arming 2 points of additional energy may be allocated to provide an additional point of strobe strength. This point will knock out an additional scanner box, if that box is not over the standard strobe strength of the ship. It costs 3 points to hold an overloaded strobe. This may not be prepared prior to the start of a scenario, but energy may be applied on any turn including turn 1.

(ER-2.7) INTERACTIONS WITH OTHER SYSTEMS

Only the systems below interact with the strobe.

(ER-2.71) WEB: The strobe does not function beyond web hexes, it does however work within them. The web casts a shadow which shields all ships behind it from the effects of the strobe.

(ER-2.72) STASIS: A ship emitting a strobe put into stasis will continue to do so when released. While it is in stasis there will be no strobe effect. The strobes effect will be suspended until the ship is released from stasis. The strobe will still last for 32 impulses; the time spent in stasis does not count.

(ER-2.73) TERRAIN: The strobe is affected by planets, black holes, pulsars, stars, and novae in the same manner as by a web. If the planet is directly between the firing ship and a target ship the target ship will not be affected by the strobe. Note: If this ship gets to a point where it could fire on the ship with the activated strobe it is again affected by the strobe.

(ER-2.74) ESG: An ESG is not affected by the strobe in any way.

(ER-2.75) MAULERS: Maulers are not affected by the strobe. See (E8.223) & (E8.24).

(ER-2.8) OPTION MOUNTS:

The strobe requires one option mount on ships so equipped. It costs 1.5 BPVs per point of strobe strength. The maximum strength on non-Argonian ships is 5.

(ER-2.9) BPV COST

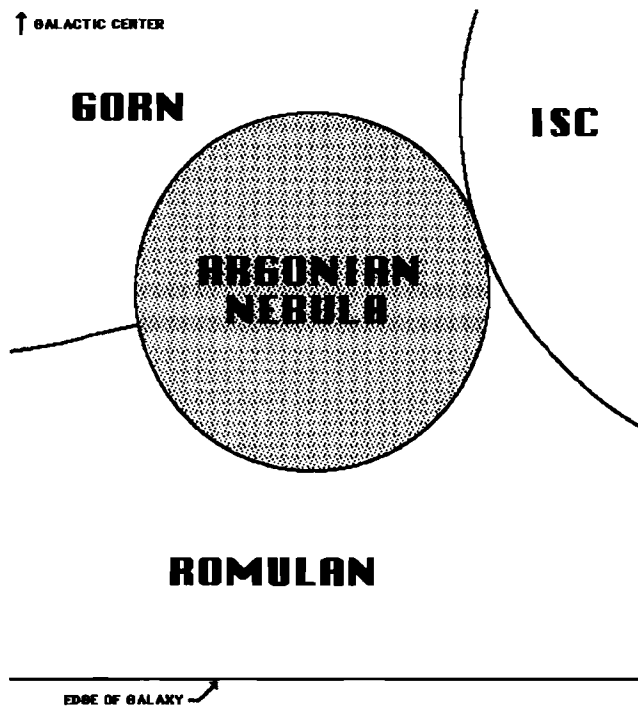
The strobe costs 8 BPV points plus 1 BPV per point of strobe strength on annex #6a SHIP MODIFICATION CHART. This can only be used to strengthen an existing strobe. The Argonian Star Fleet could not afford to place more than 1 strobe on a ship, except the largest ones, due to the extensive cost of the strobe. To add a second strobe box 10 must be added to the ship's BPV, in addition to the cost above.

(TR-1.0) THE ARGONIAN NEBULA

The Argonian Nebula is located where the Romulan, Gorn and ISC borders intersect. This nebula is similar to other nebulae until Y154 when it began to deteriorate. Over a period of twenty years the Argonian Nebula slowly dissipated. It grew weaker and weaker until, in Y175, it no longer existed. The Argonian Nebula's effects were identical to that of other nebulae except for the rules below.

(TR-1.01) NOTE: An Argonian ship with a complete set of warp engines (one box not destroyed on each engine) is not affected by (P6.5), (TR-1.15), (TR-1.25), (TR-1.35) or (TR-1.45).

↑ GALACTIC CENTER



(TR-1.1) Y155:

(TR-1.11) The Argonian Nebula is still at full size.

(TR-1.12) The nebula provides only seven points of ECM not nine points (P6.2).

(TR-1.13a) Shields function at minimum levels only, (P6.3).

(TR-1.13b) PA panels: (P6.31) remains the same.

(TR-1.14) There is a 1 in 6 chance for shuttles and fighters to function normally. One roll is made at the start of the scenario, which will apply to all units in the scenario and all units entering it.

(TR-1.15) Random shifts of units (P6.5) occur on impulses 5, 15 and 26.

(TR-1.16) There is a 1 in 6 chance for each of the systems listed in (P6.6) to function normally; roll at the beginning of the scenario. Roll one die for each system type. This roll applies to all units in the scenario and all units entering it. Any systems functioning will continue to do so throughout the entire scenario.

(TR-1.17a) Three is still added to lab range (P6.71).

(TR-1.17b) Probes have a two hex range (P6.72).

(TR-1.17c) (P6.73) remains unchanged.

(TR-1.2) Y160:

(TR-1.21) The Argonian Nebula is still at full size.

(TR-1.22) The nebula provides only five points of ECM not nine points (P6.2).

(TR-1.23a) Shields function at up to 1/4 of full strength.

(TR-1.23b) PA panels: (P6.31) remains the same.

(TR-1.24) There is a 3 in 6 chance for shuttles and fighters to function normally. One roll is made at the beginning of the scenario, which will apply to all units in the scenario and all units entering it.

(TR-1.25) Random shifts of units (P6.5) occur on impulses 5 and 26 only.

(TR-1.26) There is a 2 in 6 chance for each of the systems listed in (P6.6) to function normally; roll at the beginning of the scenario. Roll one die for each system type. This roll applies to all units in the scenario and all units entering it. Any systems functioning will continue to do so throughout the entire scenario.

(TR-1.27a) Two is added to lab range (P6.71).

(TR-1.27b) Probes have a three hex range (P6.72).

(TR-1.27c) (P6.73) remains unchanged.

(TR-1.3) Y165:

(TR-1.31) The Argonian Nebula is still at full size.

(TR-1.32) The nebula provides only three points of ECM not nine points (P6.2).

(TR-1.33a) Shields function at up to 1/2 of full strength.

(TR-1.33b) PA panels receive 1 point of damage on the 16th impulse only.

(TR-1.34) Shuttles and fighters function normally.

(TR-1.35) Random shifts of units (P6.5) occur on impulses 5 and 26 only.

(TR-1.36) There is a 4 in 6 chance for each of the systems listed in (P6.6) to function normally; roll at the beginning of the scenario. Roll one die for each system type. This roll applies to all units in the scenario and all units entering it. Any systems functioning will continue to do so throughout the entire scenario.

(TR-1.37a) One is added to lab range (P6.71).

(TR-1.37b) Probes have a four hex range (P6.72).

(TR-1.37c) Seeking weapons no longer sustain damage.

(TR-1.4) Y170:

(TR-1.41) The Argonian Nebula is at one half size.

(TR-1.42) The nebula provides no ECM (P6.2).

(TR-1.43a) Shields function at up to 3/4 of full strength.

(TR-1.43b) PA panels receive no damage.

(TR-1.44) Shuttles and fighters function normally.

(TR-1.45) Random shifts of units (P6.5) occur on impulses 15 only.

(TR-1.46) The systems listed in (P6.6) function normally.

(TR-1.47a) Labs function normally (P6.71).

(TR-1.47b) Probes function normally (P6.72).

(TR-1.47c) Seeking weapons function normally.

(TR-1.5) Y175:

The nebula no longer exists. There are no remaining effects.

(TR-2.0) MEDICALLY INFECTIOUS ZONE

There are areas in space, on planets, etc. which can be harmful to the health of starship crews. These areas will deteriorate the crews abilities and may even cause death. Medically Infectious Zones are abbreviated MIZ, and Medical Infections are abbreviated MI.

(TR-2.1) STRENGTH OF INFECTION

Before turn one of any battle where a MIZ is in effect roll one die and consult the chart below. This is the strength of the MIZ for the entire scenario.

DIE ROLL	STRENGTH
1-2	1
3-4	2
5	3
6	4

(TR-2.11) The strength may be different for each race at player option or by scenario rules. In these cases roll a die for each race to determine the strength verses that race.

(TR-2.12) After energy allocation is completed on every turn a die roll must be made for all crew not currently infected with the medical infection. The effects of (TR-2.2) take effect immediately and remain in effect until the end of the turn when that person or crew unit can be replaced.

(TR-2.13) Roll one die for each crew unit listed in (TR-2.2). If the MIZ strength (TR-2.1) or less is rolled then that crew unit becomes infected with the medical infection. Consult the chart in (TR-2.2) for the immediate effects.

(TR-2.2) EFFECTS OF INFECTION:

CREW	EFFECT
Captain	Announce specific fire one impulse before firing, turn mode +2, all fire must occur on one impulse only (except for fire versus seeking weapons targeted on that ship).
Weapons Unit	Same effect as disrupted fire control.
Engineering Unit	deallocate 1/2 of power, damage repair is halved.
Science Unit	cannot use labs to I.D. seeking weapons, lab functions are halved, damage repair is halved.
Medical Unit	lab functions are halved.
Navigation Unit	no turns, no non-plotted speed changes.
Transporter Unit	no transporter activity.
Shuttle Crew	no shuttles launched, manned shuttles on the map stop.

(TR-2.21) Each of the above could be replaced by one uninfected unit at the end of the turn (see (TR-2.4)).

(TR-2.22) Any function that is halved may only be halved once. Half of the end result is taken. Examples: Labs conducting research would generate twelve points rather than twenty four. twelve energy is put into emergency damage repair to repair four boxes however only two could be repaired.

(TR-2.23) For the purposes of this rule, the crew is incapacitated. They still function, but within the restrictions of (TR-2.2).

(TR-2.3) TRANSMITTING THE MI

Consult the chart below to determine how the infection spreads.

DIE ROLL	SPREADS BY
1	MI is in space, all units immediately affected.
2	MI is in space, however a shield must be down for it to enter a ship, shuttles are affected.
3	actual infected person must be beamed aboard a ship to infect that ship.
4	any ship coming within five hexes of an infected unit becomes infected.
5	any ship with a down shield coming within five hexes of an infected unit becomes infected.
6	any ship coming within eight hexes of an infected unit becomes infected.

Players may establish their own rules for transmitting the MI before the scenario begins.

(TR-2.4) REPLACEMENT CREWS

To find the number of replacement crews for those listed in (TR-2.2) take the (crew units - (boarding parties + deck crews) divided by 2). This number is the number of crew that are capable of performing the duties of those crew listed in (TR-2.2). At the end of any turn that a crew person is infected one of these crew can replace the infected crew person/unit. On the next turn that unit could also become infected by (TR-2.12). When all the replacement crew units have been used the effects from (TR-2.2) remain in effect.

(TR-2.5) CONDUCTING RESEARCH

(TR-2.51) If the MI is on the ship then labs work at range 0. If the MI is in space then the labs work at range 1. Otherwise use the range of the nearest infected unit.

(TR-2.52) A cure can be found after an amount equal to the ship's BPV in information points has been collected. After collecting these points consult the chart below.

1-4	cure is found, takes 1-6 turns to produce.
5	collect 25 points more and roll again.
6	collect 50 points more and roll again, add 1 to number of turns to produce a cure.

(TR-2.6) INCOMPLETE ENGAGEMENT

If the same identical MIZ is encountered again then 50 points of information is required to determine that the MIZ is identical. After this, the original points accumulated previously are restored. If less then 50 previous points were earned then these are lost and the 50 to re-identify are not required. If this is a different MIZ then all previous points are lost.

(TR-2.7) LEGENDARY OFFICERS

All legendary officers get a +1 modifier on the die roll versus being infected. A legendary doctor may temporarily cure one crew person/unit (this occurs immediately after the die rolls for infection are made) per turn or double the output of the labs for information purposes. Such a cured person may be reinfected; this is just a temporary aid, not a true cure.

(RH-2.0) THE ARGONIANS

Insert behind (RH-1) in the Races section of your rulebook.

(RH-2.1A) BACKGROUND

The Argonian Republic consists of one sentient race of beings. The government is run by elected officials, but the existing monarchy runs the Argonian Star Fleet. The two factions work well together as the monarchy side enforces the laws that the republic side makes.

The Argonians are located in a large, 1500 parsec, nebula with many scattered asteroid fields. These conditions enabled the Argonians to remain hidden from their neighbors. The nebula (TR-1.0) located on the borders of the Romulan, Gorn and ISC territories, was always avoided as it made travel dangerous. The nebula, now called the Argonian Nebula, is the reason that Argonian ships are so different from those of other races. Ships needed to be very versatile and have specialized equipment. The republic consists of fourteen planets and eleven moons orbiting the star Argon at the center of the nebula.

The Argonians developed an advanced movement system allowing successful navigation in the nebula, neutralizing its effects. Any Argonian ship with a complete set of warp engines (one box not destroyed on each engine) is unaffected by (P6.5). Argonian ships move by pulsing the engines in certain combinations with each other allowing the ship to move in any direction regardless of which direction the hull faces(MR-1.0). The ship can also make sublight movement at no net energy cost. The one point required for impulse movement is free (MR-2.0).

