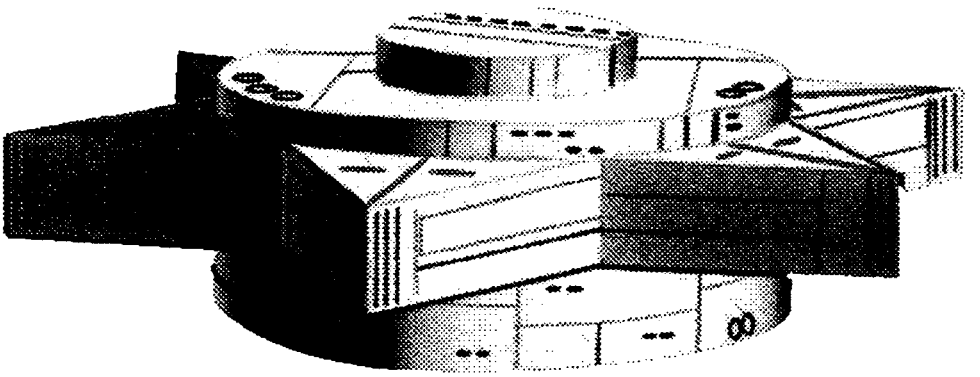
COMPANION GAMES INC.

Presents:

ARGONIANS-3



INCLUDES - THE FOLLOWING RULES:

ARGONIAN X-1 IMPROVED TECHNOLOGY
- **IMPROVED HULL ROTATION**
- **ADVANCED ENERGY FLUX**
- **IMPROVED PLASMA PHASERS**
- **IMPROVED STROBE**

ALSO INCLUDED: 33 COMPANION SSDS

TWO NEW DREADNOUGHT VARIENTS
- **(A CVA-D AND SCS-D)**

TWO BATTLESHIPS
- **(A BB AND BBH)**

7 X-1 SSDS
- **(FROM THE FFX TO THE BCX)**

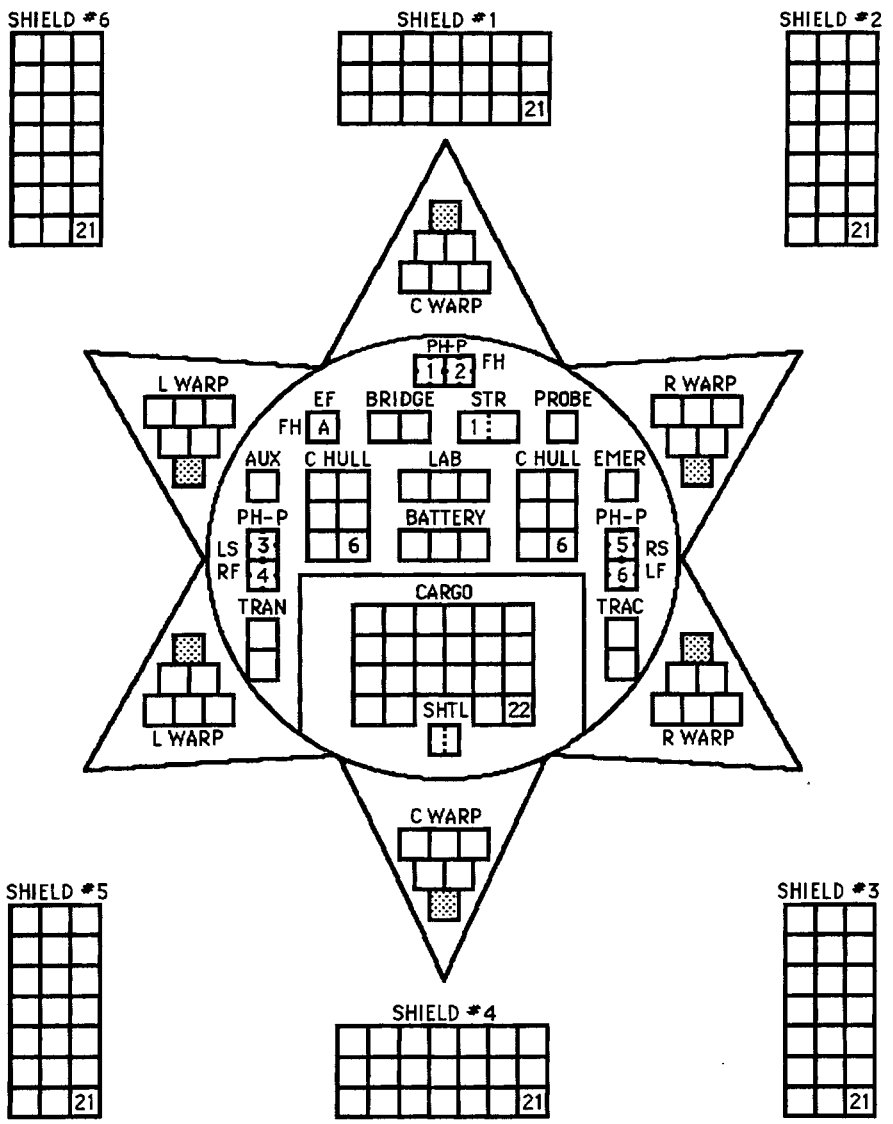
7 ARGONIAN BASES
- **(FROM GBEF TO SB)**

4 TUG/POD COMBINATIONS

AND MORE...

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 Paramount Pictures, 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 and Companion Games' product Argonians-1 to use this product.

ARGONIAN TWISTER TUG



SHIP DATA TABLE

TYPE	=	TT
POINT VALUE	=	110
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SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	3
REFERENCE	=	RH-2.16
INTERNALS	=	95
IMPULSE/PH-1s	=	-14
EXTRA POD	=	+12

CREW UNITS

BOARDING PARTIES

TRANSPORTER R R R R

MINES D D D D

SHUTTLES ONE BAY PER POD

CNTR	HIT POINTS	TYPE

SENSOR 6 6 5 3 0

PROBES 1 5

SCANNER 0 0 1 5 9

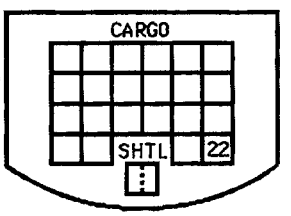
DAM. CON. 4 4 2 2 0

EX. DAM.

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	36
BATTERY	=	3

EXTRA CARGO POD



ENERGY FLUX TABLE

DIE ROLL	RANGE 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

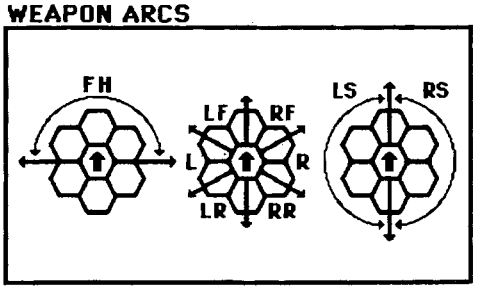
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D/E

NO. PODS	0-1	2-3
1	2-4	2-3
2	5-8	4-6
3	9-12	7-10
4	13-17	11-14
5	18-24	15-21
6	25+	21-29
7		30+

HET	BD
5	4-6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS. ALL PH-Ps ARE PH-1s ON THESE SHIPS.
4. THIS TUG CANNOT PERFORM HULL ROTATIONS WITH TWO PODS ATTACHED.
5. PRIOR TO Y180, CARGO PODS HAD TWO EXTRA CARGO BOXES INSTEAD OF THE SHUTTLE BOX.

PHASER-P3

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

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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 tactics, scenarios & fiction), but we may in the future. Anything already submitted to ADB is off limits! We would like to see fiction, scenarios and tactics based on our material right now. Thank you for your interest.

INTEGRATION

The material in this supplement is designed for easy integration into your existing rulebook. 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 rule numbers presented here, and so that our products can be easily differentiated. Example: (FR-2) should be inserted behind (FR-1) at the end of the J section (fighters section) of your rulebook. Alternatively, 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-1 & ARGONIANS-2

If a rule is cited somewhere in this product and you cannot locate it, it might be in one of these products.

Most of the SSDs in this product have their ship described in the (RH-2) section of Argonians-2. Each ship description tells you where the accompanying SSD is printed.

PHOTOCOPIES

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

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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	36	$8.50
Indirigans-1	48	$8.50
Indirigans-2**	36	$8.50
Krebiz-1	48	$8.50
Krebiz-2	48	$8.50
Krebiz-3	48	$8.50
Krebiz-4*	36	$8.50
Far Side-1	48	$9.95
Mechad-1	48	$9.95
In-Coming Fire (back issues #1-#20)	8	$1.50 ea.
Galactic Fire Magazine (bi-monthly)	32	$4.95 ea.

Shipping & Handling: Free in the U.S., Canada & Mexico add 20%, other countries add 50%.

* These products are complete but have not gone to print at this time (September 1996). Pre-orders welcome.
**Currently under development. No pre-orders please.
To order any of these products, write to us at:

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

Or call us at 1-607-652-9038 to direct order.

If you have a technical question, we will gladly answer it as long as a self addressed stamped envelope accompanies your question(s).

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:

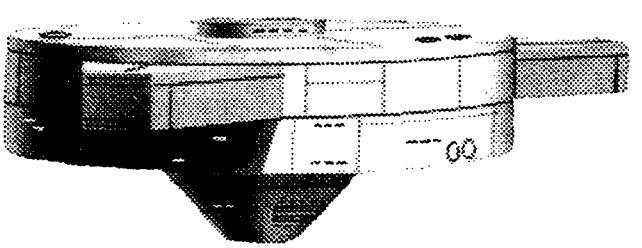
General Contributions: Mark A. Galasso, John M. Hammer, John Rigley Sr., John E. Kasper

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

Editing: George T. Henne Jr.

COUNTER SHEET UPDATE

A counter sheet is now available. This counter sheet countains 18 counters for each of 10 different Far Side empires (some of which are not yet released) plus another 36 miscelaneous generic ship and terrain counters. The counters are normally found with Galactic Empires: The Board Game but are designed to be compatible with SFB and are made available to our SFB fans for $3.95 (while supply lasts).



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(XR-2) ARGONIAN IMPROVED TECHNOLOGY (X-1)

What follows is the rules needed for operating Argonian X-1 improved technology starships. All of the rules in the X section of the rulebook apply to Argonian X-1 ships except if defined differently below. If a rule is not modified here or in the X section of the rules then it functions normally. The standard rules modified below use their existing Argonian rule numbers, but are prefixed with an 'XR'. Insert page 2 of this book at the end of the X section of your rulebook.

(XRMR-1.0) IMPROVED HULL ROTATION

All hull rotation rules function normally with the following exceptions:

(XRMR-1.1) EARNING HULL ROTATIONS

(XRDW-1.11) An X-1 Argonian ship earns 6 hull rotations each turn, one on impulse 2, 6, 11, 16, 22, and 27. If a hull rotation is not used before the next one is earned then it is lost.

(XRDW-2.0) ADVANCED ENERGY FLUX

All energy flux rules function normally with the following exceptions: NOTE: The advanced energy flux cannot arm or fire a non-advanced energy flux.

(XRDW-2.2) ARMING PROCEDURE

(XRDW-2.21) POWER REQUIRED: Advanced energy fluxes can be armed in 2 turns for 10 points of power. They may also be armed in 3 turns by the standard arming procedure. Reserve warp may be used to complete partial arming at any point in the second turn of arming.

(XRDW-2.22) ESCALATED ARMING PROCEDURE: Each consecutive turn of arming of an advanced energy flux must be equal to or greater that the previous turn of arming (as does the non-advanced energy flux). However, the possibility of a two turn arming cycle allows additional arming cycle combinations.

(XRDW-2.221) The following are additional arming cycle combinations: 1-9, 2-8, 3-7, 4-6, 5-5. The are in addition to the possible energy allocations listed in rule (DW-2.221).

(XRDW-2.3) FIRING PROCEDURE

(XRDW-2.34) ADVANCED ENERGY FLUX TABLE: advanced energy fluxes have an increased range over non-advanced energy fluxes. See the Advanced Energy Flux Table at the bottom of this page.

(XRDW-2.35) MAXIMUM RANGE: The maximum range of the advanced energy flux is 20 hexes.

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

(XRDW-2.5) FIRING OPTIONS

(XRDW-2.51) FAST-LOADS:

(XRDW-2.511) ARMING:

(XRDW-2.5111) The advanced energy flux can be armed in 1 turn for 6 points of power. They may also be armed in 2 turns by the standard fast load arming procedure.

(XRDW-2.5112) Reserve warp may be used to complete partial arming at any point in the first or second turn of arming.

(XRDW-2.5113) Rule (DW-2.5113) is no longer a consideration for arming fast-loads due to the 1 turn arming of a fast-loaded energy flux and the increase in the maximum energy allowed during a 2 turn arming cycle. However, it is a consern for arming fast-loads as a standard load. See the arming restrictions detailed in rule (XRDW-2.5114).

(XRDW-2.5114) Advanced energy flux fast-loads may not be held. Fast-loads armed during a single turn may not be armed as a standard load due to the escalated arming procedure rule (DW-2.22). Fast-loads armed over two turns (if not fired) may either be armed as a standard load by the use of reserve warp or during the third turn if their first two turns of energy allocation meets the requirements of (DW-2.221).

(XRDW-3.0) IMPROVED PLASMA PHASERS

An X-1 technology plasma phaser is known as a phaser-PX (or Ph-PX). All plasma phaser rules function normally with the following exceptions:

(XRDW-3.1) TYPES OF X-1 PLASMA PHASERS

There is <u>one</u> type of improved plasma phaser.

(XRDW-3.11) Type PX: The phaser-PX is defined on the following page.

(XRDW-3.2) FIRING PROCEDURE

(XRDW-3.21) Phaser-PX

(XRDW-3.211) A phaser-PX may be fired as a standard load or an overload.

(XRDW-3.2111) As a standard load it may be fired as a normal Ph-P (1 energy) or twice as a normal Ph-P3 (both shots may not be on the same impulse; 1/2 energy each shot).

(XRDW-3.2112) As a overload it may be fired as an overloaded Ph-P (2 energy) or twice as an overloaded Ph-P3 (both shots may not be on the same impulse; 1 energy each).

(XRDW-3.21121) An overloaded phaser-P (or Ph-P3) functions in the same manner as any other overloaded phaser, i.e. it does 1.5 times the indicated damage.