In Y134 Argonian scientists made a horrifying discovery: The nebula, their hidden home, would start deteriorating within twenty years and would be completely gone after forty years. They were defenseless, they had no warships, no protection. The Argonians acted fast and approved construction of a major fleet. In Y155 the first CA was cruising through the nebula just as the nebula started to deteriorate. All three neighbors were probing deeper and deeper, also realizing that it was deteriorating. They all wanted the territory, and hoped to prevent their neighbors from getting it. The Gorns were the first to encounter the Argonians in Y156, and after an initial encounter the two races found mutual respect for one another. The Gorns withdrew at this point. The ISC stayed back with distrust and maintained their unknown status. The Romulans probed deeper.

The Argonians developed a scanning system, the strobe, for use in the nebula. They discovered later that the strobe could be used as a defensive weapon against other ships. The strobe deteriorates the scanning abilities of other units. It affects direct fire weapons and can seriously limit a ship's firing ability. Seeking weapons, however, like plasma torpedoes and drones are not heavily affected by the strobe.

This was nearly the downfall of the republic in Y162 when the Romulans began a full scale invasion. In Y164 the Argonians were about to surrender when their scientists developed a tracking system which could track plasma torpedoes more accurately. The phaser-P or plasma phaser does full, rather than half, damage to plasma torpedoes. This discovery turned the invasion back and in Y165 the Romulans called off the attack. The Argonians covet this weapon and have thus far prevented any other race from obtaining it.

In Y187 the Argonian Royal Star Fleet, now lead by Royal Fleet Master Kyle 'Kick'n' Wind, conquered a large amount of territory from the ISC. This acquisition nearly doubled their size. The ISC had made several unsuccessful attempts to regain this territory but they were spread out to far and involved in their own conquest. ISC ships still roamed this area during their conquest but never controlled it. The Argonian Star Fleet received great praise from their people and as a result there were increases in the military budget. This lead to more ships and some refits.

Argonians are a race of gaseous beings with limited molecular control. They can assume solid form for several hours at a time. It is believed that the race was always gaseous but years of exposure to the nebula's effects allowed them molecular control. Each individual seems to always assume the same solid form. The form is generally humanoid in shape, with hazy features, large eyes and no (or little) hair. Argonians believe very strongly in the defense and preservation of the republic.

Most of the officers, and all of those of flag rank, consist of members of the royal family. Highly detailed records are kept, so that all those available members of the royal family are given a rank, based most often on the distance of the relation. Kyle 'Kick'n' Wind was an excellent leader and when he assumed the highest rank of Fleet Master, he sought to assign officers more on their skills and less on their position. The size of the royal family is immense, as many hold positions in private industry or terrestrial occupations.

(RH-2.1B) IMPULSE ENGINES ON ARGONIAN SHIPS

No Argonian ships have impulse engines. Prior to Y158 Argonian heavy and command cruisers had impulse engines, however in Y159 a particularly clever captain by the name of 'Kick'n' Wind discovered that the normal engine pulsing would allow the ship sub-light movement at no energy cost. The impulse engines were then replaced with warp engines. Players wishing to experiment with this should change one warp engine box on each engine to impulse and change the phaser-Ps to phaser-1s.

(RH-2.1C) CARGO ON ARGONIAN SHIPS

Before the nebula had deteriorated freighters would not travel there. Many Argonian ships were equipped with one or two small cargo bays. These were never removed but later designs did not have them.

(RH-2.1D) ARGONIAN REFITS

The Argonians had several refits applied to some of their ships. There were various reasons for these refits.

REFIT	YR	EXPLANATION
STROBE	164	GIVE THE SHIP ABILITY TO CANCEL 5 BOXES ON SCANNER TRACK
AEGIS	177	GIVE ESCORT SHIPS AEGIS
MECH LINKS	178	OPTION TO CARRY SHUTTLES OR PFs
AWR	188	INCREASE THE POWER
SHIELD	182	THEY NEED IT

(RH-2.1E) LOCATION OF THE ARGONIAN REPUBLIC

The nebula is in hexes 5009, 5109, and 5110 on the F&E map. The territory taken from the ISC is in hexes 5208 and 5209.

(RH-2.1F) TIMELINE OF ARGONIAN HISTORY

- Y134** Argonian scientists discover that the nebula will soon deteriorate. The Argonian government approves construction of a major fleet.
- Y154** The Argonian Nebula begins deteriorating.
- Y155** First Typhoon CA is completed.
- Y156** Gorns discover the Argonians in A Distinct Advantage (HS-4).
- Y159** Impulse engines removed from Argonian ships.
- Y160** Romulans discover Argonians in A Distinct Advantage (HS-4).
- Y162** Romulans begin full scale invasion of the nebula. Invasion of a Battle Station (HS-15).
- Y164** Phaser-P is developed and saves Argonians just in the nick of time.
- Y165** Romulan invasion turned back.
- Y166** Romulans try for revenge with Klingon aid in Ill Deception (HS-13).
- Y167** Cutbacks in production produce the Monsoon.
- Y170** All CAs and CCs have received the strobe refit.
- Y171** ARS "*Fulminator*" built.
- Y174** Argonians declare complete neutrality during the General War, however many Argonian captains disobey orders and assist Gorn ships in need.
- Y175** Nebula deterioration complete. Fighters built but only carried on tugs. A Monsoon for no Season (HS-10).
- Y177** First Argonian GSC built discovers derelicts and battles the Ship Collector (HS-9).
- Y178** The ARS "*Fulminator*" is surprised in the Surprise Inversed (HS-7). Fighter carriers completed.
- Y179** All Monsoons are upgraded to CA or CC designs. ARS "*Motivation*" captures plasma torpedo equipment in Plasma to Starboard (HS-14).
- Y180** Pirate Jurisdiction (HS-8) battle occurs. Whirlwinds replace Monsoons.
- Y181** Freight for All (HS-5) happens on Romulan-Gorn border. The Destruction of Argon VIII (HS-16) and destruction of the ARS "*Overcast*" combined with rumors of a Romulan vessel in the area at that time, stir emotions. This was never proven.
- Y182** 'Kick'n' Wind becomes legendary.
- Y184** The CVA "*Argon*" had given its crew Shore Leave (HS-12) when attacked by a Romulan-Klingon contingent.
- Y185** Argonians start invasion of ISC territory. (HS-6) Hand Over That Planet. 'Kick'n' Wind receives promotion to Fleet Master.
- Y187** ISC territory conquered. A Convoy (HS-11) of Argonian ships is intercepted by an ISC echelon.
- Y188** Argonian build-up of fleet.
- Y190** First encounter between Argonian and Andromedan forces. Little is known at this time about the circumstances of the encounter or the results.

(RH-2.F1) GUST FIGHTER

After the Argonian Nebula deteriorated in Y175 the Argonians needed fighters. The Gust was the first built in Y175. These fighters were not placed on carriers until Y178 when the first light carrier was completed. They were, however, carried on tugs awaiting the completion of the carriers. The Gust fighter was armed with one phaser-P2 and one phaser-P3.

(RH-2.F2) WIND FIGHTER

Named after 'Kick'n' Wind, these fighters were an improvement to the Gust fighter. The Gust was an inexpensive quick fighter, however the Wind fighter was a high-tech dogfighter. The first Argonian fighter to carry a fighter energy flux charge, it also has two phaser-P3s. The Wind fighter boxes on carriers can arm and hold one fighter energy flux weapon at a time. See (RH-2.F3) for a synopsis on arming this weapon, and see (FR-2) in Argonians-2 for complete details.

(RH-2.F3) GALE HEAVY FIGHTER

The Gale is the most powerful and most expensive of the Argonian fighters. It has two fighter energy flux weapons. The energy flux carried by the Gale is a weaker version than those carried by ships. Six is added to the range when firing the Gale's energy flux weapons, consult the CVAs energy flux chart for clarification. There are six Gales on the CVA. To rearm the Gale fighters the energy flux weapons must be recharged in special arming tubes in the fighter bays. Each Gale fighter box has one such tube. Each Gale fighter takes two boxes on the SSD.

Arming a fighter energy flux costs 1-1-2 energy over three turns. The fighters need not be in the bay while this occurs. This energy must be paid for each fighter energy flux to be rearmed. Once the freezers are armed the charge may be held for zero energy. It takes one deck crew action to load the energy flux from the freezer to the fighter. See (FR-2) in Argonians-2 for details.

(RH-2.F4) MULTI-ROLE SHUTTLE (MRS)

This shuttle functions like all other MRS shuttles do. The Argonian version carries a phaser-P2 in addition to two phaser-P3s.

(RH-2.F5) ADMINISTRATIVE SHUTTLES

These shuttles are identical to those of other races.

(RH-2.F6) MINE SWEEPING SHUTTLES

These shuttles are identical to those of other races.

(RH-2.F7) HTS SHUTTLE

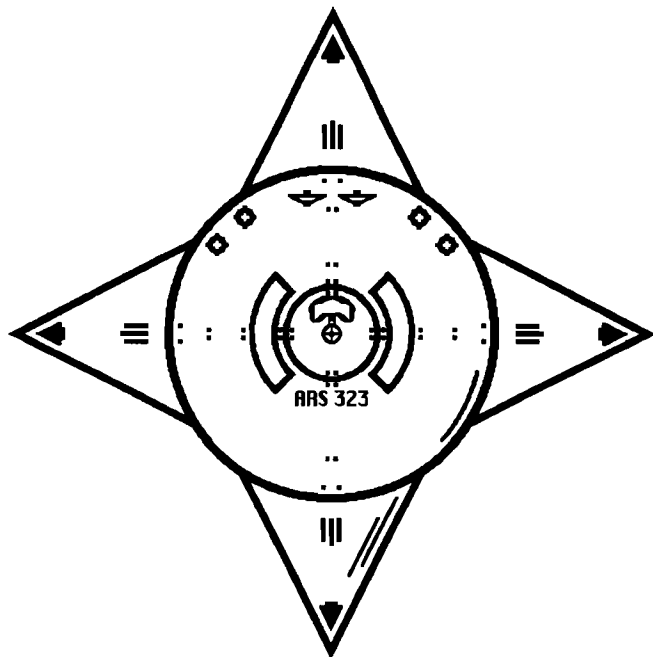
These shuttles are identical to those of other races.

(RH-2.F8) GAS SHUTTLE

These shuttles are identical to those of other races.

(RH-2.PF1) THUNDERCLAP FAST PATROL SHIP(PF)

The Thunderclap conforms to all the rules of PFs in (K.0). Argonian PFs do not carry strobes except for the science variant. They may land on Planets. SSDs are provided for the PFs. Variants are described in Argonians-2.

(RH-2.1S) ARGONIAN SHIPS:

**ARGONIAN SUPERNOVA
DREADNOUGHT**

(RH-2.2) SUPERNOVA DREADNOUGHT (DN+)

The Supernova is the most powerful ship the Argonians built, excepting X-ships. Built in Y179 the 7 strobe strength will bring any scanner to its knees. The Supernova is a slightly more powerful version of the Nova dreadnought. These were usually kept at a starbase until needed to invade the ISC, however on rare occasion they did patrol the Argonian Nebula during peace time.

(RH-2.3) NOVA DREADNOUGHT (DN)

The Nova class dreadnought with two strobes makes for a fairly powerful opponent. It is smaller than most dreadnoughts in the game but carries quite a punch. The hulls are scored on both forward and aft hits (center hull). The refit to this ship is titled the Supernova, which is a slightly more powerful unit.

(RH-2.4) SUNBURST SPACE CONTROL SHIP (SCS)

The Argonians wanted an SCS to patrol the newly conquered ISC area. The *ARS "Solar pride"* was completed in Y182. Her sister ship the *ARS "Lunar Pride"* was completed four years later in Y186. Built at the same time as the CVAs, the SCSs were outfitted with PFs rather than the Gale heavy fighter. The SCSs carry one Gust squadron and one Wind squadron.

Note that this ship is movement cost 1, in Argonians-3 there is a movement cost 1+1/2 DN-based SCS for those who prefer a larger SCS. Historically this ship (RH-2.4) is the unit that was built by the Argonians. For campaign purposes only one class of SCS could be built.

(RH-2.5) IONBURST HEAVY CARRIER (CVA)

The CVA has one Gust squadron, one Wind squadron and 6 Gale heavy fighters. The design the SCS was based on, it can launch one fighter per launch tube on every other impulse. Two were built in Y181 and one more in Y184.

See Argonians-3 for the DN based CVA. Like the SCSs, only one class of CVA could be built in a campaign game, either this ship or the one described in (RH-2.80).

(RH-2.6) HURRICANE BATTLECRUISER (BC)

The Hurricane was built with the intent to optimize combat. This was accomplished by adding two energy fluxes to a modified heavy cruiser hull to create the prototype for this unit. Once tested, these ships were built as new construction only. This ship is a bit lacking in power for four EFs, but it fared well in WS-3 situations.

(RH-2.7) TORNADO COMMAND CRUISER (CC)

These cruisers were usually uncompleted CAs that received plan changes during construction when the Argonians approved the construction of a major fleet in Y155.