(XRDW-3.212) Although a Ph-PX may fire more than once per turn (as Ph-3s), it may fire no more than once as a Ph-P or twice as a phaser-P3 within 1/4 of a turn (8 impulses). i.e. If it fired as a Ph-P on the previous turn, it must wait 8 impulses to be able to fire on the current turn. If it fired as a Ph-P3 on the previous turn, it must wait 8 impulses to fire as a Ph-P. It could fire as a Ph-P3 if the Ph-PX was only fired once as a Ph-P3 during the last 8 consecutive impulses (inclusive). There are <u>no</u> pseudo-aegis restrictions on this fire.

(XRER-2.0) IMPROVED STROBE

All strobe rules function normally with the following exceptions:

(XRER-2.2) ARMING PROCEDURE

(XRER-2.23) COOL DOWN: After an improved strobe has fired it cannot be rearmed or have energy allocated to it for one turn. Should energy be allocated during a cool down turn, the strobe will be destroyed. The change from a two turn cool down to a one turn cool down gives the improved strobe a four turn cycle. The example in (ER-2.43) is for a standard strobe.

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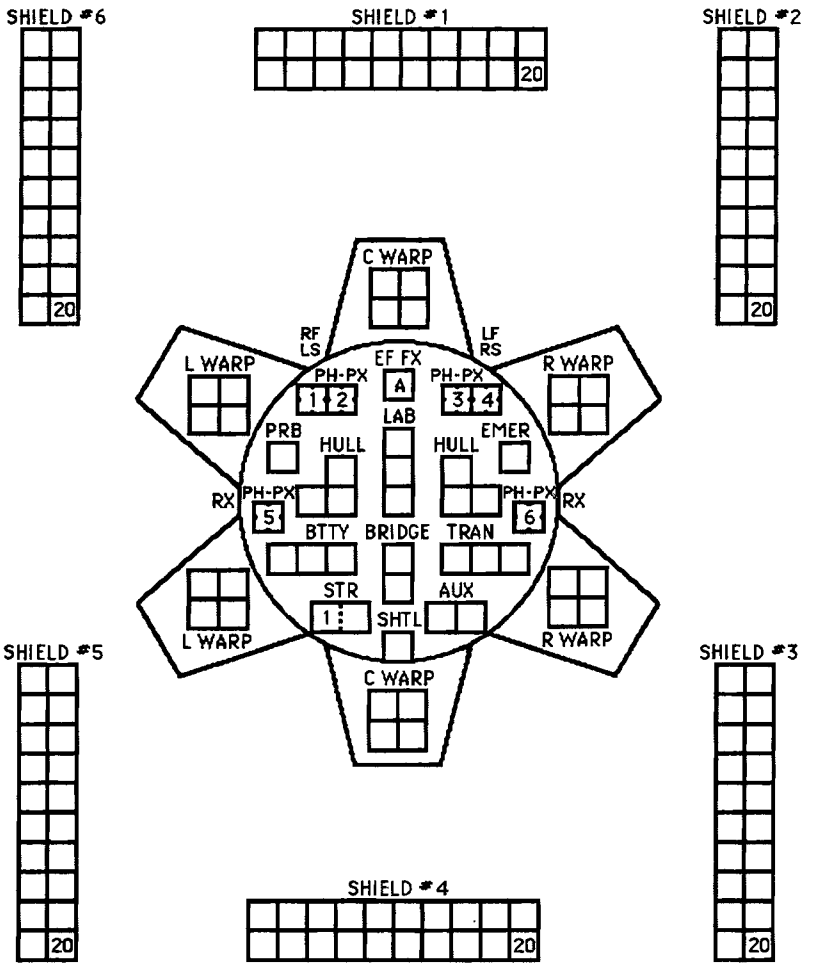
ARGONIAN TROPICAL RAIN
X-1 FRIGATE



SHIP DATA TABLE

TYPE	=	FFX
POINT VALUE	=	139
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	5
REFERENCE	=	RH-2.61
INTERNALS	=	54

1ST GENERATION X-SHIP

CREW UNITS

BOARDING PARTIES

TRANSPORTER R R R R

MINES D D D D

SHUTTLE ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR 6 5 3 0

PROBES 1 5

SCANNER 0 1 5 9

DAM. CON. 4 2 2 0

EX. DAM. 12

POWER CURVE

WARP	=	24
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	24
BATTERY	=	9

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

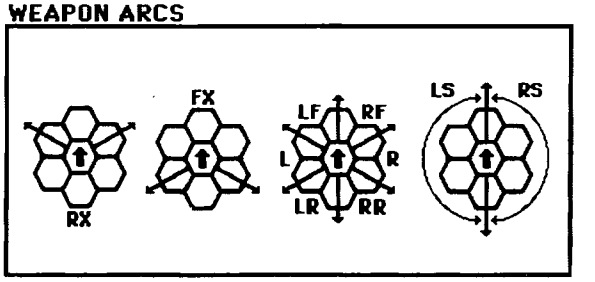
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET 1 2/3 BD 6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

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

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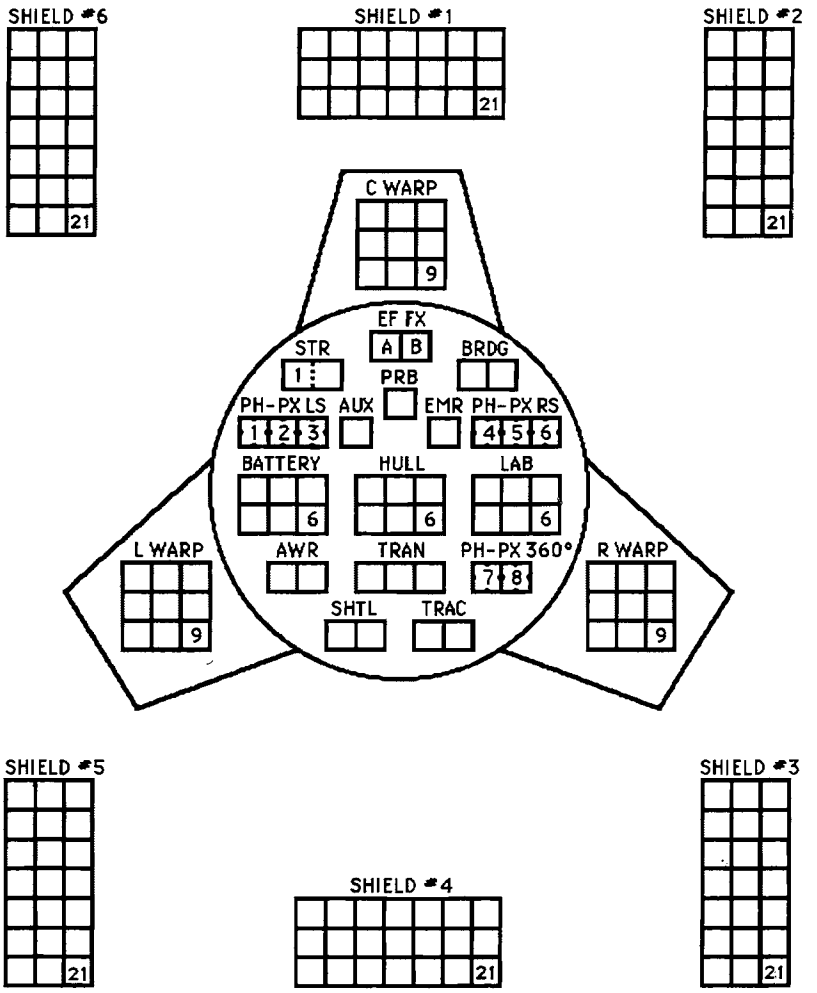
ARGONIAN TROPICAL GUST
X-1 DESTROYER



SHIP DATA TABLE

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POINT VALUE	=	165
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	5
REFERENCE	=	RH-2.66
INTERNALS	=	71

1ST GENERATION X-SHIP

CREW UNITS

* 36

BOARDING PARTIES

12

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 2 2 0

EX. DAM.

17

POWER CURVE

WARP	=	27
IMPULSE	=	0
APR	=	0
AWR	=	2
TOTAL	=	29
BATTERY	=	18

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

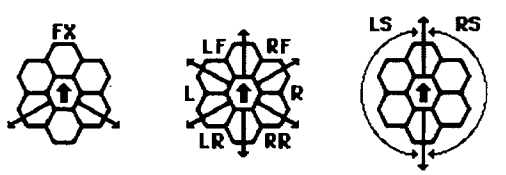
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET	BD
2½	6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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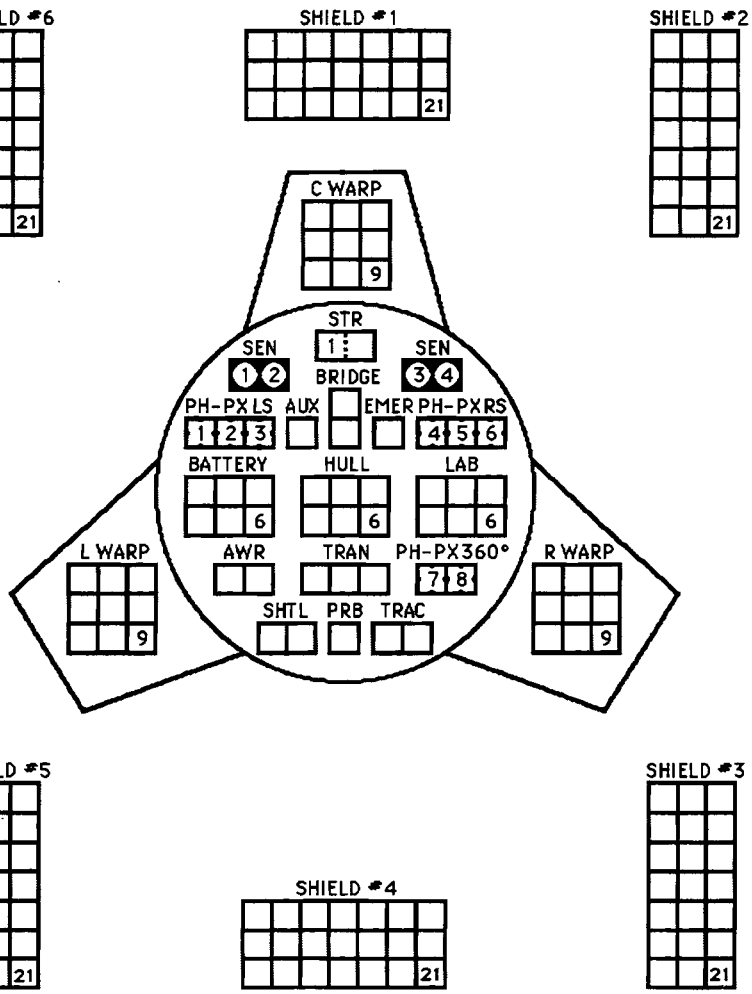
ARGONIAN TROPICAL FRONT
X-1 SCOUT



SHIP DATA TABLE

TYPE	=	SCX
POINT VALUE	=	185/125
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	5
REFERENCE	=	RH-2.76
INTERNALS	=	73

1ST GENERATION X-SHIP

CREW UNITS

* 35

BOARDING PARTIES

10

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 2 2 0

EX. DAM.

17

POWER CURVE

WARP	=	27
IMPULSE	=	0
APR	=	0
AWR	=	2
TOTAL	=	29
BATTERY	=	18

SPECIAL SENSORS

See (G24.0) for rules on special sensors

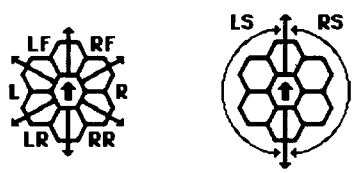
SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS

TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET 2½ 6 BD

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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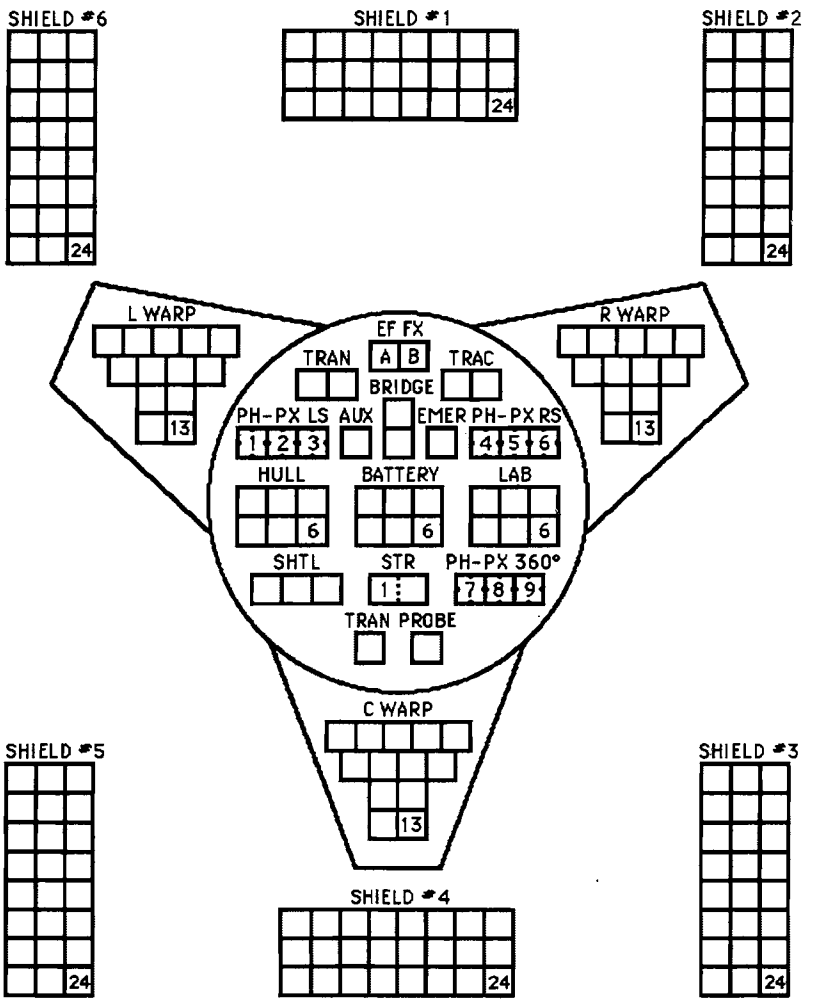
ARGONIAN TROPICAL HAIL
X-1 LIGHT CRUISER



SHIP DATA TABLE

TYPE	=	CLX
POINT VALUE	=	180
MOVEMENT	=	2/3
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.74
INTERNALS	=	83