**(RH-2.7a) TORNADO COMMAND CRUISER
(Modified) (CC-M)**

One of these ships, the *ARS "Fulminator"* under command of captain 'Kick'n' Wind, was specially modified. This ship became the prototype for the war cruiser design. When Wind is on board the BPV is increased by 40 as he is a legendary captain.

(RH-2.8) TYPHOON HEAVY CRUISER (CA)

The Argonians completed seven CAs in one year, Y156. This unit was the backbone of the Argonian Fleet for nearly thirty years, until heavier units started to become more prevalent. The strobe strength of this ship, a 4, was found to be insufficient. This was corrected with a refit available in Y164. All Typhoons were refitted by Y170. The CCs also received this refit.

(RH-2.8a) TOURNAMENT SHIP (TCA)

This ship is balanced for play in the standard tournament. Consult a judge to confirm if the Argonians are allowed in the tournament in which you will be playing. Since the Argonians are an 'unofficial' race they probably won't be allowed in most tournaments. See the SSD for additional restrictions.

(RH-2.9) CLOUDBURST LIGHT CARRIER (CVL)

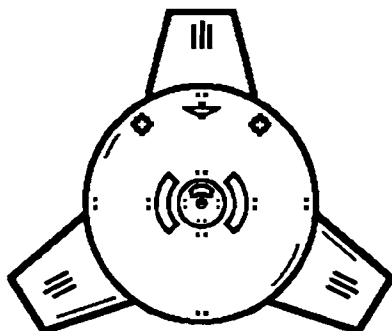
The Cloudburst is very similar to the Thunderburst CVSL (RH-2.44) except the Cloudburst carries Gust fighters while the Thunderburst has Wind fighters. While called a light carrier because it was built on a light cruiser hull, the ship carried a full squadron of twelve fighters.

(RH-2.10) MONSOON LIGHT CRUISER (CL-M)

The Monsoon is not a true light cruiser. In Y167 the Argonians ran into many financial problems leading to cut-backs in production. All the CAs began in Y167 had large portions of the original design eliminated. The Argonians wanted a large fleet, or at least the appearance of one. Whenever possible these pseudo heavy cruisers were seen but not involved in battle. In Y179 the last Monsoon was upgraded to a Tornado. There are no Monsoons in the game after Y179. About half of these CLs became CAs, the other half CCs.

(RH-2.11) WHIRLWIND LIGHT CRUISER (CL-W)

One of the first larger ships the Argonians built with the controversial three engine design; three engines rotating about the ship, rather than six. At some point near Y180 these ships replaced the Monsoon CLs. Whirlwinds performed better. This design proved very successful, and the large number of variants available would support this claim.

**ARGONIAN BLIZZARD DESTROYER****(RH-2.12) BLIZZARD DESTROYER (DD)**

A ship with cruiser class weaponry and only half the power to use it. Designed to be less expensive yet perform the same duties as cruisers the Blizzard fell way short. The DDE and DDL were more successful variants of this limited ship. Hull boxes are hit on either forward or aft hits.

(RH-2.13) SUNSPOT FRIGATE (FF)

The frigate was designed for a number of escort and patrol duties. The Sunspot and its variants are small but potent in the hands of a fine frigate captain. The only flaw of this design was that it lacked a strobe.

(RH-2.14) SUNBLAST WAR FRIGATE (FFW)

The Sunblast was the final optimization of the frigate hull (except for the X-1 frigate). It added eight extra power, three extra phaser-Ps, a strength 4 strobe and several other improvements. Argonian engineers designed the ship right up to the 1/3 movement cost cut off, not wanting a movement cost 1/2 frigate.

(RH-2.15) SUNSTORM BATTLE FRIGATE (BF)

The Sunstorm battle frigate is a more powerful version of the sunspot. It carries a strength 3 strobe. It received a shield refit in Y182. The low strobe strength was a deficiency against all ships, except perhaps other frigates.

(RH-2.16) TWISTER TUG (TT)

Argonian tugs must detach the number 4 engine (centerline engine at the rear of the ship) to insert any pod desired. The pod slips directly into the hull and the engine is re-attached. This allows the tug-pod combination to function normally for hull rotations (MR-1). Tugs with a double pod or two standard sized pods are not capable of performing hull rotations as the engines are fixed in position because of the protruding pod(s). The Twister was not equipped with shuttles, however this soon proved fatal when the *ARS "Windy"* was destroyed in Y180 by the Romulans. After Y180 two cargo boxes were given up to allow one ready to launch shuttle in the cargo bay. All pods were equipped with shuttlecraft after this unfortunate incident.

If the Argonian player wishes to drop a pod the outer most pod goes first and the number 4 engine goes with it. The pod will still function and can use the engine for power, but not for movement, except for one tactical maneuver per turn (zero energy turn). The tug can not perform hull rotations if a pod and engine are separated.

When a pod is attached any hull boxes it has are aft hull while those on the ship are forward. This applies to all combinations. If the pod has no hull then the hull boxes on the tug are both forward and aft hull (center hull).

(RH-2.17) CYCLONE BATTLE TUG (BT)

The Cyclone is simply the twister tug with a battle pod. This unit was devastating at WS-3, but lacked power in most other situations. One strategy was to not arm one of the EFs after the first firing exchange, but often one EF was destroyed in that exchange anyway. The battle pod is double the size of a normal pod. The Cyclone may not perform hull rotations. Its movement cost is 1 1/2.

(RH-2.18) METEOR SHOWER GALACTIC SURVEY CRUISER (GSC)

A very powerful survey cruiser, the Meteor Shower has very long range capabilities. Used for survey missions in unexplored space, usually reached by traveling through the Gorn-ISC neutral zone. These ships were also used during the Andromedan invasion. Meteor Showers started receiving both the shield refit and AWR refit in Y188. Some received both while some received only one refit.

(RH-2.19) TEMPEST STRIKE CARRIER (CVS)

A squadron of Wind fighters usually leads the Tempest into battle. Tempests are usually deployed in the conquered ISC territory. However, after the Argonian Nebula had completely dissipated they were used more often in the home territory.

(RH-2.20) SQUALL DESTROYER ESCORT (DDE)

The Squall was designed for general escort duties: carriers, freighter convoys or priority transports through dangerous areas. It is equipped with one 4 strength strobe.

The fighter bay is used to service either Gust or Wind fighters from the carrier. It has facilities to charge one fighter energy flux. This design was quickly replaced in construction by the CVE (RH-2.75), a unit dedicated to carrier escort duties.

NOTE: The ship descriptions for the remaining Argonian units are in Argonians-2 & Argonians-3. These products provide over 60 more units and SSDs.

HISTORICAL SCENARIOS

Insert these pages in the scenario section of your rulebook after (HS-3).

(HS-4.0) A DISTINCT ADVANTAGE (Y156)

Several times, before the discovery of the Argonians, a cruiser entered the Argonian Nebula to conduct scientific research and was surprised by an Argonian ship with a distinct advantage. One such time, a Gorn command cruiser was conducting routine scientific research when the ARS "*Binder*" approached.

Note: A similar event happened in Y160 with a Romulan KR.

(HS-4.1) NUMBER OF PLAYERS: 2; The Argonian and the Gorn.

(HS-4.2) INITIAL SET UP

The entire map functions as the Argonian Nebula (TR-1.0), at Y156 strength (Y155 - (TR-1.1)).

Argonian Player: One command cruiser in hex 0117, speed 16, facing B, WS-3. The ship has impulse and lacks phaser-Ps (RH-2.1D).

Gorn Player: One command cruiser without refits in hex 4217, speed 4, facing A, WS-1.

(HS-4.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed or have disengaged.

(HS-4.4) SPECIAL RULES:

(HS-4.41) The map is fixed. The Gorn player must disengage from a hex numbered 42XX. The Argonian may not disengage from this hex row.

(HS-4.42) No Shuttles have warp booster packs.

(HS-4.43) No drones are used.

(HS-4.44) The Argonian Nebula (TR-1.0) is at Y156 strength for the Gorns and Y160 strength for the Romulans.

(HS-4.5) VICTORY CONDITIONS:

(HS-4.51) The Argonian player wins if he destroys the Gorn ship or forces him to disengage before accumulating 150 points of information or forces him further into the nebula where there are more Argonian ships waiting.

(HS-4.52) The Gorn player wins if he accumulates 150 points of information on the Argonian ship and then disengages from the 42XX hex row.

(HS-4.53) Alternatively, standard victory conditions may be used but give the Gorn player a 20 point bonus.

(HS-4.6) VARIATIONS: A stronger opposing ship may be desired to help balance the scenario. Perhaps players could bid BPVs for the Gorn ship, lowest bidder taking the ship he bid. Another possibility is bidding information points required, highest bidder playing Gorn.

(HS-4.7) BALANCE: This scenario is not meant to be fair. It is a good one for learning Argonian Tactics. Players that have mastered Argonian ships should allow the Gorn Player 150 BPVs of ship, the CC+ for example.

(HS-5.0) FREIGHT FOR ALL (Y181)

In Y181 a Gorn large exploration freighter was investigating a regular-variable pulsar emitting gravity waves, on the Gorn-Romulan border. It was surprised by three ships who all wanted the same thing: the freighter. An Argonian CA, and a Romulan K7R both wanted the possession of the freighter and the information it carried in its memory banks. A federation CC is trying to unofficially assist the Gorn ship, however it too is interested in the scientific information.

(HS-5.1) NUMBER OF PLAYERS: 3 or 4; The Argonian, Romulan, Federation and possibly Gorn.

(HS-5.2) INITIAL SET UP:

There is a variable pulsar in hex 2208

A Gorn large exploration freighter in hex 2210, facing A, WS-0.

Argonian Player: The CA ARS "*Muckraker*" with refit is in hex 4206, facing E, WS-3.

Romulan Player: A K7R without refit is in hex 2230, facing A, WS-3.

Federation Player: A CC with the plus refit is in hex 0206, facing C, WS-3.

(HS-5.3) LENGTH OF SCENARIO: The scenario continues until all three cruisers are destroyed or one of them has disengaged, by separation, with the freighter. No disengagement may occur on the pulsar map. Use at least one map beyond it in all directions.

(HS-5.4) SPECIAL RULES:

(HS-5.41) Use a floating map. Ships may disengage in any direction.

(HS-5.42) Shuttles have warp booster packs.

(HS-5.43) All drones are type-IM or type-IVM.

(HS-5.44) The pulsar emits a burst every turn determined by (PS.12). The pulsar also produces a standard strength gravity wave every even numbered turn on the first impulse.

(HS-5.45) The freighter has a device protecting it from the pulsar and its gravity waves. This requires most of its energy so it won't move or fire.

(HS-5.46) Players may not fire at the freighter.

(HS-5.47) At the end of the scenario the freighter will surrender its information to the cruiser possessing it. This does not apply if a player is running the freighter.

(HS-5.5) VICTORY CONDITIONS: The player who takes the freighter home with him wins, all others lose. If all three cruisers are destroyed then the freighter wins.

(HS-5.6) VARIATIONS: Obviously ships from any race can be substituted, or perhaps two ships. Use a weaker or stronger pulsar. Let a forth player run the freighter (in this case the protection device costs 6 energy and (HS-5.45) will not prevent the freighter from moving, firing or taking other actions).

(HS-5.7) BALANCE: Each player should have the same BPV worth of ship(s). Give a beginner 10% more.

(HS-5.8) TACTICS: Try to get the other players fighting. Act fast, you do not have much time with that pulsar as powerful as it is.

(HS-6.0) HAND OVER THAT PLANET (Y185)

Commander 'Kick'n' Wind felt the time was right to invade the ISC. He thought that a neighboring section of their territory was ideal for Argonian expansion, and that it was rather under-defended. The ISC were in the middle of their 'invasion' of the galaxy and were in fact, over-extended. Others in the hierarchy felt the Argonians should wait.

Wind had been planning a small strike against a military garrison on the ISC planet Stellar III. Both Wind and his opponents in the hierarchy finally came to an agreement on conducting the strike, but a provision were established: If the ISC military garrison's subspace transmitter was knocked out, then and only then, would aid come and the invasion begin. Otherwise the ISC would be told that Wind went insane and stole the two Argonian ships.

No one expected one little surprise: The Romulans were joining the party.

(HS-6.1) NUMBER OF PLAYERS: 3; The Argonian, ISC and Romulan.

(HS-6.2) INITIAL SET UP:

Planet in hex 2215 (4 hex radius).

ISC Player:

ISC small military garrison in hex 2212 on the planet surface.

ISC defense satellites (Plasma-F type):

3 in low orbit: in hexes 2221, 1612, 2812

2 in high orbit: in hexes 2223, 2207.

ISC star cruiser in hex 2210, facing any, speed 0, WS-1.

Argonian Player:

Argonian CCM ARS "*Fulminator*" in hex 0226, facing A, speed any, WS-3.

Argonian Sea storm BCL ARS "*Beast of Burden*" in hex 0427, facing A, speed any, WS-3.

Romulan Player:

Romulan KR in hex 4226, facing A, speed 10, WS-3.

Romulan KD5R in hex 4027, facing A, speed 10, WS-3.

(HS-6.3) LENGTH OF SCENARIO: The scenario continues until only one player remains with sole possession of the planet.

(HS-6.4) SPECIAL RULES:

(HS-6.41) Use a floating map. Argonian ships may only disengage in directions F or E. Romulan ships may only disengage in directions D or C. The ISC player cannot disengage unless the transmitter is knocked out (HS-6.44).

(HS-6.42) Shuttles have warp booster packs.

(HS-6.43) No drones are used.

(HS-6.44) There is a transmitter on the planet in the garrison. It is silenced when all the command boxes are destroyed on the base.

(HS-6.45) If this happens the Argonian player rolls a die to determine on which turn help will arrive. The number rolled represents the number of turns, from the turn that the transmitter is knocked out, it takes for help to arrive. The strong breeze CW ARS "*Rausch*" arrives in hex 0127 on the first impulse of the turn determined above. Its speed is any and it is WS-3. Several other invasions would also be initiated in this event.

(HS-6.46) All Argonian ships have four transporter bombs. All others do not.

(HS-6.47) 'Kick'n' Wind is legendary, but he cannot bluff in this scenario.

(HS-6.48) The ISC player controls the Def Sats and must record their rotational direction before play begins. He then exposes this after energy allocation on turn one.

(HS-6.5) VICTORY CONDITIONS:

Wind loses if he cannot destroy the transmitter.

Wind gains a marginal victory if he destroys the transmitter but loses planet.

Wind wins major if he gets the planet.

ISC loses if losing the planet.

ISC wins if retaining the planet.

Romulans win major if they get the planet.

Romulans win marginal if Wind loses.

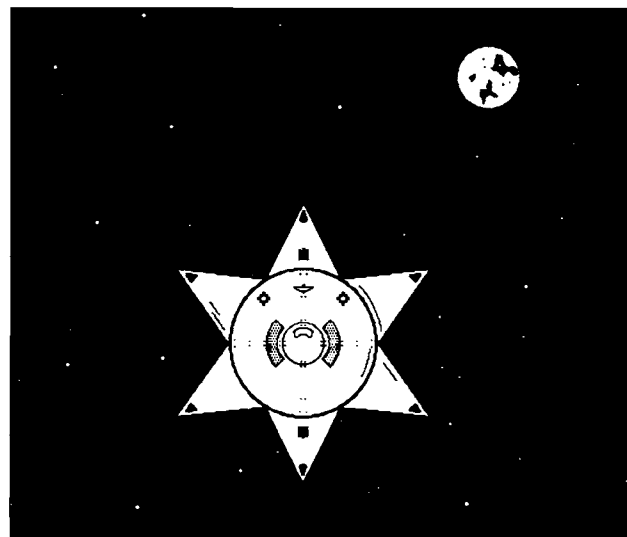
Romulans have draw if Wind wins.

(HS-6.6) VARIATIONS: Use different races, or different ships from these races. The scenario is best when placing three counters upside down (one for each race) and playing the race that you draw.

(HS-6.7) BALANCE: The Argonians have the tactical advantage as this represents an actual battle. The weapon status or T-bombs could be adjusted.

(HS-6.8) TACTICS: One of the hardest situations ever for determining tactics. Argonians must get the base first to ensure a victory. Romulans: Do anything to keep the transmitter from being knocked out, you don't need another Argonian ship around. Base your tactics on the changing victory conditions. The ISC is between a rock and a hard place, don't let the Argonians near but don't trust the Romulans either. The Argonians are the foremost threat, take care of them first. You should be able to count on the Romulans for two or three turns before they turn on you.

(HS-6.9) HISTORICAL OUTCOME: Wind was successful in his attempt to seize the planet. The transmitter was knocked out and the larger invasion began. The Romulans left the vicinity upon the arrival of the ARS "*Rausch*".



(HS-7.0) THE SURPRISE INVERSED (Y178)

While shut down for standard repair and maintenance, a process that only takes minutes, the ARS "*Fulminator*" is surprised by a Romulan that happened to be nearby when this occurred.

(HS-7.1) NUMBER OF PLAYERS: 2; The Argonian and Romulan.

(HS-7.2) INITIAL SET UP:

Argonian player: ARS "*Fulminator*" CC-M in hex 2215, facing D, speed 0, WS-0.

Romulan Player: A Falcon Mauler in hex 2214, facing D, speed 4, WS-3.

(HS-7.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed or have disengaged.

(HS-7.4) SPECIAL RULES:

(HS-7.41) Use a floating map. Ships may disengage in any direction.

(HS-7.42) No Shuttles have warp booster packs.

(HS-7.43) No drones are used.

(HS-7.44) To return tactical surprise allow the Romulan player his choice of the Falcon, a Skyhawk-A or a War Eagle.

(HS-7.45) The Romulan ship begins to uncloak on the first impulse of turn one. Note: The Romulan ship chosen is not exposed until this time.

(HS-7.46) 'Kick'n' Wind is not yet legendary.

(HS-7.5) VICTORY CONDITIONS: Use the standard victory conditions.

(HS-7.6) VARIATIONS: An Orion ship of approximately 100 BPV could be substituted for the Romulan. The Romulans could uncloak behind the ship of another race. Two 100 point ships could uncloak behind 2 ships worth 320 BPVs total.

(HS-7.7) BALANCE: The scenario could be balanced by changing the weapon status of the ships or by adjusting the range between them when the Romulan begins to uncloak.

(HS-8.0) PIRATE JURISDICTION (Y180)

In Y180 the Argonian large armed freighter "*Skylight*" was carrying hellbore technology purchased from the Orion Kublai clan. It was being escorted by the Argonian Typhoon BC ARS "*Propulsion*" and an Orion Kublai Clan battle raider. The Stardust Trading Company decided to intercept the convoy before it could reach Argonian/Kublai territory. The Stardust pirates felt it was a matter of pirate jurisdiction, and the Kublai were definitely not in theirs. Note: Both Romulan and Gorn ships were in the area and were trying to limit the pirate activities in addition to each other. Players may wish to simply delete them for a three player scenario.

(HS-8.1) NUMBER OF PLAYERS: 3-7, Argonian, Orion-Kublai, Orion-Stardust (1 or 2), and possibly Romulan or Gorn. (Andromedan ?).

(HS-8.2) INITIAL SET UP:

There are six maps stacked in such a way that hex 2101 of map 1 is adjacent to hex 2130 of map 2. The six maps represent a section of the neutral zone between the Gorns and Romulans. Hex row 01XX is the Gorn border, while hex row 42XX is the Romulan border.

The Argonian large armed freighter is in hex 2230, facing A, speed Max, WS-3.

The Argonian BC ARS "*Propulsion*" is in hex 2130, facing A, speed Max, WS-3.

The Kublai Clan BR is in hex 2330, facing A, speed Max, WS-3.

The Stardust Clan BR is in hex 0101, facing C, speed Max, WS-3.

The Stardust Clan CA is cloaked within 10 hexes of 3106, facing Any, speed Any, WS-3.

A Romulan KRC is cloaked within 10 hexes of 4201 on map 2, facing Any, speed Any, WS-1.

A Gorn BC is in Hex 0101 of map 3, Facing C, speed Max, facing Any, speed Any, WS-1.

(HS-8.3) LENGTH OF SCENARIO: The scenario continues until all units from all players but one have disengaged or been destroyed, or the Argonian/Kublai team has reached the end of map six, which ever comes first.

(HS-8.4) SPECIAL RULES:

(HS-8.41) Use a floating map. Romulan and Gorn must disengage into their own territory. Stardust may disengage any direction except A. Argonian and Kublai may only disengage in direction A.

(HS-8.42) Shuttles have warp booster packs.

(HS-8.43) Use standard drone percentages for Y180, see (FD10.65).

(HS-8.44) The Stardust BR has a Plasma-S and three Disruptors, it does not have a cloak. The CA has an SFG, two photons and the cloak.

(HS-8.45) The Kublai BR has three Hellbores and two phaser-1s. It does not have a cloak. It has six type-IM drones loaded on a scatter pack at the start of the scenario. These cannot be launched by any other means.

(HS-8.45) All ships have refits if available in Y180.

(HS-8.5) VICTORY CONDITIONS:

If the freighter is destroyed then the Romulan and Gorn have marginal victories, all others lose.

If the freighter reaches the end of map 6 (Argonian/Kublai territory) then the Argonians/Kublai win, Stardust loses, and Romulan and Gorn draw.

If either the Romulan or Gorn is destroyed or disengages then the other wins.

If the Stardust ships are destroyed or disengage then they lose and all others win.

If the Argonian/Kublai are destroyed then Stardust wins and all others lose.

Note: Use common sense in determining victory. Example: If the Stardust and Gorn ships are destroyed then obviously the Gorns do not win.

(HS-8.6) VARIATIONS: Other ships could be added, and these changed. Extend the number of maps. Place an Andromedan Conquistador in hex 2201 of map 4. It wins if at least four ships are destroyed and it survives.

(HS-8.7) BALANCE: Give weak players four T-bombs or other aid agreed upon by all players.

(HS-8.8) TACTICS: Here is one the tactics manual never covered. The Argonians and Kublai should keep moving in the direction of map 6 because it is the only way to win. All ships should withdraw from battle to conduct repairs if needed. Keep your eyes on the victory conditions.

(HS-9.0) THE SHIP COLLECTOR (Y177)

The first Argonian Galactic Survey Cruiser ARS "Voyager" had just been released from space dock. She had been on her maiden voyage only three days, when the special sensors were picking up something strange: A fleet of ships just ahead sitting idle. The Argonian ship closed to find these ships to be derelicts, not a fleet. Then for the first time RED ALERT barked from the ships speakers. There was something else out there.

The special sensors of the ARS "Voyager" had detected not only an energy barrier, but also a monster that resided in a black hole just beyond the barrier.

(HS-9.1) NUMBER OF PLAYERS: 1; The monster (the Ship Collector) moves by automatic rules.

(HS-9.2) INITIAL SET UP:

Argonian GSC in hex 0101, facing C, speed any, WS-3.

There is an energy barrier (HS-9.48) starting in hex 2901 extending to 2915 then extending to 0129.

There is a Black Hole in hex 4221.

The Ship Collector is in hex 3001.

A Federation BC with 50 internals is in hex 3714.

A Klingon D7-C with 75 internals is in hex 3326.

A Romulan Firehawk-A with 50 internals in hex 2720.

A Kzinti DN with 40 internals is in hex 4210.

A Gorn CC+ with 20 internals is in hex 3520.

A Hydran CC(LB) with 40 internals in hex 2424.

A Andromedan Python with 30 internals is in hex 3730.

A Lyran BC with 50 internals is in hex 2729.

A Tholian D with 40 internals is in hex 4027.

An ISC CA with 60 internals is in hex 3114.

Note: if any ship should explode during the pre-game damage allocation, stop allocating at the point that the last excess damage box is crossed off. This damage allocation is not required or necessary to play the scenario.

(HS-9.3) LENGTH OF SCENARIO: The scenario continues until the Argonian ship is destroyed or disengages or all the derelicts are either recovered or destroyed. Note: this would mean that the Ship Collector was also destroyed.

(HS-9.4) SPECIAL RULES:

(HS-9.41) Use a floating map. Ships may disengage in any direction except through an energy barrier which has not been fired down (see (HS-9.48)).

(HS-9.42) No shuttles have warp booster packs.

(HS-9.43) All drones are medium speed, except for the Ship Collector.

(HS-9.44) The monster does not move it displaces itself on the 8th, 16th, 24th, and 32nd impulses, during movement. It is always in hex 4221 except for these 4 impulses. On each of these impulses roll a die and consult the chart below to determine the location of the monster for that impulse.

1- hex 0201

2- hex 1601

3- hex 0216

4- hex 1616

5- 50/50 in hex 3001 or 3016

6- in the hex directly behind the ship

(HS-9.45) The monster fires during each of the four impulses mentioned above from the hex determined above. It fires its weapons at -5 on range, thus an actual range of 10 is an effective range of 5 for the monster. Roll a die to determine the weapon(s) fired. It has learned to simulate weapons from the derelicts' computer records.

1- 4 phaser-1s

2- 2 photons

3- 2 phaser-4s

4- 6 disruptors

5- type R plasma launched

6- 2 type IV drones launched at 32 speed

The photons and disruptors will be overloads if within range, otherwise normal.

(HS-9.46) The monster will displace the ship on the 4th, 12th, 20th, and 28th impulses. Roll one die for direction then one die for distance. This occurs at the end of the movement step. Dis. Dev. penalties do not apply to this displacement.

(HS-9.47) All weapons will only score 50% damage to the monster. If 150 points of information have been obtained then weapons will do 75%. When 300 points of information is reached then weapons will do full damage. The monster will die if 200 points of damage are scored, however it regenerates one point of damage taken for every impulse it is in hex 4221 (Black Hole). It only regenerates damage taken, it can never go beyond its original strength. (For different ships use the ships BPV+10 as the damage the monster can withstand).

(HS-9.48) The energy barrier cannot be crossed, if the ship hits it, it just sits in that hex until turning to move away or being displaced away. The wall may be knocked down by doing 100 points of damage to a single hex. This causes five hexes to become inert: the hex fired at and the two hexes on either side of it. The ship may then cross. All weapons affect the wall normally. If at any time the ship goes beyond a barrier hex, not into, and the monster is still alive it will always displace directly behind the ship on the impulses when it displaces (HS-9.44). Additionally, the ship will be pulled by the black hole whenever it is behind the barrier.