1ST GENERATION X-SHIP

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

POWER CURVE

WARP	=	39
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	39
BATTERY	=	18

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

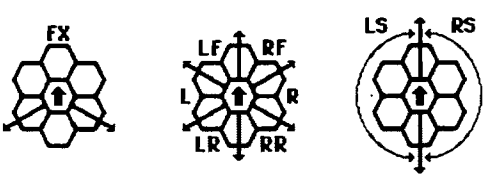
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET 3⅓ BD 6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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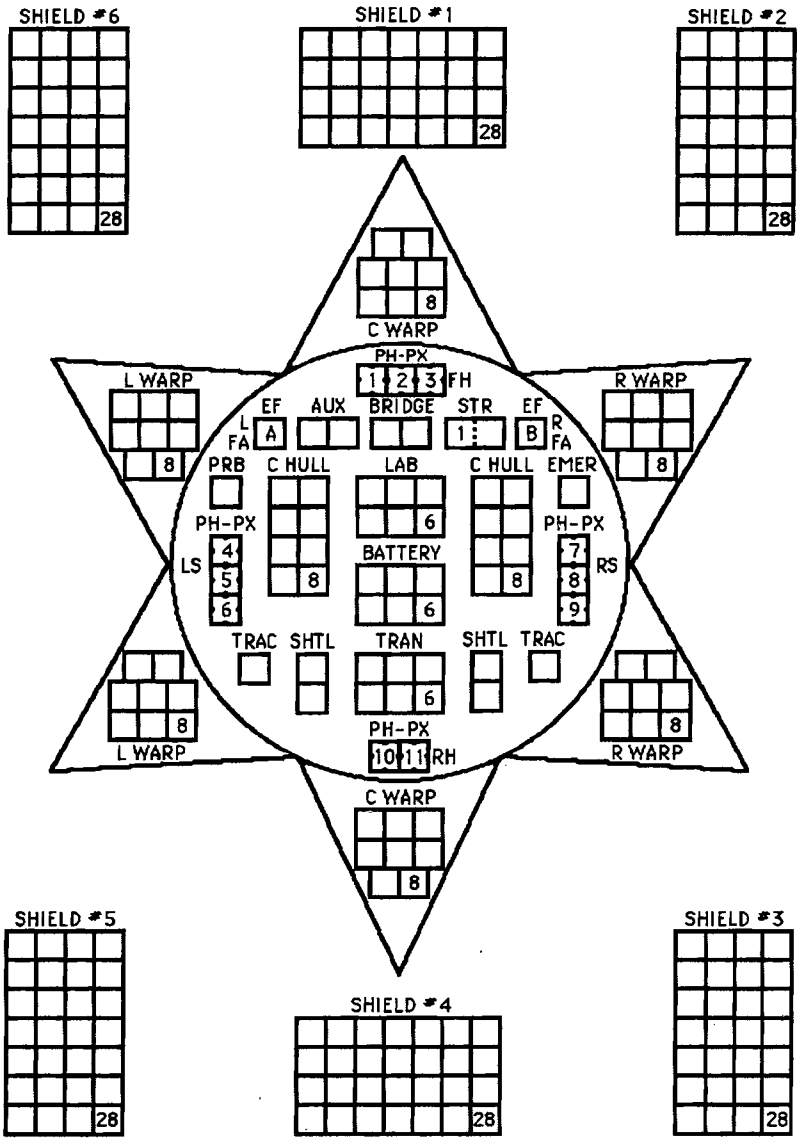
ARGONIAN TROPICAL WIND
X-1 HEAVY CRUISER



SHIP DATA TABLE

TYPE	=	CAX
POINT VALUE	=	199
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.64
INTERNALS	=	109

1ST GENERATION X-SHIP

CREW UNITS

* 45

BOARDING PARTIES

10

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

22

POWER CURVE

WARP	=	48
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	48
BATTERY	=	18

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

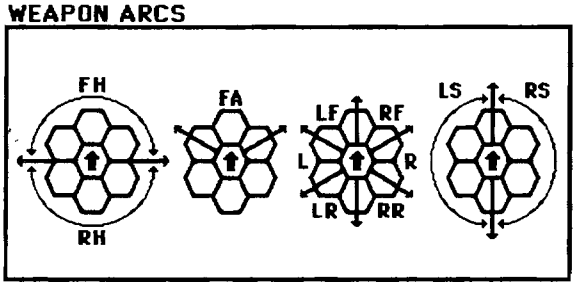
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE B

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET 5 5-6 BD

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

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

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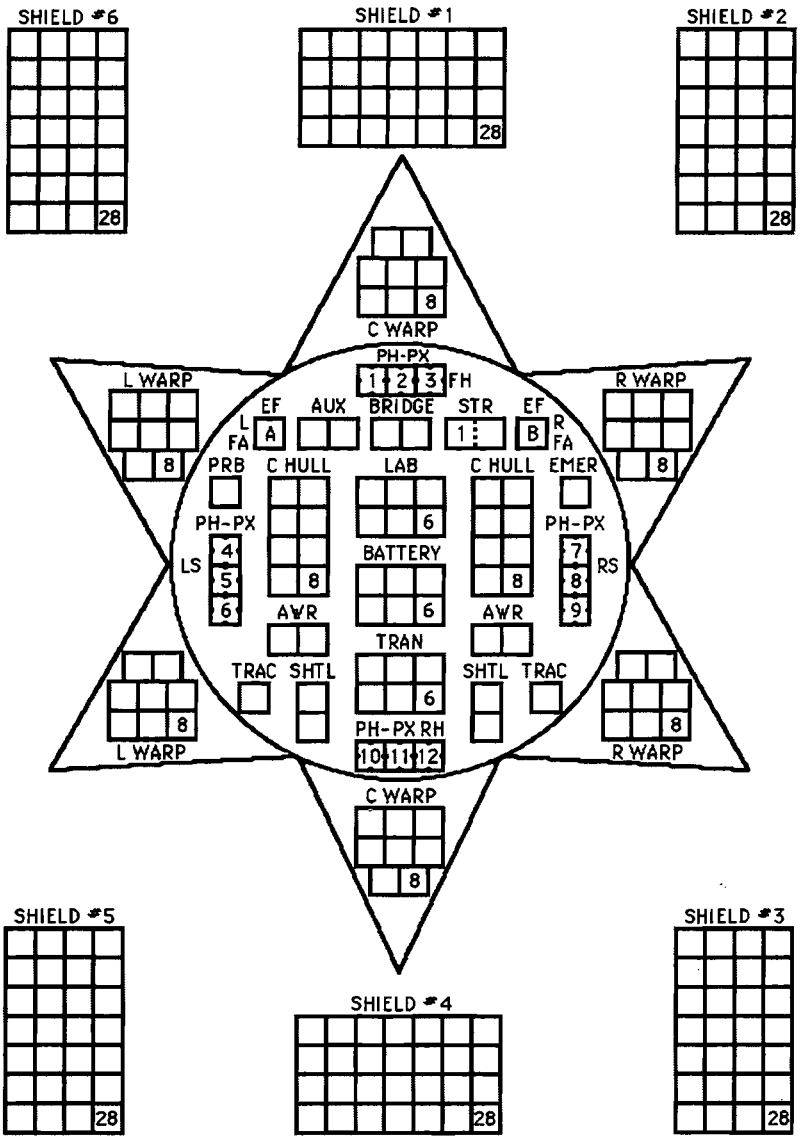
ARGONIAN TROPICAL BREEZE
X-1 COMMAND CRUISER



SHIP DATA TABLE

TYPE	=	CCX
POINT VALUE	=	233
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.63
INTERNALS	=	113

1ST GENERATION X-SHIP

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

22

POWER CURVE

WARP	=	48
IMPULSE	=	0
APR	=	0
AWR	=	4
TOTAL	=	52
BATTERY	=	18

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

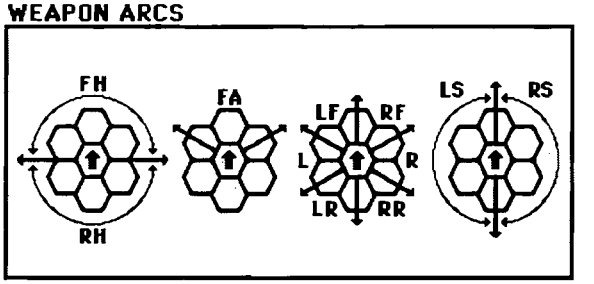
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE B

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET 5 5-6 BD

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

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

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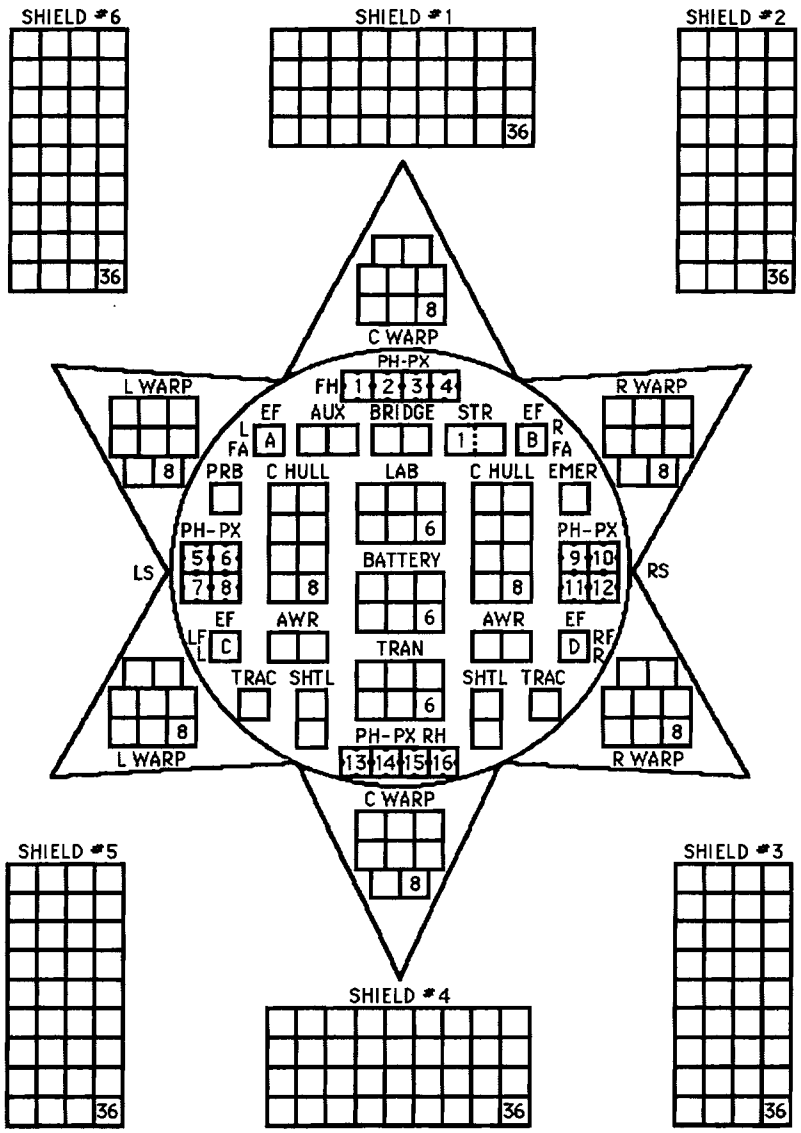
ARGONIAN TROPICAL STORM
X-1 BATTLECRUISER



SHIP DATA TABLE

TYPE	=	BCX
POINT VALUE	=	268
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.62
INTERNALS	=	120

1ST GENERATION X-SHIP

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

25

POWER CURVE

WARP	=	48
IMPULSE	=	0
APR	=	0
AWR	=	4
TOTAL	=	52
BATTERY	=	18

ADVANCED ENERGY FLUX TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-6	7-8	9-10	11-12	13-15	16-20
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

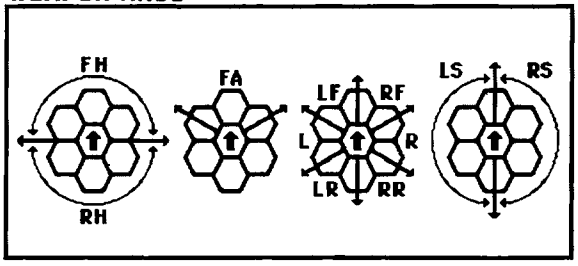
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE B

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET 5 5-6 BD

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

PHASER-P3

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

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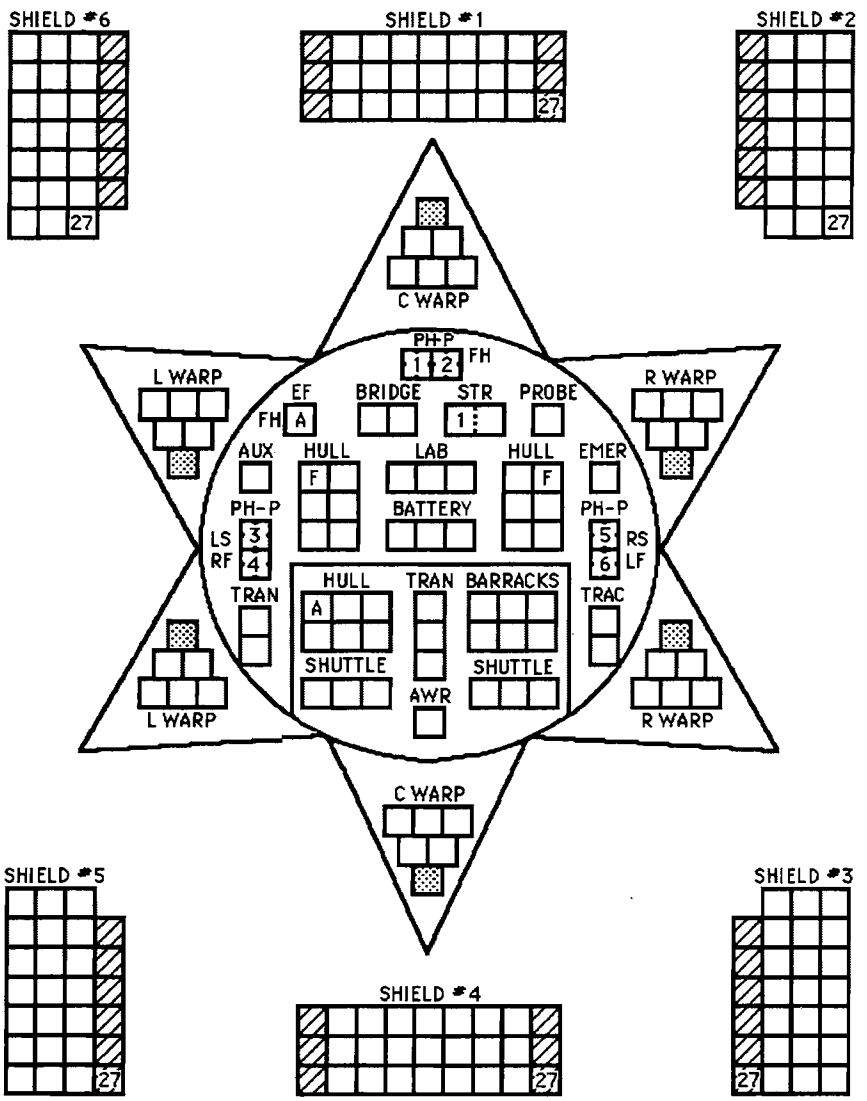
ARGONIAN WINDWALKER ASSAULT TUG



SHIP DATA TABLE

TYPE	=	TTT
POINT VALUE	=	140/130
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.38
INTERNALS	=	94
IMPULSE/PH-1s	=	-16

CREW UNITS

			*																				
																					34		
																					46		

BOARDING PARTIES

						6	HQ	HW	HW	HW	CM	CM											
																							36

TRANSPORTER MINES

R	R	R	R		D	D	D	D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	6	5	3	0

PROBES

1				5

SCANNER

0	0	0	1	5	9

DAM. CON.