(HS-9.49) The derelicts are in a stasis field and as long as the monster is alive they will not move. This applies to the black hole, tractor beams, or any other means of moving the ship. There are no crews on these ships. At the instant the monster dies this stasis is released and all derelicts begin being drawn in by the black hole.

(HS-9.5) VICTORY CONDITIONS: If the monster is killed then the player receives a marginal victory. The number of ships saved from the black hole dictates further victory:

1 ship indicates a tactical victory.

2 ships indicates a substantial victory.

3 ships is a decisive victory.

4 ships indicates an astounding victory.

5 or more and the captain is legendary.

(HS-9.6) VARIATIONS: Change the number or types of weapons, the number of attacks or displacements the monster gets, use a smaller or larger ship or additional ships. To play ships of other races take the ship mentioned in set up and switch it with the Argonian GSC.

(HS-9.7) SHIP SIZE ADJUSTMENT: The monster has a number of points of damage it can sustain before being killed. This number should equal the BPV of the ship + 10. The information required to gain firing ability vs the monster should be based on the total number of lab boxes (count officers, sensors etc.) on the ship. This number times 10 is the first goal, times 20 for the second goal.

An additional balance factor applies to tractor beams. For each tractor beam, over two, add one to the number of ships that need to be recovered for victory in (HS-9.5).

(HS-10.0) A MONSOON FOR NO SEASON (Y175)

The Monsoon light cruisers were actually heavy or command cruisers that received cutbacks in production. Major portions of the original plans were deleted. These CLs tried to display themselves for other races but tried not to get involved in battles. The purpose: Mislead the intelligence agencies of the other races into believing that there were more Argonian heavy cruisers. The scenario depicts an encounter with a Romulan Firehawk. The captain of the Argonian ship was told "Keep him busy until a command cruiser can get there."

(HS-10.1) NUMBER OF PLAYERS: 2; The Argonian and the Romulan.

(HS-10.2) INITIAL SET UP:

Argonian Player: The Monsoon ARS "*Opposition*" in hex 2101, facing D, speed any, WS-3.

Romulan Player: A Firehawk in hex 2130, facing A, speed any, WS-3.

(HS-10.3) LENGTH OF SCENARIO: Varies but at least ten turns.

(HS-10.4) SPECIAL RULES:

(HS-10.41) Use a fixed map. Ships may disengage in any direction. The Argonian cannot disengage until the CC arrives.

(HS-10.42) No shuttles have warp booster packs.

(HS-10.43) All drones are medium speed.

(HS-10.44) At the end of the tenth turn the Argonian Player rolls a die and if a 1 is rolled then the Argonian CC ARS "*Selene*" arrives on the next turn. Roll a die at the end of every turn after the ninth, until the "*Selene*" arrives. Add 1 to the chance of success at the end of every even numbered turn that follows starting with turn twelve.

(HS-10.5) VICTORY CONDITIONS: If the Argonian is captured or destroyed then he loses, otherwise he wins.

(HS-10.6) VARIATIONS: Use a different Romulan ship or one from another race.

(HS-10.7) BALANCE: Give the weak player the Romulan.

(HS-10.8) TACTICS: This is a game of cat and mouse. The Argonian must run while the Romulan chases him down. The Argonian should maintain a high speed and possibly some shield reinforcement. Only weasel if the Romulan throws out all his plasma and all the pseudo torpedoes have been accounted for. After firing your initial EF volley do not rearm them.

(HS-11.0) CONVOY (Y187)

An Argonian convoy bringing needed supplies to a planet in the A. O. T. (Argonian Occupied Territory) was intercepted by an ISC echelon. The ISC tried to interrupt the Argonian supply lines.

(HS-11.1) NUMBER OF PLAYERS: 2; The Argonian and the ISC.

(HS-11.2) INITIAL SET UP:

Use 2 maps connected in such a way that hex 2130 of map 1 is adjacent to hex 2101 of map 2. All ships are on map 1. The planet is on map 2 in hex 2225 there is a planetary control base on any hex side of the Argonian player's choosing.

Argonians: all ships are WS-1, speed any.

2 F-AL in hexes 2215-A, and 2316-A.

2 F-AS in hexes 2215-A, and 2316-A.

DDE within 3 hexes of any freighter.

BC-? within 3 hexes of any freighter (Type of BC is chosen secretly from BC, BC-F, BC-G).

ISC: all ships are WS-3, speed max.

CC in hex 4222-F.

2 DDs within 3 hexes of the CC.

(HS-11.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed or have disengaged.

(HS-11.4) SPECIAL RULES:

(HS-11.41) Use a floating map if necessary. Ships may disengage in any direction.

(HS-11.42) Shuttles have warp booster packs.

(HS-11.43) All drones are fast speed.

(HS-11.44) The Argonian player secretly chooses the type of BC he has before the scenario begins.

(HS-11.45) The Argonian BC and DDE may not disengage until the freighters have unloaded their cargo or have been destroyed.

(HS-11.5) VICTORY CONDITIONS: Standard but the ISC gets 2 victory points for every cargo box destroyed, while the Argonians get 2 victory points for every cargo box unloaded on the planet after the 25th. If 25 cargo are not unloaded then the Argonians lose.

(HS-11.6) VARIATIONS: Change the DDs to CLs. Add ships to either force.

(HS-11.7) BALANCE: Players could bid the number of cargo boxes to be unloaded before victory is possible. The highest bidder takes the Argonians.

(HS-12.0) SHORE LEAVE (Y184)

In Y184 the heavy carrier ARS "Argon" had given its fighter pilots and deck crews leave on the planet Zendow when a Romulan-Klingon contingent approached.

(HS-12.1) NUMBER OF PLAYERS: 2 or 3; The Argonian, the Romulan and the Klingon. Romulan and Klingon could be run by one player.

(HS-12.2) INITIAL SET UP:

Use two maps in such a way that hex 2130 of map 1 is adjacent to hex 2101 of map 2.

Zendow (A 7 hex planet, radius 2 hexes) is in hex 2215 of map 1.

Argonian CVA in hex 2318 of map 1, standard orbit, WS-0, Facing any.

Klingon D7N in hex 2130 map 2, Speed max, WS-2, Facing A.

Romulan sparrowhawk-M in hex 2330 map 2, Speed max, WS-2, Facing A.

Romulan sparrowhawk-B in hex 2229 map 2, speed max, WS-3, Facing A.

(HS-12.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Argonian player or all units belonging to the Klingon and Romulan player(s) have been destroyed or have disengaged.

(HS-12.4) SPECIAL RULES:

(HS-12.41) Use a floating map. Ships may disengage in any direction.

(HS-12.42) Shuttles have warp booster packs.

(HS-12.43) All drones are fast speed.

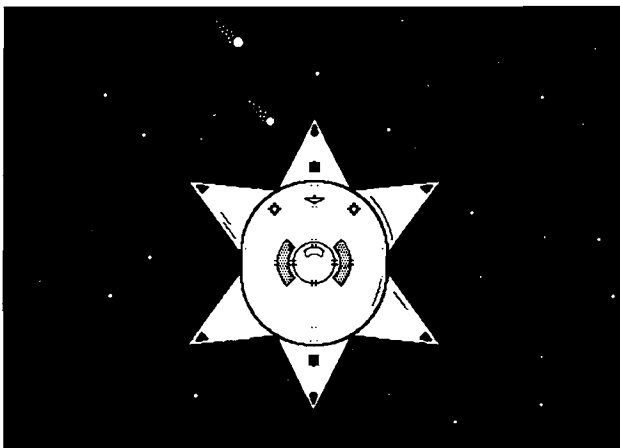
(HS-12.44) Transporters may transport 4 deck crews or 6 pilots per turn. There are 36, pilots on the planet (Gale fighters have 2) and all of the CVAs deck crews. The planet has no transporters.

(HS-12.45) There is a squadron of six Gales assigned to the planet. There are reload facilities but no base.

(HS-12.46) All carriers have the standard fighters for the time period.

(HS-12.5) VICTORY CONDITIONS: Standard.

(HS-12.6) VARIATIONS: Use an SCS, or give the CVA T-Bombs. Add a ship of not more than 120 BPVs to each side.



(HS-12.7) BALANCE: increase or decrease the Romulan forces as needed.

(HS-12.8) HISTORICAL OUTCOME: The ARS "Argon" narrowly survived the joint attack. It had to return to space dock for extensive repairs.

(HS-13.0) ILL DECEPTION (Y166)

In Y166 after the Romulan Invasion of the Argonian nebula was turned back the Romulans wanted revenge. A Klingon ambassador visiting the Romulan council had an idea. Use germ warfare to infect an Argonian world. The Klingon D7N "Deception" carried such a virus in stasis storage on board the ship. While the Klingons were immune to this virus the Romulans would be at risk. The Klingon ship would have to act alone.

(HS-13.1) NUMBER OF PLAYERS: 2; The Klingon and the Argonian.

(HS-13.2) INITIAL SET UP:

The entire map functions as the Argonian Nebula at Y166 strength (Y165 - (TR-1.3)).

Argonian planet Argon XII IN HEX 3716.

Klingon Player: D7N in hex 3718-E, WS-3, standard orbit.

Argonian CC ARS "Typhoon-2" in hex 0110-C, WS-3, speed max.

(HS-13.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed or have disengaged.

(HS-13.4) SPECIAL RULES:

(HS-13.41) Use a floating map. Ships may disengage in any direction.

(HS-13.42) No shuttles have warp booster packs.

(HS-13.43) All drones are slow speed.

(HS-13.44) Argon XII is infected with a virus. Use (TR-2.0) Medical Infection Area rules. The strength of the virus is a 2. The virus is in space, use (TR-2.2) result 2, down shields allow virus on board ships.

(HS-13.45) The Klingons are immune to the virus, and thus not affected in any way.

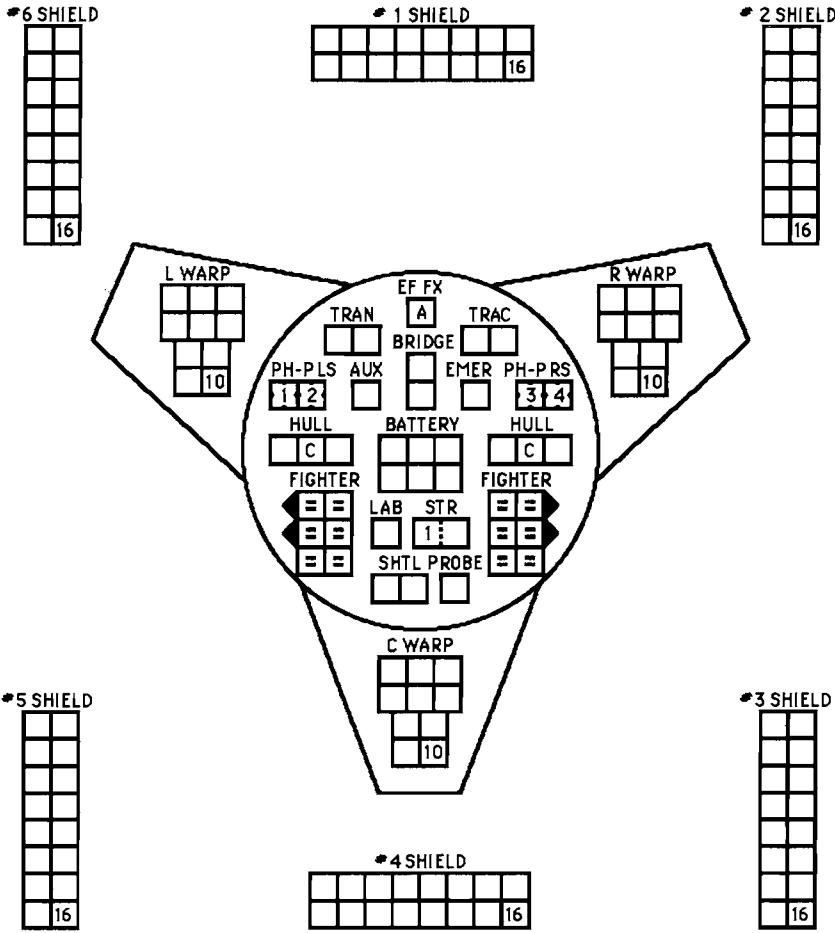
(HS-13.46) The planet gained 100 points of information on the virus before the Klingons knocked out the planets labs. The Argonian player may pick this up by transporter or shuttlecraft. If retrieved it is added to the information total.

(HS-13.5) VICTORY CONDITIONS: Standard.

(HS-13.6) VARIATIONS: This may have occurred with different races many times. Substitutions may be made freely.

(HS-13.7) BALANCE: The Argonian ship should be 4/3s as strong as the Klingon. Increase or decrease the strength of the virus based on the rules in (TR-2.0).

ARGONIAN CLOUDBURST LIGHT CARRIER



- NOTES:
 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
 2. MAY PERFORM 4 HULL ROTATIONS A TURN.
 3. NO FIGHTERS IN REAR SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	111
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	3
REFERENCE	=	RH-2.9
INTERNALS	=	73

CREW UNITS

*									
32									

BOARDING PARTIES

8									
---	--	--	--	--	--	--	--	--	--

DECK CREWS

12									
----	--	--	--	--	--	--	--	--	--

TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

SHUTTLES THREE BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	5	3	0
---	---	---	---	---

PROBES

1			5
---	--	--	---

SCANNER

0	0	1	5	9
---	---	---	---	---

POWER CURVE

WARP	=	30
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	30
BATTERY	=	6

DAM. CON.

4	4	2	2	0
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EX. DAM.

				16
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GUST FIGHTER (RH-2.F1)

POINT VALUE	=	7
PH-P3 360°	=	1
PH-P2 FX	=	1
DFR	=	3
CRIPPLED	=	6
SPEED	=	12

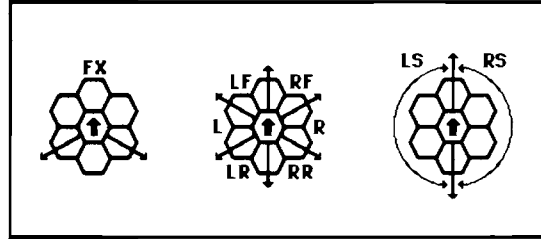
ENERGY FLUX TABLE

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	14
1	12	12	12	11	10	9	8	7	6	5	4				
2-5	12	11	11	10	9	8	7	6	5	4	3				
6	11	10	9	8	7	6	5	4	3	2	1				
MODE	HIT	SHIELD DAMAGE													
1	1-5	3 FULL 3 NONE													
2	1-4	3 FULL 3 HALF													
3	1-3	6 FULL													

TURN MODE C

1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
HET	BD
3/3	6

WEAPON ARCS



PHASER-P

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

PHASER-P2

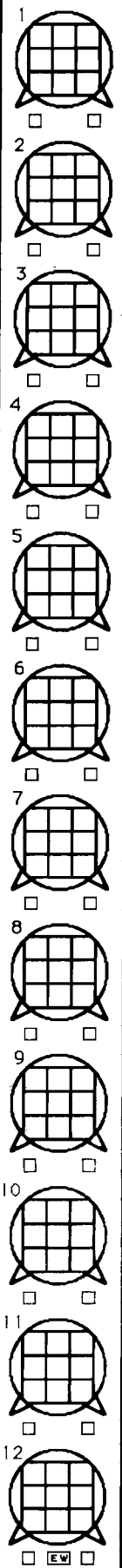
DIE RANGE	ROLL	0	1	2	3	4	8	15	30	50
1	6	5	5	4	3	2	1	1	-	-
2	6	5	4	4	2	1	1	-	-	-
3	6	4	4	4	1	1	-	-	-	-
4	5	4	4	3	1	-	-	-	-	-
5	5	4	3	3	-	-	-	-	-	-
6	5	3	3	3	-	-	-	-	-	-

PHASER-P3

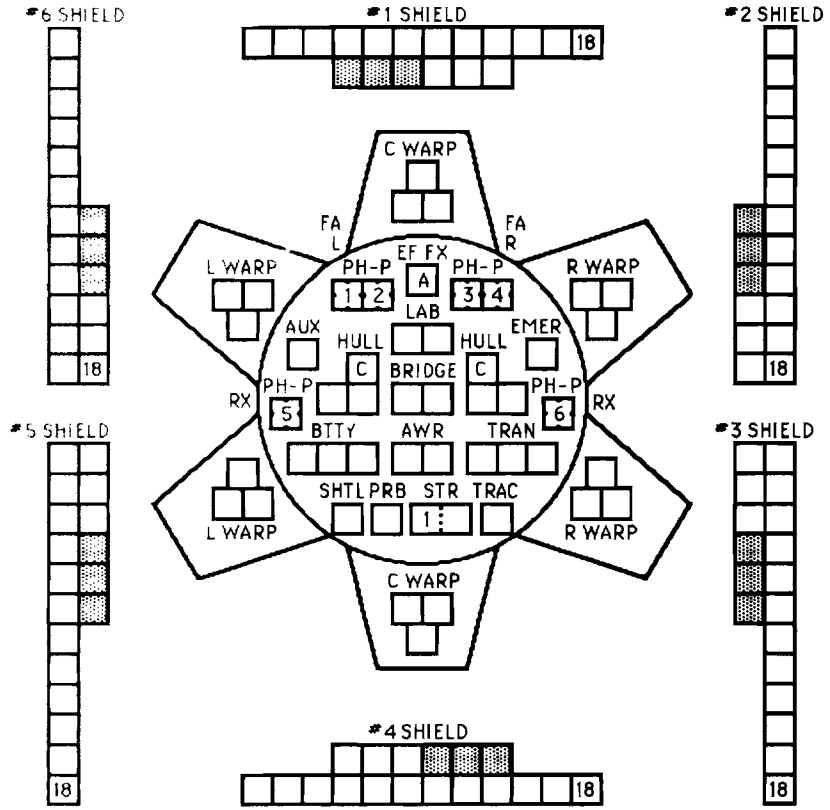
DIE RANGE	ROLL	0	1	2	3	6	15
1	4	4	4	3	1	1	
2	4	4	4	2	1	-	
3	4	4	4	1	-	-	
4	4	4	3	-	-	-	
5	4	3	2	-	-	-	
6	3	3	1	-	-	-	

2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1/3	2	2/3	3/3	4	4/3	5/3	6	6/3	7/3	8	8/3	9/3	10	10/3	11/3	12	12/3	13/3	14	14/3	15/3	16	16/3	17/3	18	18/3	19/3	20



ARGONIAN SUNBLAST WAR FRIGATE



SHIP DATA TABLE		
TYPE	=	FFW
POINT VALUE	=	90
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.14
INTERNALS	=	50
SHIELD REFIT	=	+3

CREW UNITS									
		*							
								30	

BOARDING PARTIES									
									8

TRANSPORTER MINES									
R	R							D	D

SHUTTLES									
ONE BAY									
CNTR	HIT POINTS	TYPE							

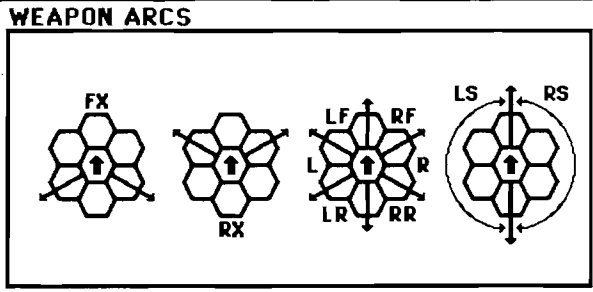
SENSOR					PROBES				
6	5	3	1	0	1				5

SCANNER					POWER CURVE				
0	1	3	5	9	WARP = 18	IMPULSE = 0	APR = 0	AWR = 2	TOTAL = 20
2	2	2	0		BATTERY = 3				

EX. DAM.				
				11

ENERGY FLUX TABLE														
DIE RANGE														
ROLL	0	1	2	3	4	5	6	7	8	9-11	12-14			
1	12	12	12	11	10	9	8	7	6	5	4			
2-5	12	11	11	10	9	8	7	6	5	4	3			
6	11	10	9	8	7	6	5	4	3	2	1			
MODE	HIT	SHIELD DAMAGE												
1	1-5	3 FULL			3 NONE									
2	1-4	3 FULL			3 HALF									
3	1-3	6 FULL												

TURN MODE C	
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
HET	BD
1 2/3	6



PHASER-P														
DIE RANGE														
ROLL	0	1	2	3	4	5	6-9	16	26-51					
1	9	8	7	6	5	5	4	3	2	1	1			
2	8	7	6	5	5	4	3	2	1	1	-			
3	7	5	4	4	4	3	1	-	-	-	-			
4	6	4	4	4	4	3	2	-	-	-	-			
5	5	4	4	4	3	3	1	-	-	-	-			
6	4	4	3	3	2	2	-	-	-	-	-			

NOTES:
 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3									
DIE RANGE									
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	-			
3	4	4	4	1	-	-			
4	4	4	3	-	-	-			
5	4	3	2	-	-	-			
6	3	3	1	-	-	-			

1/3 WARP MOVEMENT CHART																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	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 1/2	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

ARGONIAN THUNDERCLAP FAST PATROL SHIPS STANDARD

1

#6 SHIELD: 8
#1 SHIELD: 8
#5 SHIELD: 8
#3 SHIELD: 8
#4 SHIELD: 8

SENSOR: 6, 5, 0
SCANNER: 0, 2, 9
DAM CON: 2, 0
EX DAM: 6
CREW: 3
HET: 0
BD: 6
BP: 0

2

#6 SHIELD: 8
#1 SHIELD: 8
#5 SHIELD: 8
#3 SHIELD: 8
#4 SHIELD: 8

SENSOR: 6, 5, 0
SCANNER: 0, 2, 9
DAM CON: 2, 0
EX DAM: 6
CREW: 3
HET: 0
BD: 6
BP: 0

3

#6 SHIELD: 8
#1 SHIELD: 8
#5 SHIELD: 8
#3 SHIELD: 8
#4 SHIELD: 8

SENSOR: 6, 5, 0
SCANNER: 0, 2, 9
DAM CON: 2, 0
EX DAM: 6
CREW: 3
HET: 0
BD: 6
BP: 0

4

#6 SHIELD: 8
#1 SHIELD: 8
#5 SHIELD: 8
#3 SHIELD: 8
#4 SHIELD: 8

SENSOR: 6, 5, 0
SCANNER: 0, 2, 9
DAM CON: 2, 0
EX DAM: 6
CREW: 3
HET: 0
BD: 6
BP: 0

PF DATA TABLE

TYPE	=	PF
POINT VALUE	=	20/40
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-2.PF1
INTERNALS	=	25

TURN MODE AA

1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	
HET	BD
SEE PFs ABOVE	

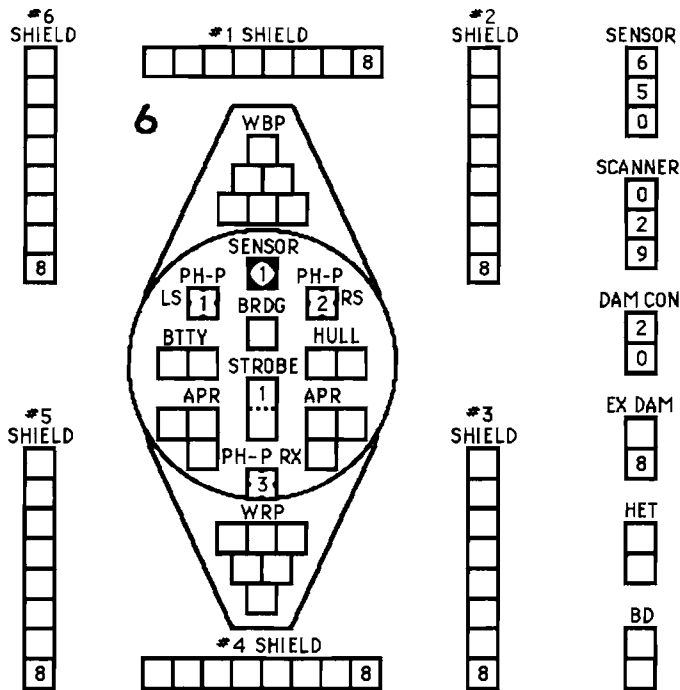
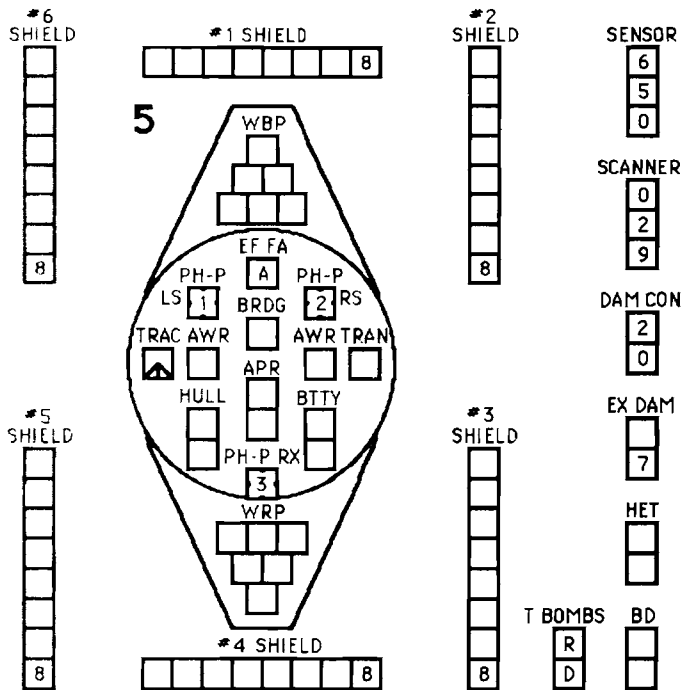
POWER CURVE

WARP	=	6/12
IMPULSE	=	0
APR	=	2
AWR	=	2
TOTAL	=	10/16
BATTERY	=	2

NOTES:

1. MAY PERFORM 4 HULL ROTATIONS A TURN.
2. MAY NOT PERFORM HULL ROTATIONS W/O WARP BOOSTER PACK.
3. SEE REVERSE FOR WEAPONS CHARTS AND MOVEMENT CHARTS.