6	4	4	2	2	0

EX. DAM.

					17

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	1
TOTAL	=	37
BATTERY	=	3

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

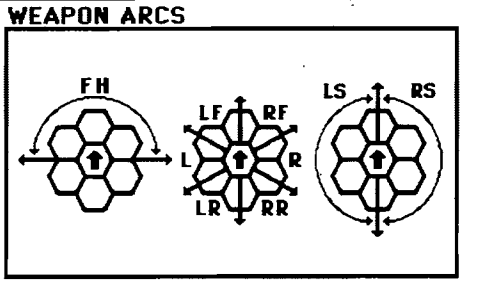
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D/E

NO. PODS	0-1	2-3
1	2-4	2-3
2	5-8	4-6
3	9-12	7-10
4	13-17	11-14
5	18-24	15-21
6	25+	21-29
7		30+

HET	BD
5	4-6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS. ALL PH-Ps ARE PH-1s ON THESE SHIPS.
4. STRIPED BOXES ARE ON THE POD.

PHASER-P3

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

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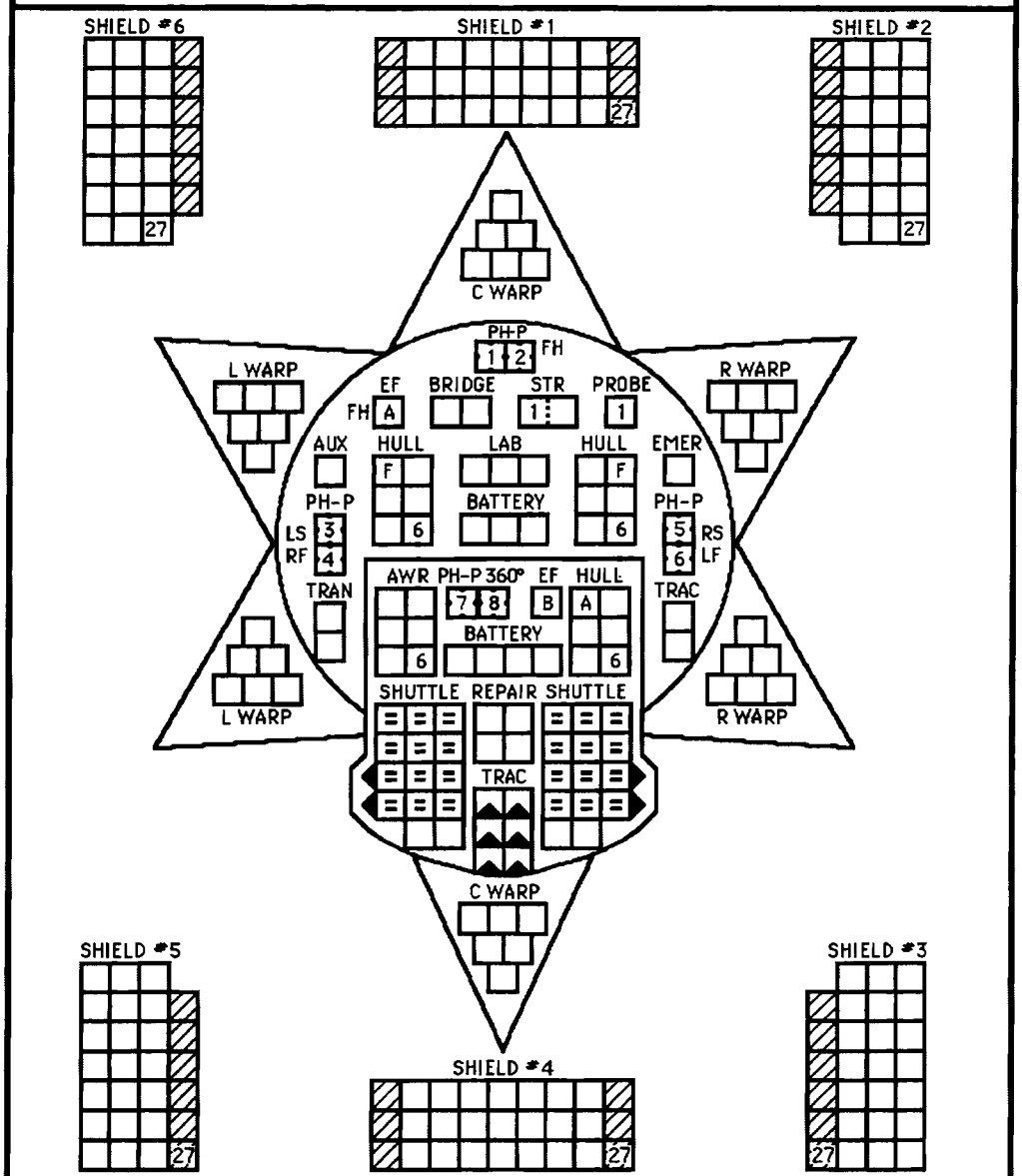
ARGONIAN CYCLONE BATTLE CONTROL TUG



SHIP DATA TABLE

TYPE	=	BCT
POINT VALUE	=	205/190
MOVEMENT	=	1+1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.82
INTERNALS	=	129

CREW UNITS

BOARDING PARTIES

DECK CREWS

TRANSPORTER MINES

SHUTTLES

2 BAYS+4 TUBES

CNTR	HIT POINTS	TYPE

SENSOR

PROBES

SCANNER

DAM. CON.

EX. DAM.

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	6
TOTAL	=	42
BATTERY	=	7

ENERGY FLUX TABLE

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

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

TURN MODE D/E

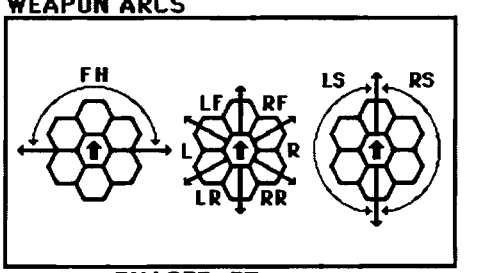
NO. PODS	0-1	2-3
1	2-4	2-3
2	5-8	4-6
3	9-12	7-10
4	13-17	11-14
5	18-24	15-21
6	25+	21-29
7		30+

HET	BD
7½	4-6

NOTES:

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. THIS TUG CANNOT PERFORM HULL ROTATIONS.
3. STRIPED BOXES ARE ON THE POD.
4. THE BATTLE CONTROL POD IS DOUBLE SIZED.
5. POD ENERGY FLUX IS FH FIRING ARC.

WEAPON ARCS



PHASER-P3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
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+1/2 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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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ARGONIAN GROUND BASED ENERGY FLUXES

A

SHIELD: 10

BRDG | PH-P3 (1 2 / 3 4) | EF A
HULL | HULL
AWR: 8

SENS 6 0 | DAM CON 4 2 0
SCAN 0 9 | EX DAM 4
CREW UNITS * 5 | BP 2

B

SHIELD: 10

BRDG | PH-P3 (1 2 / 3 4) | EF B
HULL | HULL
AWR: 8

SENS 6 0 | DAM CON 4 2 0
SCAN 0 9 | EX DAM 4
CREW UNITS * 5 | BP 2

C

SHIELD: 10

BRDG | PH-P3 (1 2 / 3 4) | EF C
HULL | HULL
AWR: 8

SENS 6 0 | DAM CON 4 2 0
SCAN 0 9 | EX DAM 4
CREW UNITS * 5 | BP 2

D

SHIELD: 10

BRDG | PH-P3 (1 2 / 3 4) | EF D
HULL | HULL
AWR: 8

SENS 6 0 | DAM CON 4 2 0
SCAN 0 9 | EX DAM 4
CREW UNITS * 5 | BP 2

E

SHIELD: 10

BRDG | PH-P3 (1 2 / 3 4) | EF E
HULL | HULL
AWR: 8

SENS 6 0 | DAM CON 4 2 0
SCAN 0 9 | EX DAM 4
CREW UNITS * 5 | BP 2

F

SHIELD: 10

BRDG | PH-P3 (1 2 / 3 4) | EF F
HULL | HULL
AWR: 8

SENS 6 0 | DAM CON 4 2 0
SCAN 0 9 | EX DAM 4
CREW UNITS * 5 | BP 2

BASE DATA TABLE

TYPE	=	GBEF
POINT VALUE	=	14
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-2.71
INTERNALS	=	16

NOTES:

1. THESE BASES DO NOT PAY FOR LIFE SUPPORT OR FIRE CONTROL.
2. SEE (R1.14) FOR ADDITIONAL RULES.
3. ALL WEAPONS ARE 180° UNLESS THE BASES IS ON AN ASTEROID, THEN THEY ARE 360°. ON PLANETS, ONE BASE FACES EACH DIRECTION.
4. ALL HULL ARE CENTER HULL.
5. THE VALUES ON THE BASE DATA TABLE ARE FOR ONE BASE OF THIS TYPE.

POWER CURVE

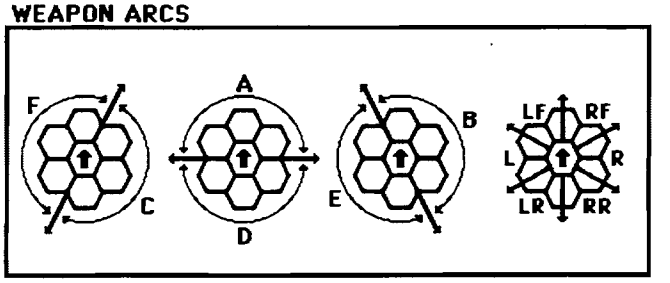
WARP	=	0
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	8
BATTERY	=	0

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

WEAPON ARCS



PHASER-P

(for reference only)

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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-P3

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

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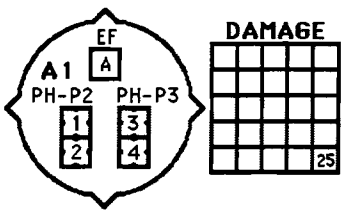
ARGONIAN DEFENSE SATELLITES

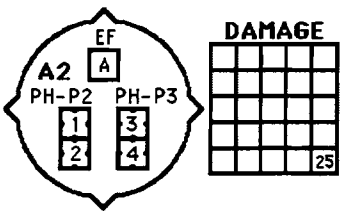
UNIT DATA TABLE

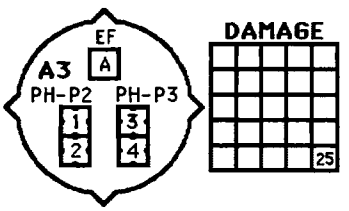
TYPE	=	DEFSAT
POINT VALUE	=	20
REFERENCE	=	RH-2.70

DEFSAT RING #1

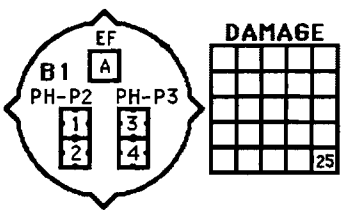
A- LOW ORBIT

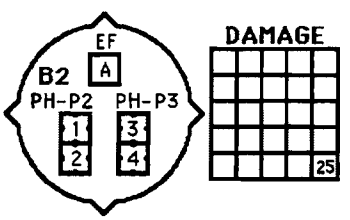






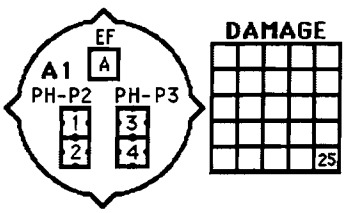
B- HIGH ORBIT

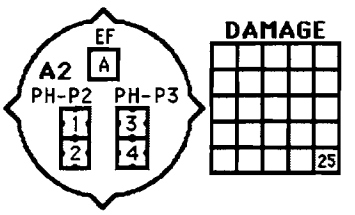


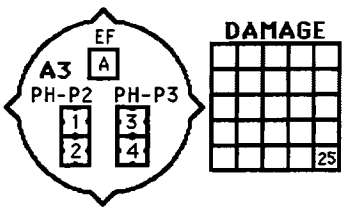


DEFSAT RING #2

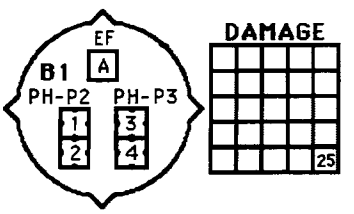
A- LOW ORBIT

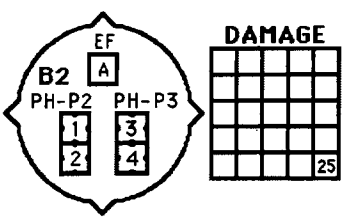






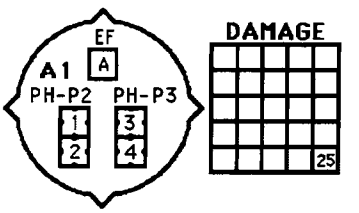
B- HIGH ORBIT

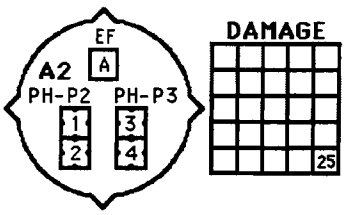


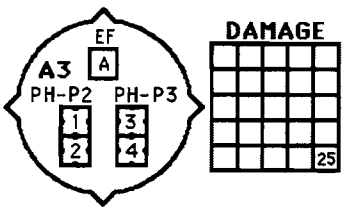


DEFSAT RING #3

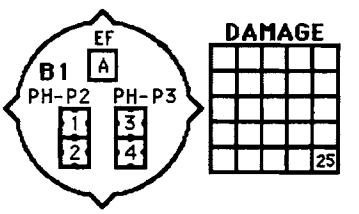
A- LOW ORBIT

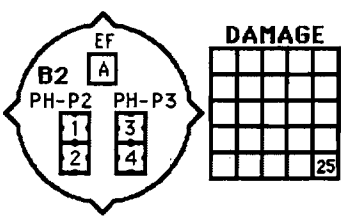




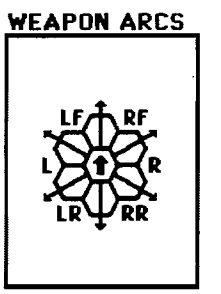


B- HIGH ORBIT





WEAPON ARCS



NOTES:
1. SEE (R1.15) FOR GENERAL RULES ON DEFSATS.
2. ENERGY FLUXES FIRE ONCE EVERY THREE TURNS.
3. THIS SSD SHOWS THREE RINGS OF DEFSATS, USUALLY ONLY ONE RING (5 SATELLITES) IS PRESENT.
4. BPV COST IS PER SATELLITE. A RING COSTS 100 BPV POINTS.
5. ALL WEAPONS ARE 360°.

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

PHASER-P2

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	–
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	4-8	9-15
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	–	–	–

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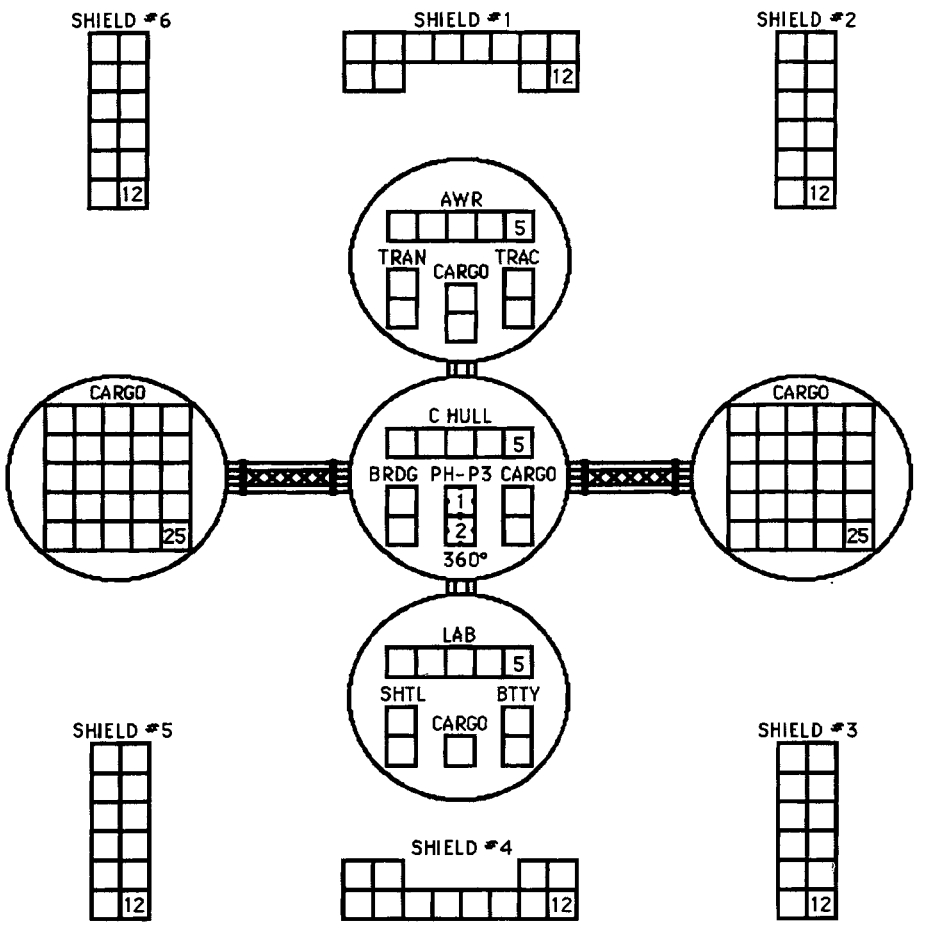
ARGONIAN COMMERCIAL PLATFORM



SHIP DATA TABLE

TYPE	=	CPL
POINT VALUE	=	50/36
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-2.69
INTERNALS	=	32/82
BPV INCLUDES PODS		
NON-P PHs	=	-2

CREW UNITS

			*								
							20				

BOARDING PARTIES

							8

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6	5	2	0

SCANNER

0	2	5	9

DAM. CON.

2	2	2	0

EX. DAM.

			9+

POWER CURVE

WARP	=	0
IMPULSE	=	0
APR	=	0
AWR	=	5
TOTAL	=	5
BATTERY	=	2

ENERGY FLUX TABLE

(for reference only)

DIE ROLL	RANGE 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

PHASER-P

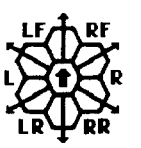
(for reference only)

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. SEE (C3.7) FOR ROTATION RATES.
2. AWR IS DESTROYED ON CENTER WARP DAMAGE POINTS.
3. HULL BOXES ON ANY DOCKED MODULES OR PODS ARE DESTROYED ON ANY HULL HITS.
4. VARIOUS POD OR MODULE COMBINATIONS MAY ADD VARIOUS SYSTEMS TO THE CPL.
5. TWO DOCKING POSITIONS - #1 & #4.
6. MODULES OR PODS ADDED TO CPL REPLACE THE CARGO PODS.
7. THIS UNIT IS EQUIPPED WITH POSITIONAL STABILIZERS; SEE (G29.0) FOR RULES.
8. PRIOR TO Y165, SUBTRACT 2 BPV POINTS. PH-P3s ARE PH-3s.
9. MODULES OR PODS ADD TO EXPLOSION VALUE OF THE CPL (EXCEPT THE CARGO PODS).

WEAPON ARCS



PHASER-P3

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

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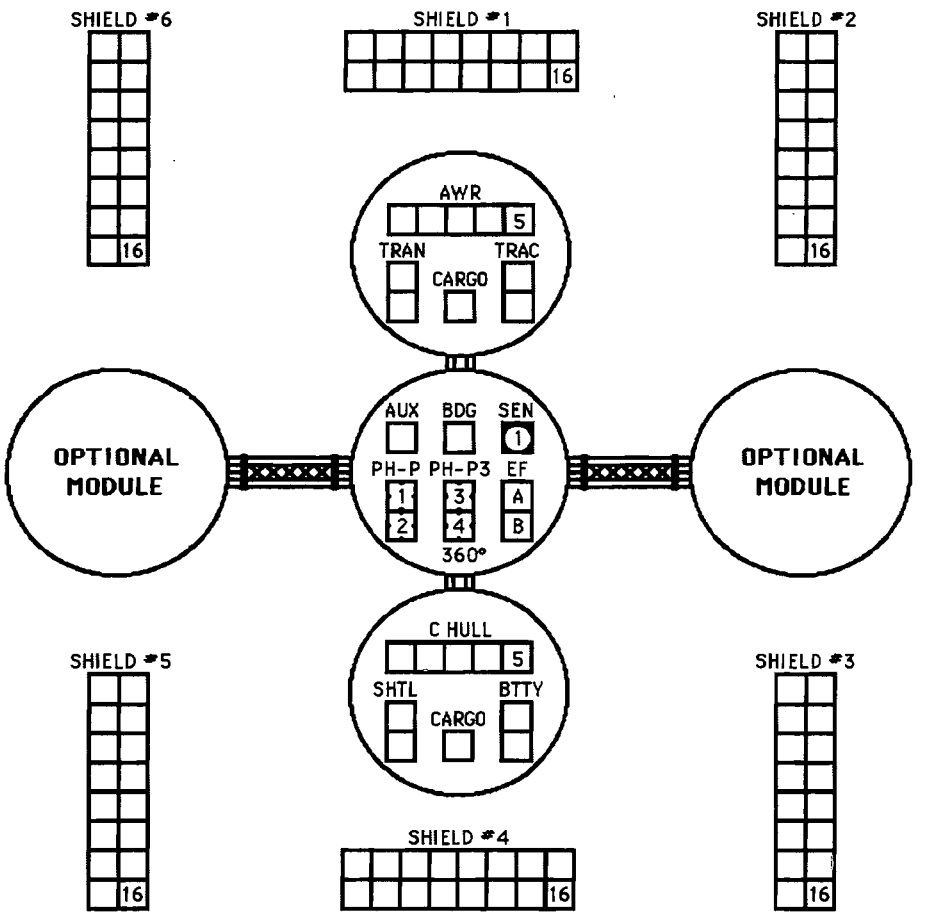
ARGONIAN SYSTEM ACTIVITY MAINTENANCE STATION



SHIP DATA TABLE

TYPE	=	SAMS
POINT VALUE	=	38
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-2.68
INTERNALS	=	29
NON-P PHs	=	-4

CREW UNITS

			*								
25											

BOARDING PARTIES

									10

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6	5	2	0

SCANNER

0	2	5	9

DAM. CON.

2	2	2	0

EX. DAM.

			4+

POWER CURVE

WARP	=	0
IMPULSE	=	0
APR	=	0
AWR	=	5
TOTAL	=	5
BATTERY	=	2

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. SEE (C3.7) FOR ROTATION RATES.
2. AWR IS DESTROYED ON CENTER WARP DAMAGE POINTS.
3. HULL BOXES ON ANY DOCKED MODULES OR PODS ARE DESTROYED ON ANY HULL HITS.
4. VARIOUS POD OR MODULE COMBINATIONS MAY ADD VARIOUS SYSTEMS TO THE SAMS.
5. TWO DOCKING POSITIONS - #1 & #4.
6. THIS UNIT IS EQUIPPED WITH POSITIONAL STABILIZERS; SEE (G29.0) FOR RULES.
7. PRIOR TO Y165, SUBTRACT 4 BPV POINTS. PH-Ps ARE PH-1s, AND PH-P3 ARE PH-3s.
8. SPECIAL SENSOR IS DESTROYED ON PHASER DAMAGE POINTS.
9. ALL WEAPONS ARE 360°.

WEAPON ARCS

PHASER-P3

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

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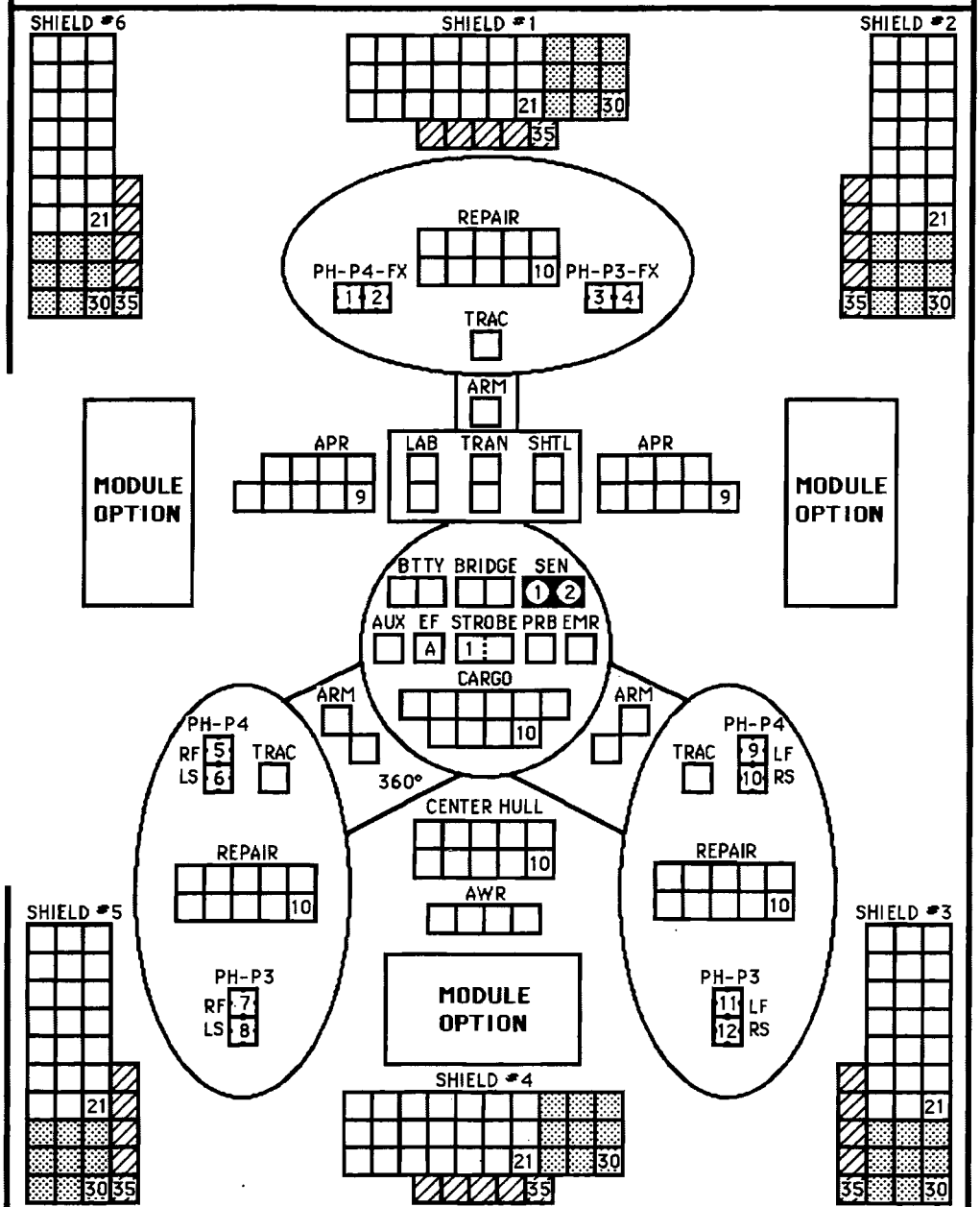
ARGONIAN BASE STATION



BASE DATA TABLE

TYPE	=	BS
POINT VALUE	=	120
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.72A
INTERNALS	=	101
Y170 REFIT	=	+18
Y180 REFIT	=	+15
NON-P PHASERS	=	-12

CREW UNITS

			*								
											60

BOARDING PARTIES

											12

TRANSPORTER MINES

R	R	R	R		D	D	D	D

SHUTTLES

CNTR	HIT POINTS	ONE BAY TYPE

SENSOR

6	6	5	3	1	0

PROBES

1				5

SCANNER

0	0	1	3	5	9

DAM. CON.

4	4	2	2	2	0

EX. DAM.