ARGONIAN THUNDERCLAP FAST PATROL SHIPS LEADER SCOUT



PF DATA TABLE

TYPE	=	PF-L
POINT VALUE	=	40/45
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-2.PF2
INTERNALS	=	27

SHUTTLES			ONE BAY
CNTR	HIT POINTS	TYPE	

CREW	BP

POWER CURVE

WARP	=	6/12
IMPULSE	=	0
APR	=	2
AWR	=	2
TOTAL	=	10/16
BATTERY	=	2

TYPE	=	PF-S
POINT VALUE	=	70/50
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
STROBE STR	=	3
REFERENCE	=	RH-2.PF3
INTERNALS	=	29

CREW	BP

POWER CURVE

WARP	=	6/12
IMPULSE	=	0
APR	=	6
AWR	=	0
TOTAL	=	12/18
BATTERY	=	2

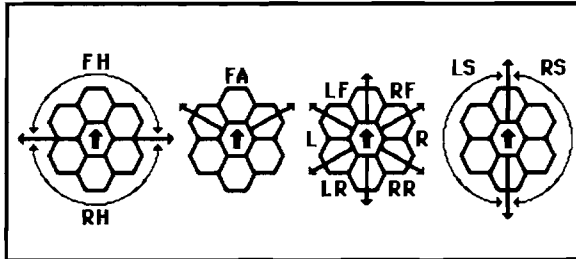
ENERGY FLUX TABLE

DIE	RANGE	ROLL											
0	1	2	3	4	5	6	7	8	9-11	12-14			
1	12	12	12	11	10	9	8	7	6	5	4		
2-5	12	11	11	10	9	8	7	6	5	4	3		
6	11	10	9	8	7	6	5	4	3	2	1		
MODE	HIT	SHIELD DAMAGE											
1	1-5	3 FULL 3 NONE											
2	1-4	3 FULL 3 HALF											
3	1-3	6 FULL											

TURN MODE AA

1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	
HET	BD
SEE PFs ABOVE	

WEAPON ARCS



PHASER-P

DIE	RANGE	ROLL											
0	1	2	3	4	5	6	7	8	9	10	11	12	
1	9	8	7	6	5	5	4	3	2	1	1		
2	8	7	6	5	5	4	3	2	1	1			
3	7	5	5	4	4	4	3	1					
4	6	4	4	4	4	3	2						
5	5	4	4	4	3	3	1						
6	4	4	3	3	2	2							

NOTES:

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. THE STROBE AFFECTS ALL PFs EXCEPT THE SCOUT.
3. THE SENSOR IS DESTROYED ON A TORPEDO HIT
4. MAY PERFORM 4 HULL ROTATIONS A TURN.
5. MAY NOT PERFORM HULL ROTATIONS W/O WARP BOOSTER PACK.

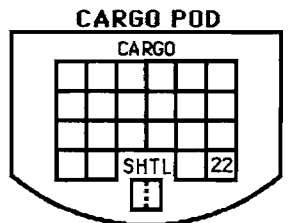
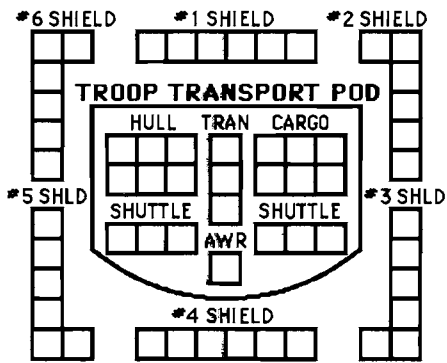
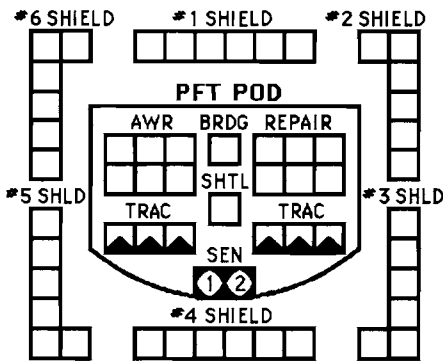
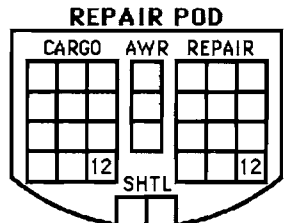
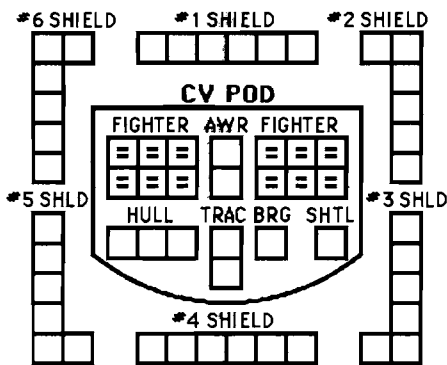
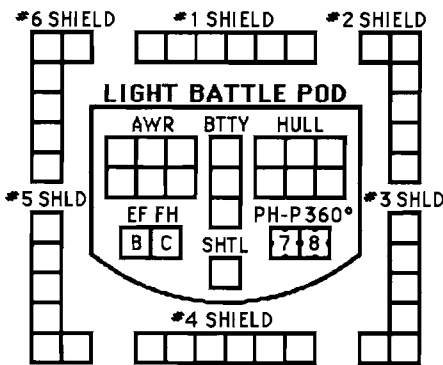
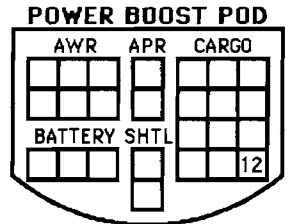
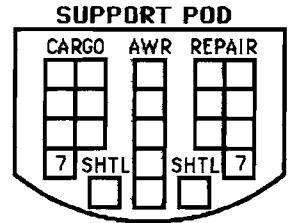
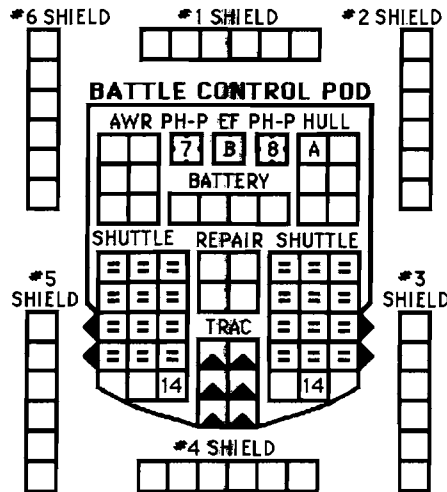
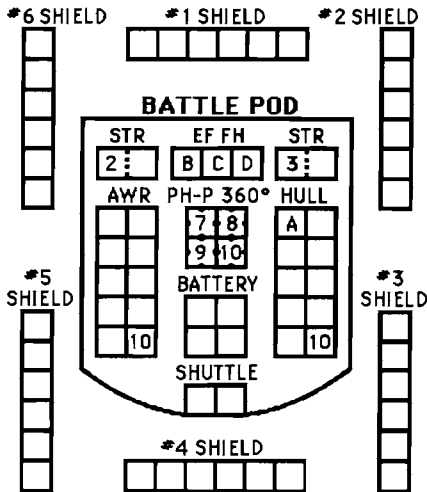
PHASER-P3

DIE	RANGE	ROLL				
0	1	2	3	4	9	
1	4	4	4	3	1	
2	4	4	4	2	1	
3	4	4	4	1		
4	4	4	3			
5	4	3	2			
6	3	3	1			

1/5 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fract.	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

ARGONIAN PODS



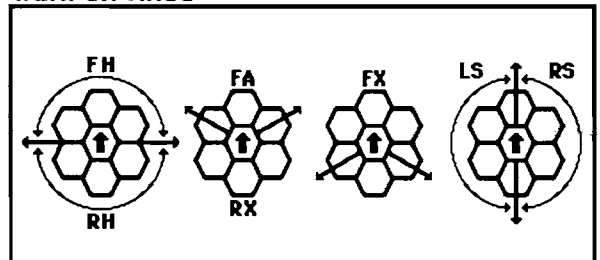
ENERGY FLUX TABLE

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4	
2-5	12	11	11	10	9	8	7	6	5	4	3	
6	11	10	9	8	7	6	5	4	3	2	1	
FIGHTER RANGE	MODE	HIT	SHIELD DAMAGE									
	1	1-5	3 FULL 3 NONE									
	2	1-4	3 FULL 3 HALF									
	3	1-3	6 FULL									

PHASER-P

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

WEAPON ARCS



NOTES:

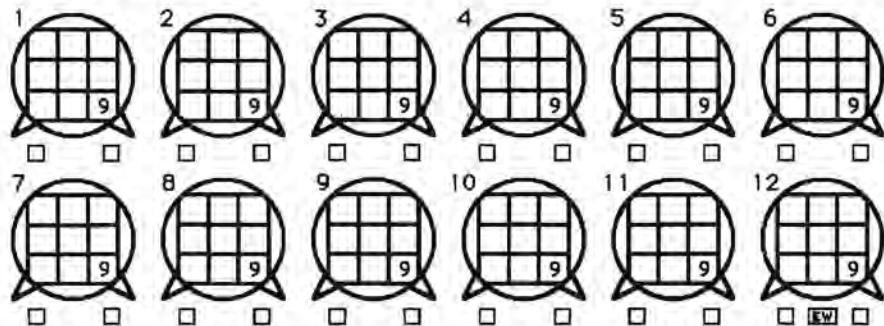
- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- PODS CANNOT PERFORM HULL ROTATIONS.
- PODS ARE NOT CAPABLE OF ANY MOVEMENT EXCEPT FOR 1 ZERO ENERGY TURN PER TURN. UNMANNED PODS CANNOT MOVE AT ALL.
- PRIOR TO Y180 CARGO PODS HAD TWO EXTRA CARGO BOXES INSTEAD OF THE SHUTTLE BOX.

PHASER-P3

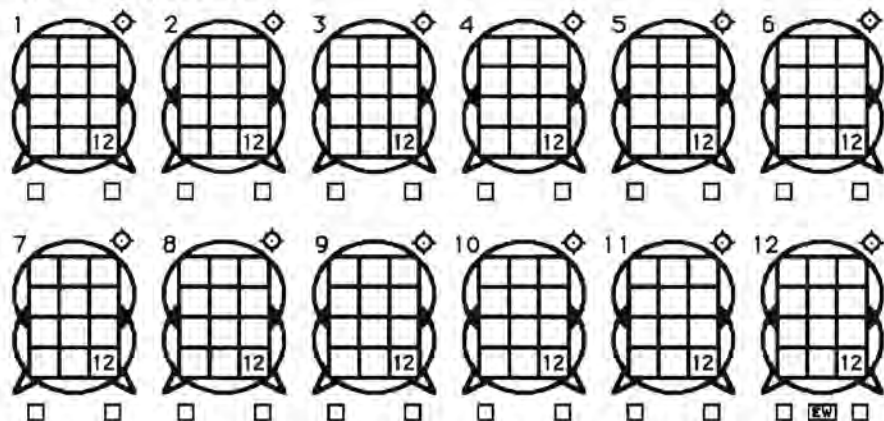
DIE RANGE	ROLL	0	1	2	3	4	9
1	4	4	4	3	1	1	
2	4	4	4	2	1	-	
3	4	4	4	1	-	-	
4	4	4	3	-	-	-	
5	4	3	2	-	-	-	
6	3	3	1	-	-	-	