					11

POWER CURVE

APR	=	18
AWR	=	4
TOTAL	=	22
BATTERY	=	2

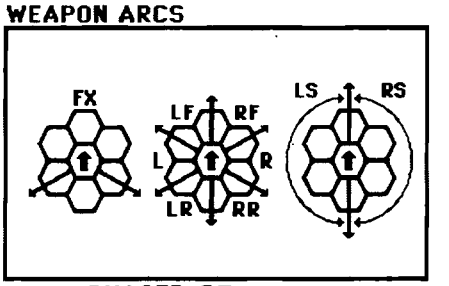
ENERGY FLUX TABLE

DIE ROLL	RANGE 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

NOTES:
1. PRIOR TO Y165, ALL PHASERS ARE STANDARD TYPES (NON-P). -12 BPV.
2. SPECIAL SENSORS ARE DESTROYED ON PHASERS HITS.
3. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
4. SHADED BOXES ARE THE Y170 REFIT.
5. STRIPED BOXES ARE THE Y180 REFIT.
6. STROBES ARE DESTROYED ON THE SECOND DRONE HIT SCORED ON THEM.

WEAPON ARCS



PHASER-P4

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	–
3	20	15	12	11	10	8	7	5	4	2	1	–	–
4	20	15	11	10	9	8	6	4	3	1	–	–	–
5	15	12	10	9	8	7	5	3	2	–	–	–	–
6	15	10	9	8	7	6	5	3	1	–	–	–	–

PHASER-P3

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

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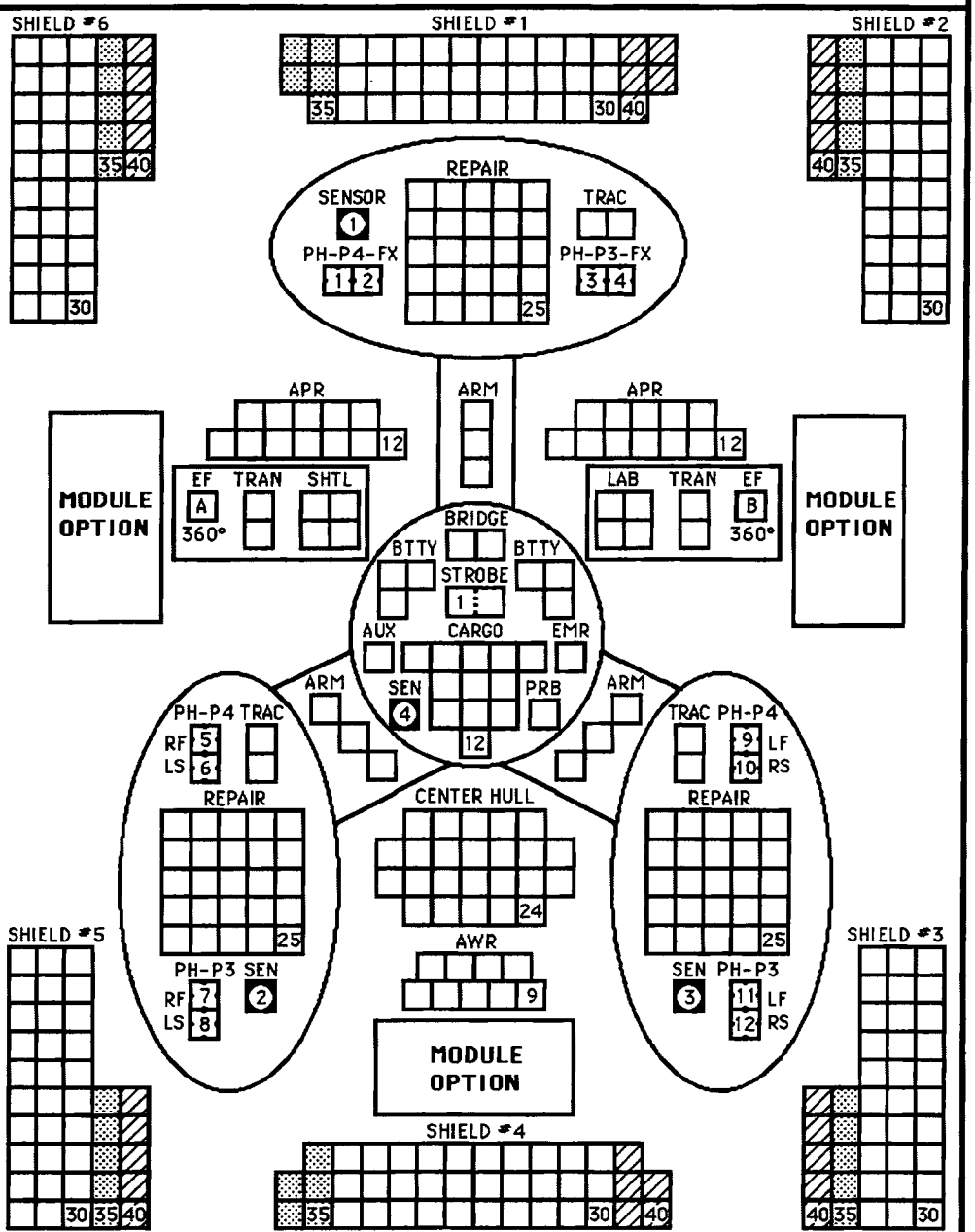
ARGONIAN BATTLESTATION



BASE DATA TABLE

TYPE	=	BATS
POINT VALUE	=	200
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	5
REFERENCE	=	RH-2.72
INTERNALS	=	202
Y170 REFIT	=	+15
Y180 REFIT	=	+15
NON-P PHASERS	=	-12

CREW UNITS 100

BOARDING PARTIES 24

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 5
3 1 0

PROBES

1 5

SCANNER

0 0 0 1
3 5 9

DAM. CON.

6 4 4 2
2 2 0

EX. DAM.

18

POWER CURVE

APR	=	24
AWR	=	9
TOTAL	=	33
BATTERY	=	6

ENERGY FLUX TABLE

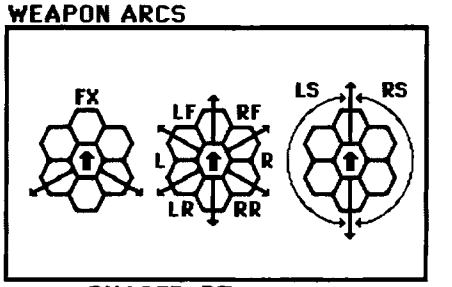
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1

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

NOTES:

1. PRIOR TO Y165, ALL PHASERS ARE STANDARD TYPES (NON-P). -12 BPV.
2. SPECIAL SENSORS ARE DESTROYED ON PHASERS HITS.
3. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
4. SHADED BOXES ARE THE Y170 REFIT.
5. STRIPED BOXES ARE THE Y180 REFIT.
6. STROBES ARE DESTROYED ON THE SECOND DRONE HIT SCORED ON THEM.

WEAPON ARCS



PHASER-P4

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	-
3	20	15	12	11	10	8	7	5	4	2	1	-	-
4	20	15	11	10	9	8	6	4	3	1	-	-	-
5	15	12	10	9	8	7	5	3	2	-	-	-	-
6	15	10	9	8	7	6	5	3	1	-	-	-	-

PHASER-P3

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

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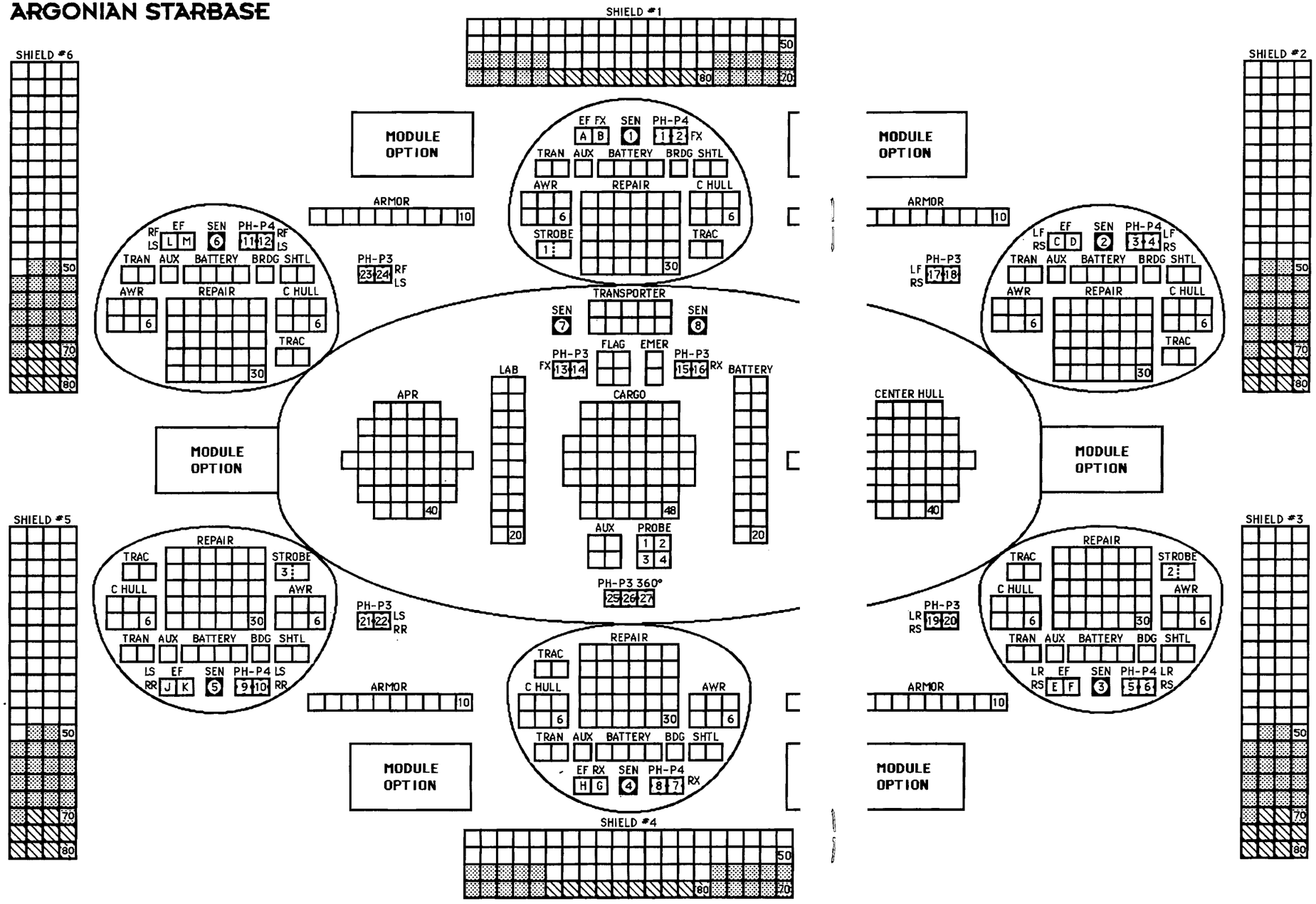
ARGONIAN STARBASE



PHASER-P4

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	–
3	20	15	12	11	10	8	7	5	4	2	1	–	–
4	20	15	11	10	9	8	6	4	3	1	–	–	–
5	15	12	10	9	8	7	5	3	2	–	–	–	–
6	15	10	9	8	7	6	5	3	1	–	–	–	–

PHASER-P3

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

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NOTES:
1. PRIOR TO Y165, ALL PHASERS ARE STANDARD TYPES (NON-P). -27 BPV.
2. SPECIAL SENSORS ARE DESTROYED ON PHASER HITS. SEE (G24.0) FOR RULES.
3. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
4. STROBES ARE DESTROYED ON THE SECOND DRONE HIT SCORED ON THEM.
5. SHADED BOXES ARE THE Y170 REFIT; STRIPED BOXES ARE THE Y180 REFIT.
6. SEE (R1.1D) FOR SPECIAL DAMAGE RULES; SEE (D4.12) FOR ARMOR.
7. MODULES ADDED MAY ADD VARIOUS SYSTEMS TO THE STARBASE.
8. "EXTERNAL" PH-P3s ARE LOCATED IN THE SDM WITH THE SAME FIRING ARCS.

POWER CURVE

WARP	=	0
IMPULSE	=	0
APR	=	40
AWR	=	36
TOTAL	=	76
BATTERY	=	44

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BASE DATA TABLE

TYPE	=	SB
POINT VALUE	=	600
SHIELDS	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
STROBE STR	=	7
REFERENCE	=	RH-2.73
INTERNALS	=	575/615
SHIELD REFIT 1	=	+50
SHIELD REFIT 2	=	+25

CREW UNITS 250

BOARDING PARTIES 50

TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D	D
R	R	R	R	R	R	D	D	D	D	D	D

SHUTTLES SIX BAYS

	CNTR	HIT POINTS						TYPE
A								
B								
C								
D								
E								
F								

SENSOR

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

SCANNER

0	0	0	0	1	1	1	2	3	5	7	9

DAM. CON.

12	12	12	10	10	10	8	8
8	6	6	4	4	2	2	0

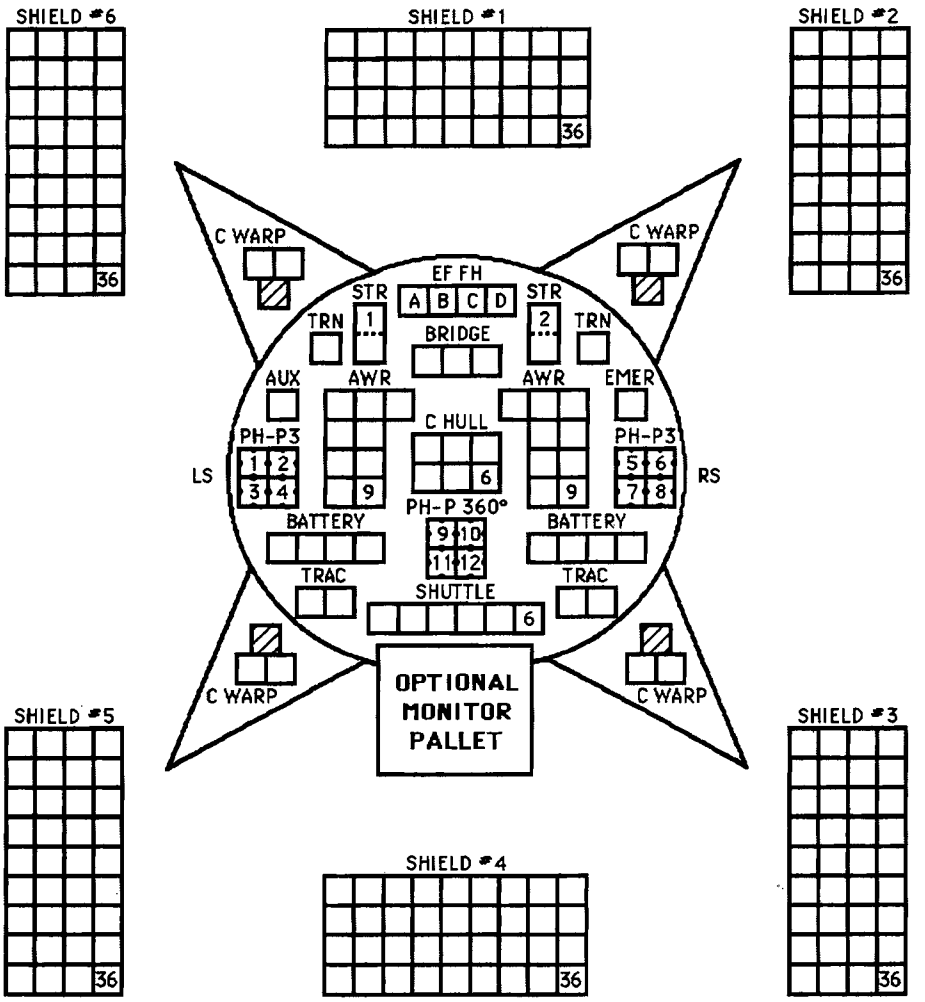
EX. DAM.

							54

PROBES

1									10
2									10
3									10
4									10

ARGONIAN STATIONARY FRONT MONITOR



SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	100/160
MOVEMENT	=	1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.49
INTERNALS	=	81
IMPULSE/PH-1s	=	-16

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

SCANNER

DAM. CON.

EX. DAM.

POWER CURVE

WARP	=	8
IMPULSE	=	3
APR	=	0
AWR	=	18
TOTAL	=	29
BATTERY	=	8

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

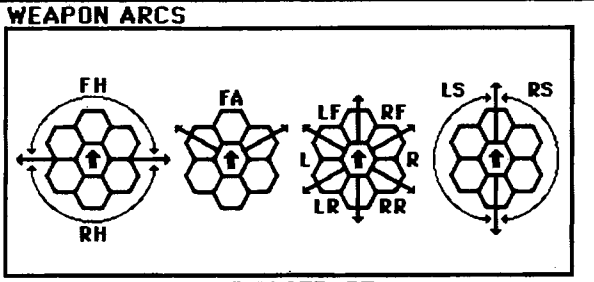
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET	BD
2½	5-6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS. ALL PH-Ps ARE PH-1s ON THESE SHIPS.
4. CANNOT PERFORM HULL ROTATIONS WITH A PALLET ATTACHED.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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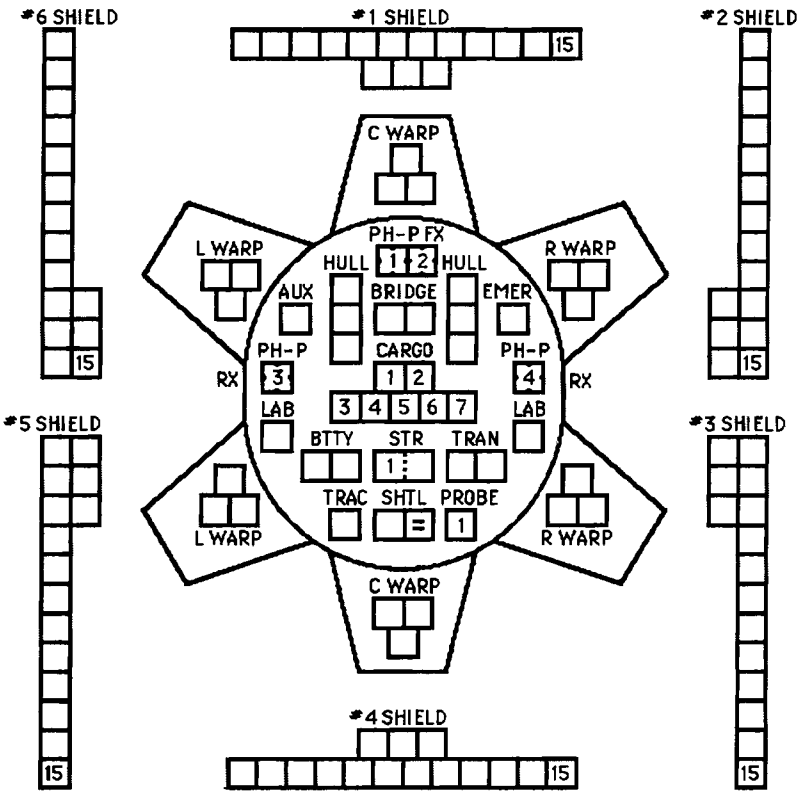
ARGONIAN SUNBURST
FAST CARRIER RESUPPLY FRIGATE



SHIP DATA TABLE

TYPE	=	FCR
POINT VALUE	=	75/55
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	3
REFERENCE	=	RH-2.93
INTERNALS	=	51

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

SHUTTLE

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

PROBES

SCANNER

DAM. CON.

EX. DAM.

POWER CURVE

WARP	=	18
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	18
BATTERY	=	2

CARGO STORAGE RECORDS

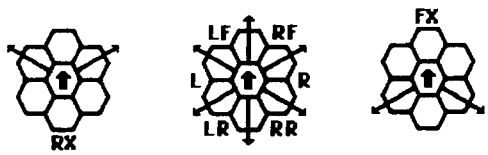
#1				
#2				
#3				
#4				
#5				
#6				
#7				

TURN MODE C

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

HET $1\frac{2}{3}$ BD 6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

DIE ROLL	RANGE 0	1	2	3-4	5-8	9-15
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.	$\frac{1}{3}$	$\frac{2}{3}$	$1\frac{1}{2}$	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10

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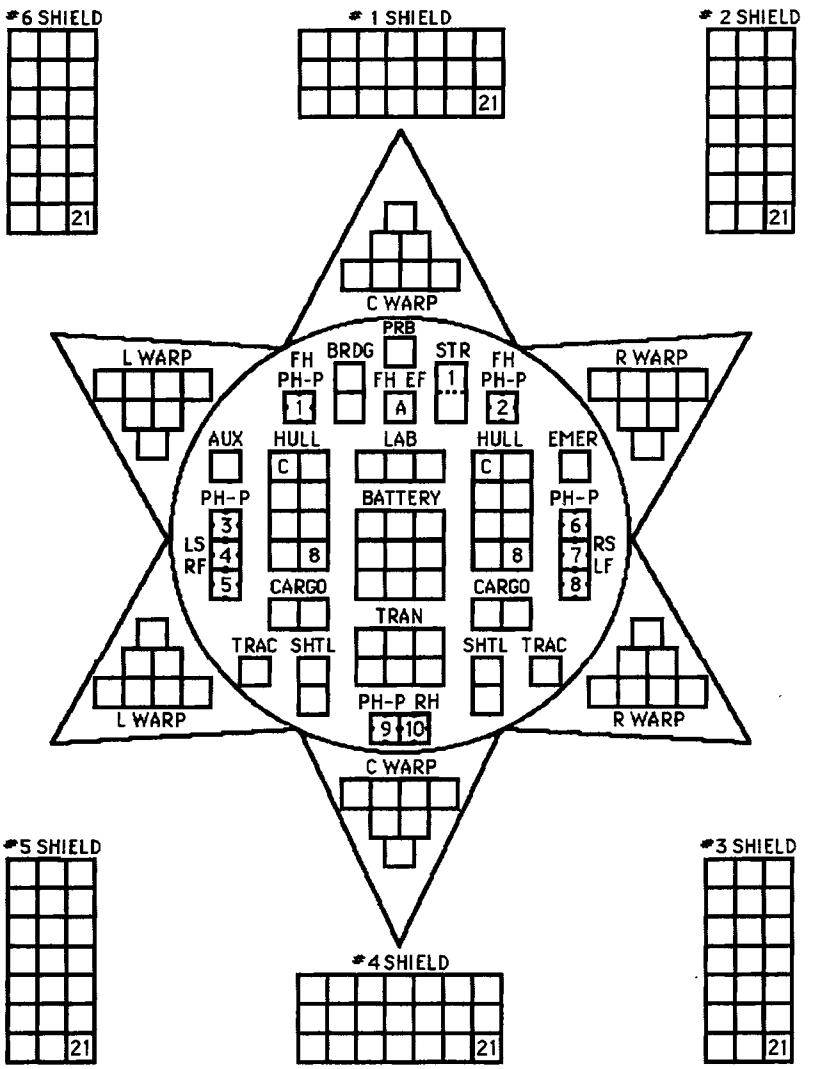
ARGONIAN SOLAR WIND FAST CRUISER



SHIP DATA TABLE

TYPE	=	CF
POINT VALUE	=	160
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.92
INTERNALS	=	104
STROBE REFIT	=	+2
STROBE STR	=	5

CREW UNITS

* 45

BOARDING PARTIES

10

TRANSPORTER

R R R R

MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

17

POWER CURVE

WARP	=	42
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	42
BATTERY	=	9

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

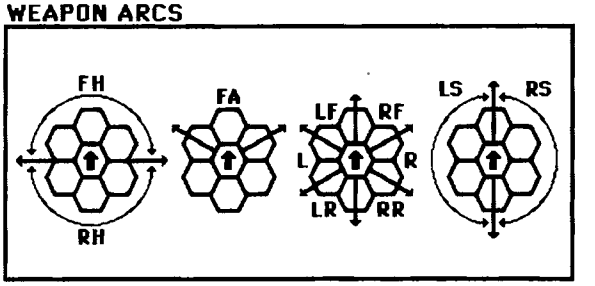
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET	BD
5	5-6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

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

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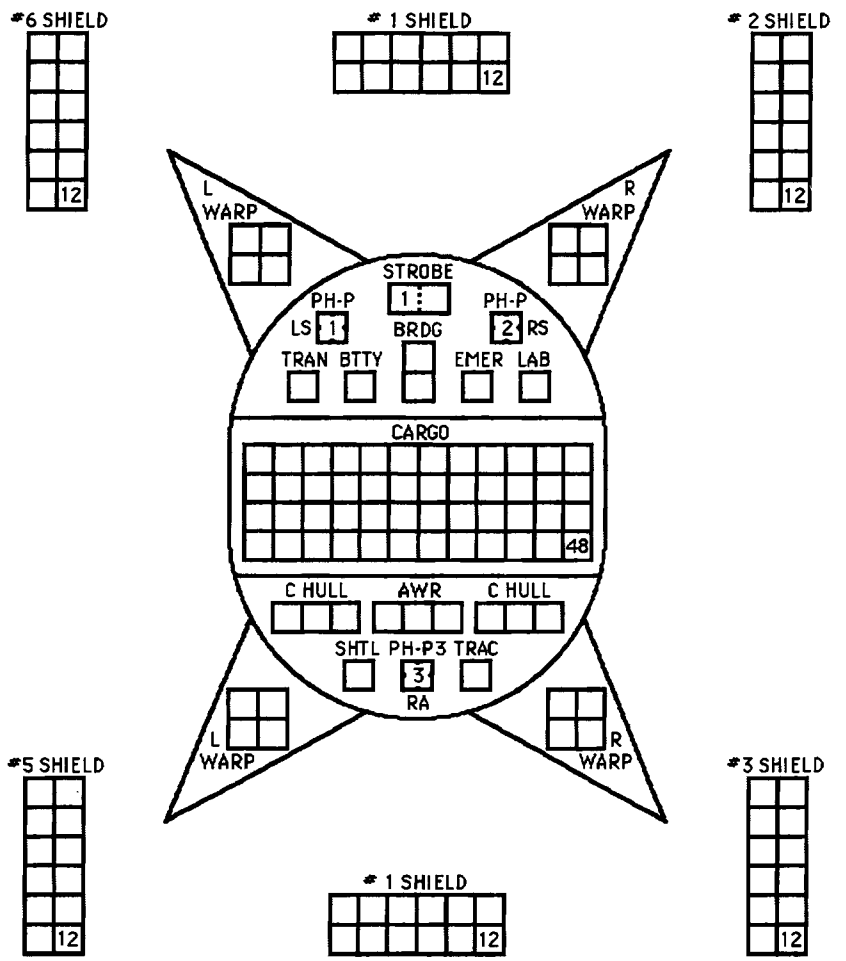
ARGONIAN
LARGE STROBE-EQUIPPED FREIGHTER



SHIP DATA TABLE

TYPE	=	F-LSE
POINT VALUE	=	72
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	3
REFERENCE	=	RH-2.78
INTERNALS	=	85
NON-P PHs	=	-3

CREW UNITS

			*									12

BOARDING PARTIES

					6

TRANSPORTER MINES

R	R	D	D

SHUTTLE ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6	3	0

SCANNER

0	2	9

DAM. CON.

2	2	0

EX. DAM.