ARGONIAN CVA/SCS FIGHTER GROUP

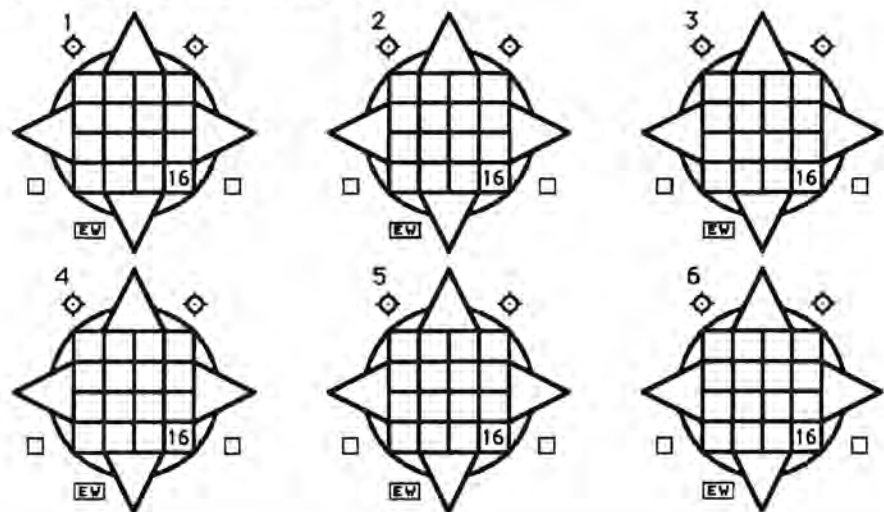
GUST FIGHTERS



WIND FIGHTERS



GALE HEAVY FIGHTERS



FIGHTER DATA TABLE

TYPE	=	GUST
POINT VALUE	=	7
PH-P3 360°	=	1
PH-P2 FX	=	1
CHAFF	=	2
DFR	=	3
CRIPPLED	=	6
SPEED	=	12
REFERENCE	=	RH-2.F1

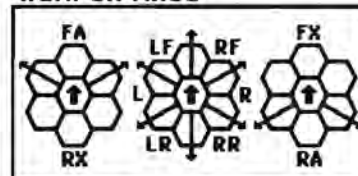
FIGHTER DATA TABLE

TYPE	=	WIND
POINT VALUE	=	10
PH-P3 360°	=	2
FTR EF FA	=	1
CHAFF	=	2
DFR	=	4
CRIPPLED	=	8
SPEED	=	15
REFERENCE	=	RH-2.F2

FIGHTER DATA TABLE

TYPE	=	GALE
POINT VALUE	=	16
PH-P3 360°	=	2
FTR EF FA	=	2
CHAFF	=	2
DFR	=	1
CRIPPLED	=	10
SPEED	=	10
REFERENCE	=	RH-2.F3

WEAPON ARCS



FIGHTER ENERGY FLUX

DIE ROLL	RANGE 0	1	2	3-5	6-8
1	8	7	6	5	4
2-5	7	6	5	4	3
6	5	4	3	2	1

MODE	HIT	SHIELD	DAMAGE
1	1-5	3 FULL	3 NONE
2	1-4	3 FULL	3 HALF
3	1-3	6 FULL	

PHASER-P

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

PHASER-P2

DIE ROLL	RANGE 0	1	2	3	4	8	15	30	50
1	6	5	5	4	3	2	1	1	-
2	6	5	4	4	2	1	1	-	-
3	6	4	4	4	1	1	-	-	-
4	5	4	4	3	1	-	-	-	-
5	5	4	3	3	-	-	-	-	-
6	5	3	3	3	-	-	-	-	-

PHASER-P3

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

ARGONIAN FLEET DATA TABLE

ANNEXES

Ship Type	Rule No.	Year in Srvce	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shtl's	R0.6 Size Class	C3.3 Turn Mode	C13.3 docking points	F&E Cmdnd Rating	Notes
KREBIZ DEFENSE FLEET											
DN	3	176	204	4-6	1.50	2	2	D	10	10	
DN+	2	179	238	4-6	1.50	2	2	D	11	10	
BC	6	177	170	5-6	1.00	2	3	D	9	9	
CW	55	183	155	5-6	1.00	2	3	D	9	9	
CC	7	157	145	5-6	1.00	2	3	D	8	9	
CA	8	155	137	5-6	1.00	2	3	D	8	8	
GSC	18	177	190/170	4-6	1.00	2	3	D	9	9	
CVA	5	181	152	4-6	1.00	2+2+2	2	D	10	10	V
SCS	4	182	157	4-6	1.00	2+2+2+1	2	D	10	10	V
CVL	9	178	111	6	.67	0+1	3	C	8	8	V
BCL	43	179	136	6	.67	1	3	C	8	8	
CWL	52	183	117	6	.67	0	3	C	7	7	
CL-M	10	169-179	100	5-6	.67	1	3	D	8	8	
CL-W	11	180	96	6	.67	0	3	C	7	7	
CCL	27	181	107	6	.67	1	3	C	7	7	
PFT	31	186	104	6	.67	0	3	C	7	7	
DD	12	164	106	6	.50	1	4	C	6	6	
SC	32	164	125/105	6	.50	0	4	C	6	6	
SV	24	168	105	6	.50	1	4	C	6	6	
MON	49	171	100/160	2-6	.50	2	3	D	7	7	
FF	13	164	52	6	.33	0	4	C	4	4	
EE	35	164	52	6	.33	0	4	C	4	4	
PoI	25	164	86	6	.50	1	4	C	6	6	
PoI CL	26	164	47	6	.33	0	4	C	4	4	
CVE	75	181	112	6	.50	1	4	C	6	6	
TT	16	179	122	4-6	1.00	0	4	D	8	8	TG
BT	17	184	215	4-6	1.50	1	2	E	11	10	TG, ML
BCT	82	182	205/190	4-6	1.50	2+2+2	2	E	11	10	TG, ML, V
BTL	47	183	168	4-6	1.00	1	3	D	8	8	TG
CVT	45	176	140	4-6	1.00	0+2	3	D	9	9	TG, V
PFFT	58	179	160/140	4-6	1.00	0	3	D	8	8	TG
P-C	37	179	12	-	◆	-	-	-	4	4	
P-T	38	180	30/20	-	◆	2	4	-	4	4	
P-B	36	184	105	-	◆	1	4	-	4	4	
P-BC	82	182	95/70	-	◆	2+2+2	4	-	4	4	
P-BL	48	183	58	-	◆	1	4	-	4	4	
P-PFT	39	179	50/30	-	◆	-	4	-	4	4	
P-R	40	180	40/25	-	◆	-	-	-	4	4	
P-S	41	180	30/16	-	◆	-	4	-	4	4	
P-PB	42	182	42/36	-	◆	-	4	-	4	4	
P-CV	46	176	30	-	◆	0+2	4	-	4	4	V
L-Q	53	164	83	2-6	.50	1	4	B	6	6	
S-Q	50	164	43	2-6	.33	1	4	B	3	3	
F-AL	51	155	75	1-6	.50	0	4	B	6	6	
F-ALST	78	175	72	1-6	.50	0	4	B	6	6	
F-AS	52	155	36	1-6	.33	0	4	B	3	3	
PF	90	179	20/40	6	.20	0	5	AA	2	2	
VARIANTS											
BC-F	54	178	182	5-6	1.00	1+1	3	D	9	9	
BC-V	86	184	205	5-6	1.00	1+2	3	D	9	9	V
BC-S	87	183	200	5-6	1.00	1+2	3	D	9	9	V
ComCA	30	167	150	5-6	1.00	2	3	D	8	8	
CA-S	65	162	200/170	5-6	1.00	2	3	D	8	8	
CB	59	178	168	5-6	1.00	2	3	D	8	8	
CVS	19	180	149	4-6	1.00	1+2	3	D	9	9	V
CVSL	44	179	115	6	.67	0+1	3	C	7	7	V
ComCL	29	182	104	6	.67	1	3	C	7	7	
SCL	33	181	130/110	6	.67	1	3	C	7	7	
CL-S	57	165	150/130	6	.67	1	3	C	7	7	
ECL	21	181	103	6	.67	0	3	C	7	7	
NCA	81	176	148	6	1.00	1	3	C	8	8	
DDL	23	164	119	6	.50	1	4	C	6	6	
DDE	20	185	104	6	.50	1	4	C	6	6	
HS	84	168	100/70	6	.50	1	4	C	6	6	
CVG	83	179	125	6	.50	1+2	4	C	7	7	V
FFW	14	180	90	6	.33	1	4	C	5	5	
FFL	22	165	78	6	.33	0	4	C	4	4	
FFB	15	167	72	6	.33	0	4	C	4	4	
EEB	34	167	60	6	.33	0	4	C	4	4	
MS	67	169	97	6	.67	1+1	3	C	6	6	
FIRST GENERATION X-SHIPS											
BCX	62	185	268	5-6	1.00	2	3	B	10	10	
CCX	63	184	223	5-6	1.00	2	3	B	9	9	
CAX	64	183	199	5-6	1.00	2	3	B	9	9	
SCX	76	183	185/125	6	.50	1	4	A	8	8	
CLX	74	182	180	6	.67	2	3	A	8	8	
DDX	66	181	165	6	.50	1	4	A	7	7	
FFX	61	180	139	6	.33	1	4	A	5	5	
CONJECTURAL UNITS											
BB	77	195	330	4-6	2.00	1+1+1+1	2	E	36	10	
BBH	85	200	380	4-6	2.00	2+1	2	E	38	10	
BC-G	60	179	175	5-6	1.00	2	3	D	9	9	
DN-SCS	79	181	215/195	4-6	1.50	2+2+2	2	D	12	10	
DN-CVA	80	182	210/190	4-6	1.50	2+2+2+1	2	D	12	10	
MA	28	172	130	5-6	1.00	0	3	D	8	8	

ANNEX #5 ABBREVIATIONS

EF	ENERGY FLUX
PH-P	PHASER-P
PH-P*	PHASER-P*
STR	STROBE

ANNEX #6A SHIP MODIFICATIONS COST

8	+1 PER POINT OF STROBE STRENGTH (ONLY TO EXISTING STROBES)
8	ENERGY FLUX 180° ±
10	ENERGY FLUX 240° ±
1	PLASMA PHASER FIRE CONTROL

ANNEX #7A COLOR OF COUNTERS

ARGONIAN COUNTERS HAVE AN ORANGE BACKGROUND WITH A BLACK SHIP.

ANNEX #7D LIST OF SYSTEMS DEFINED AS WEAPONS

ENERGY FLUXES AND PLASMA PHASERS ARE ALWAYS DEFINED AS WEAPONS. THE STROBE IS CONSIDERED A WEAPON FOR THE PURPOSES OF THE FOLLOWING: (C6.547) RECOVERY FROM BREAKDOWN (D5.0) SELF DESTRUCTION (D9.43) REPAIR (D18.9) INACTIVE SHIPS (G6.51) MUTINY (S3.3) MODIFYING SHIPS

ANNEX #7E HIT CONVERSION CHART

HIT FROM CHART	SCORED ON
DRONE	STROBE
TORPEDO	ENERGY FLUX

ANNEX #9 COST OF REPAIR CHART

STROBE	4
ENERGY FLUX	12
PHASER P*	Cost of std. PH + 2

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

Arg Unique: BT or BCT, BB or BBH
 Arg DN: DN, DN+, DN-SCS, DN-CYA
 Arg CYA: CYA, SCS
 Arg CA: CA, BC, (BC Variants), GSC, CB, BTL, CC, CA-S, MA, PFTT, CW, ComCA, CVS, CYT, TT, CL-M
 Arg CL: CL, BCL, SCL, CWL, CVSL, CVL, CL-S, NCA
 Arg DD: DD, DDL, DDE, SC, SY, PoI, HS, CYG
 Arg FF: FF, FFL, BF, BE, EE, PoI CL

ARGONIAN STANDARD TECHNOLOGY

PHASERS-1/2/3/4/P/P2/P3/P4
 STROBE
 ENERGY FLUX WEAPONS

ARGONIAN KNOWN FOREIGN TECHNOLOGY

NONE

The abbreviations in the Notes column are defined on the 'official' Master Ship Chart.

For crew units & boarding parties, see the SSD for the unit in question.

The explosion strength is in the last excess damage box on each unit's SSD.

ARGONIANS-1

INCLUDES – THE FOLLOWING ARGONIAN RULES:

THE ARGONIANS: The Argonians are located in a large, 1500 parsec, nebula with many scattered asteroid fields. These conditions enabled the Argonians to remain hidden from their neighbors for hundreds of years. The nebula located on the borders of the Romulan, Gorn and ISC territories, was always avoided as it made travel dangerous. This nebula, now called the Argonian Nebula, is the reason that Argonian ships are so different from those of other races. Ships needed to be very versatile and have specialized equipment. In Y134 Argonian scientists made a horrifying discovery: The nebula, their hidden home, would start deteriorating within twenty years and would be completely gone after forty years. They were defenseless, they had no warships, no protection. The Argonians acted fast and approved the construction of a major starfleet.

THE ENERGY FLUX: This heavy weapon requires 3 consecutive turns to arm. A devastating weapon, as energy builds up around the target ship over an 8 impulse period, and when released damages from 3 to 6 of its shields. In a matter of impulses the Energy Flux can rip down the shields leaving the target ship unprotected. This powerful heavy weapon requires 3 turns to arm and a total of 10 energy. There are 3 different ways of firing the energy flux called modes.

PLASMA PHASERS: The plasma phaser, as developed by Argonian scientists, functions identically to a regular phaser except when fired at a plasma torpedo. The phaser itself is identical, it is no more powerful than a standard phaser. The tracking system however, is extremely accurate when confronted with the energy emissions given off by plasma torpedoes. This extreme accuracy allows the phaser-P a greater damage potential when fired at plasma torpedoes.

THE STROBE: This system was originally invented by the Argonians as a scanning system in the Argonian Nebula. It was later discovered that the strobe could be used to inhibit the scanning abilities of other ships. Modifications were made to make the strobe function exclusively in this manner. All ships within range are affected, both friend and foe.

HULL ROTATION: Argonian ships function essentially the same as other ships with respect to movement, except for their ability to perform hull rotations. No other race has this ability. A hull rotation is simply turning the hull of the ship 60 degrees while continuing to move in the same direction. The engines on most Argonian ships are not fixed in position they can rotate about the ship. This allows the ships hull to rotate while the engines remain in position.

THE ARGONIAN NEBULA: The Argonian Nebula is located where the Romulan, Gorn and ISC borders intersect. This nebula is similar to other nebulae until Y154 when it began to deteriorate. Over a period of twenty years the Argonian Nebula slowly dissipated. It grew weaker and weaker until, in Y175, it no longer existed.



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