		8

POWER CURVE

WARP	=	16
IMPULSE	=	0
APR	=	0
AWR	=	3
TOTAL	=	19
BATTERY	=	1

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

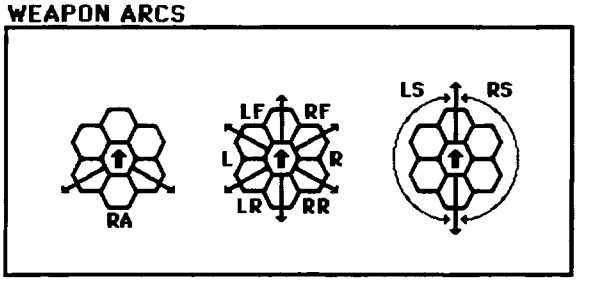
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE B

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET	BD
2½	1-6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
2. PH-Ps ARE PH-1s (PH-P3 IS A PH-3) ON NON-ARGONIAN OWNED UNITS OF THIS TYPE (BPV -3).
3. CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN.
4. CAN DISENGAGE BY ACCELERATION.
5. NO HET BONUS.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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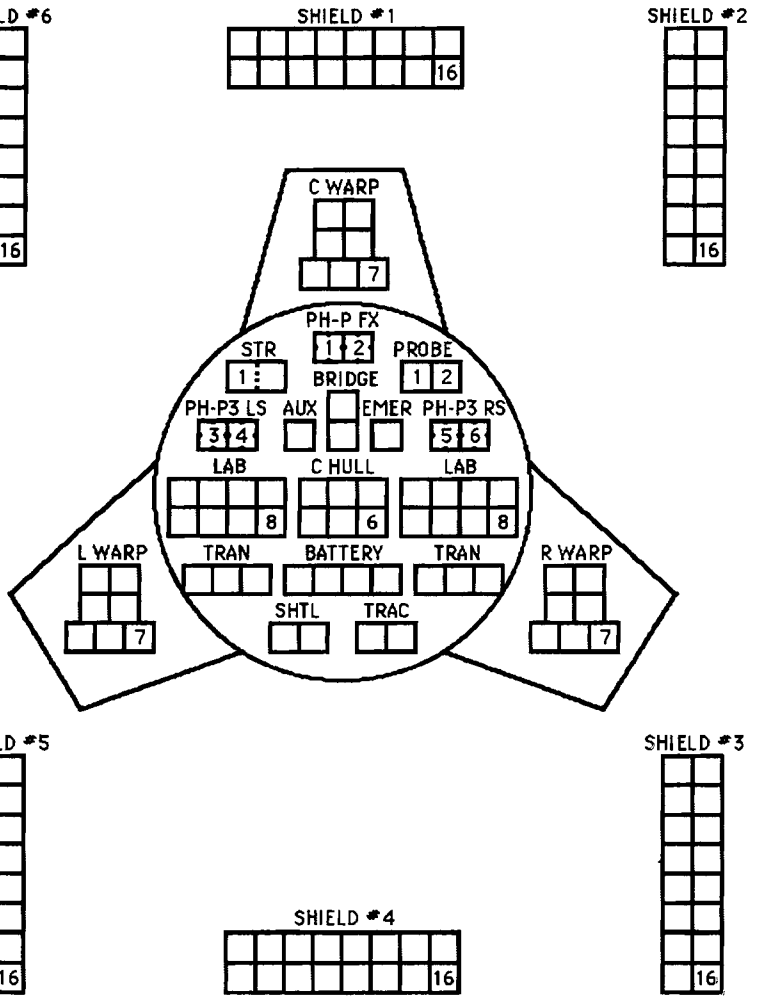
ARGONIAN RAIN SHOWER HOSPITAL SHIP



SHIP DATA TABLE

TYPE	=	HS
POINT VALUE	=	100/70
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.84
INTERNALS	=	71

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

PROBES

SCANNER

DAM. CON.

EX. DAM.

POWER CURVE

WARP	=	21
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	21
BATTERY	=	4

ENERGY FLUX TABLE (for reference only)

DIE ROLL	RANGE 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

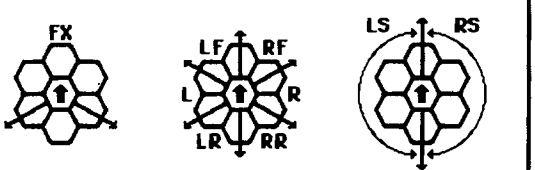
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE C

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

HET 2½ BD 6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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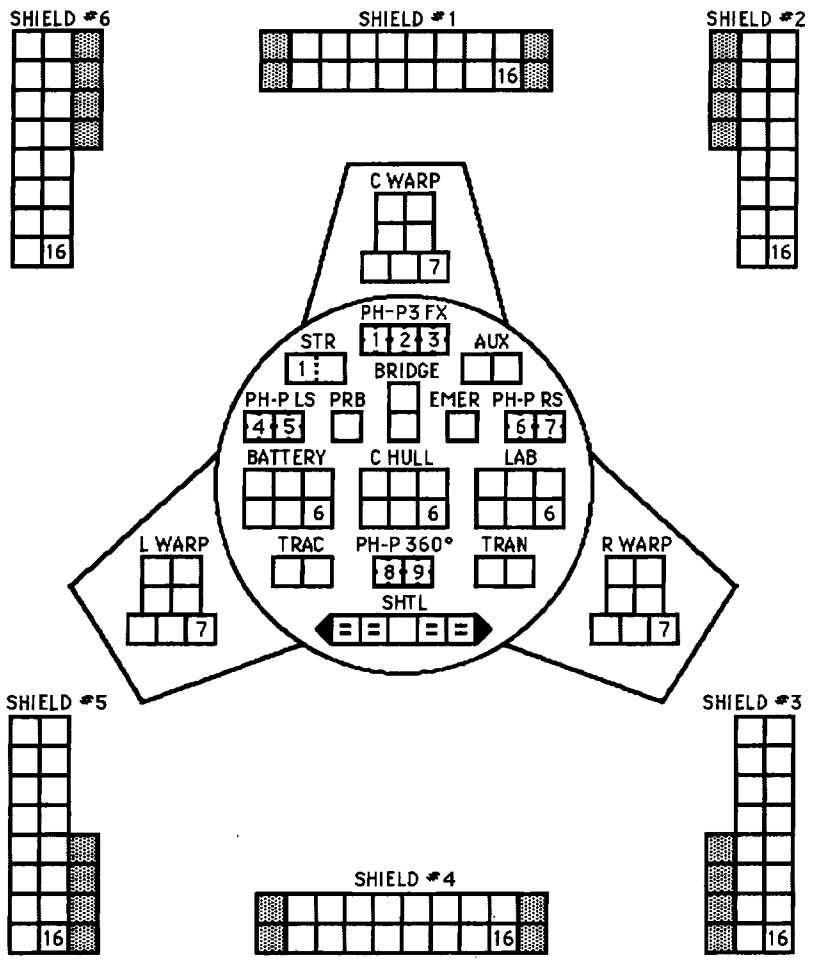
ARGONIAN COMET ESCORT CARRIER



SHIP DATA TABLE

TYPE	=	CVE
POINT VALUE	=	112
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.75
INTERNALS	=	65
SHIELD REFIT	=	+4

CREW UNITS

BOARDING PARTIES

DECK CREWS

TRANSPORTER MINES

SHUTTLE 1 BAY + 2 TUBES

CNTR	HIT POINTS	TYPE

SENSOR

PROBES

SCANNER

DAM. CON.

EX. DAM.

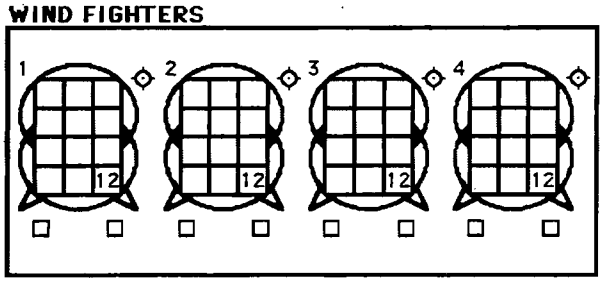
POWER CURVE

WARP	=	21
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	21
BATTERY	=	6

WIND FIGHTER (RH-2.F2)

POINT VALUE	=	10
PH-P3 360°	=	2
FTR EF FA	=	1
DFR	=	4
CRIPPLED	=	8
SPEED	=	15

WIND FIGHTERS

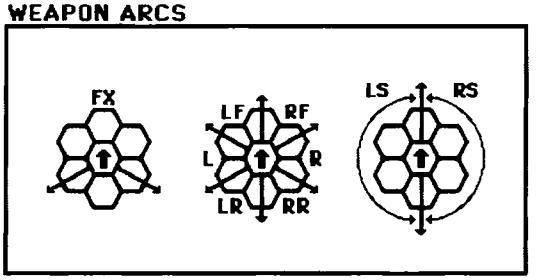


TURN MODE C

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

HET 2½ BD 6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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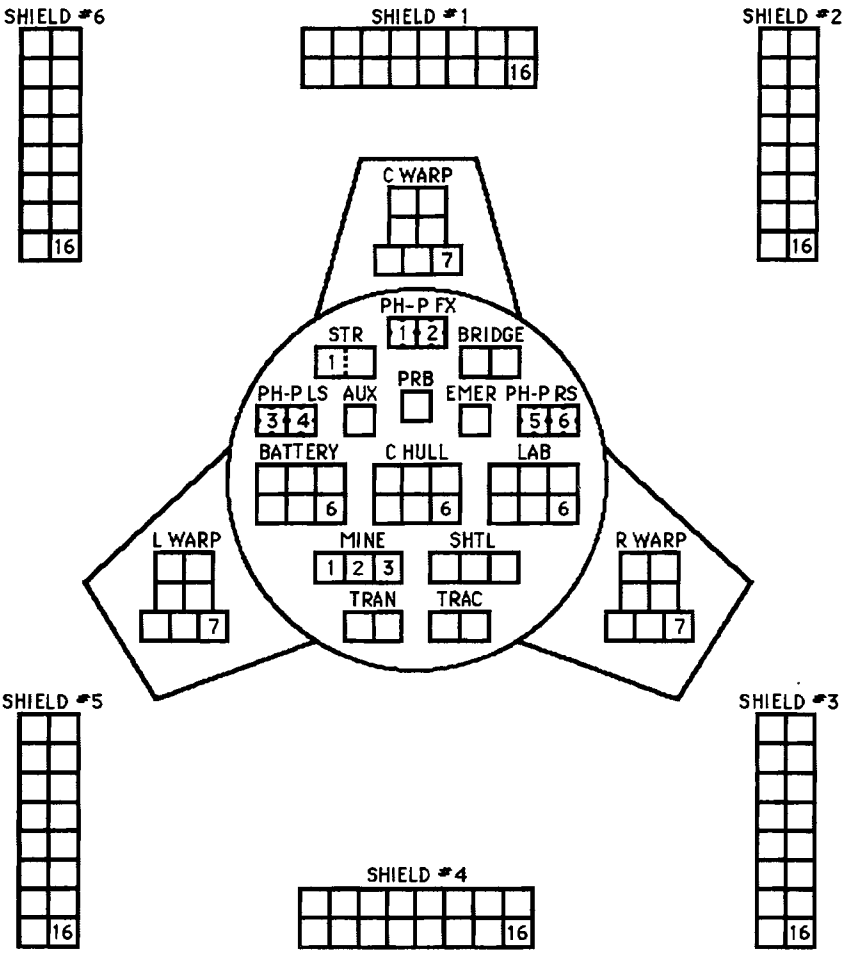
ARGONIAN HAIL
LIGHT MINESWEEPER



SHIP DATA TABLE

TYPE	=	MSL
POINT VALUE	=	110
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.75
INTERNALS	=	62

CREW UNITS

			*								
											36

BOARDING PARTIES

											12

TRANSPORTER MINES

R	R	D	D

MINE RACKS

1				
2				
3				

SHUTTLES

CNTR	HIT POINTS	TYPE
		MSS
		MSS

SENSOR

6	6	5	3	0

PROBES

1				5

SCANNER

0	0	1	5	9

DAM. CON.

2	2	2	0

EX. DAM.

			12

POWER CURVE

WARP	=	21
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	21
BATTERY	=	6

ENERGY FLUX TABLE

(for reference only)

DIE ROLL	RANGE 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

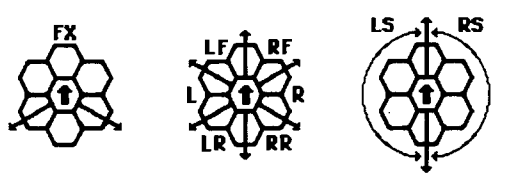
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE C

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

HET	BD
2½	6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. MINE RACKS ARE DESTROYED ON SHUTTLE OR CARGO HITS.

PHASER-P3

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

1/2 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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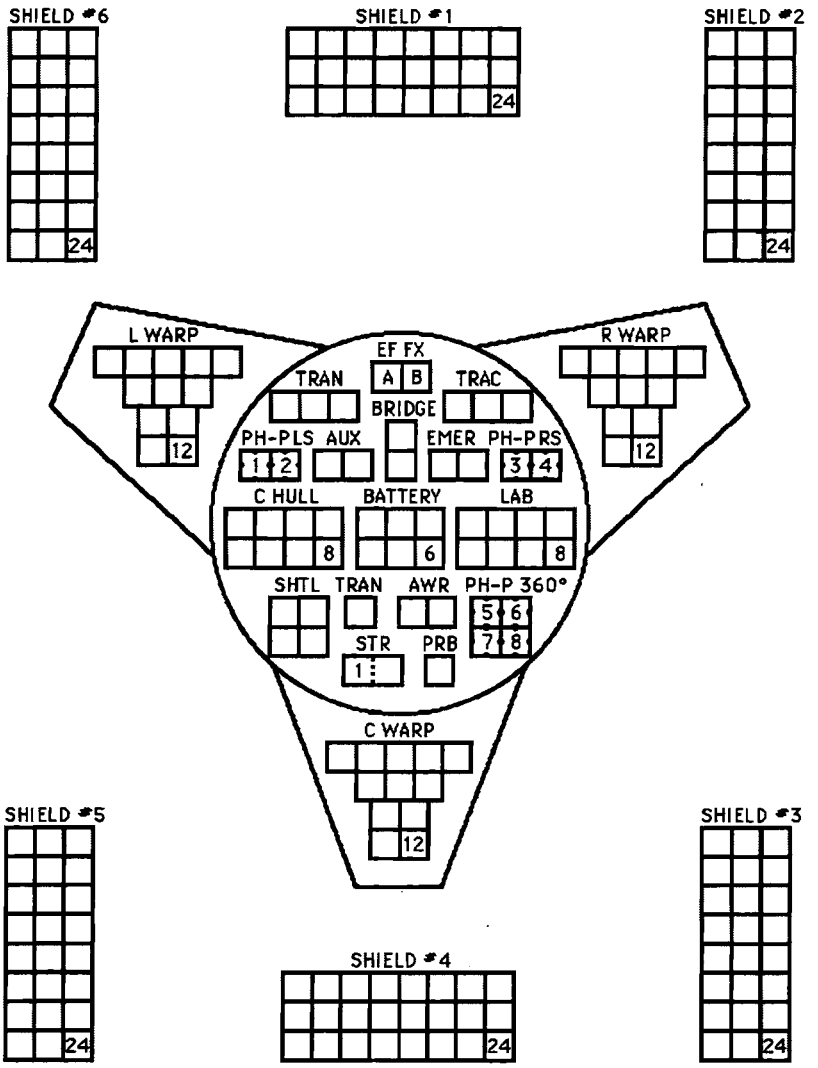
ARGONIAN STARSTORM
NEW HEAVY CRUISER



SHIP DATA TABLE

TYPE	=	NCA
POINT VALUE	=	148
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.81
INTERNALS	=	90

CREW UNITS

* 36

BOARDING PARTIES

12

TRANSPORTER

R R R R

MINES

D D D D

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 0

PROBES

1 5

SCANNER

0 0 1 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

19

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	2
TOTAL	=	38
BATTERY	=	6

ENERGY FLUX TABLE

DIE ROLL	RANGE 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 5 BD 6

WEAPON ARCS

PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

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

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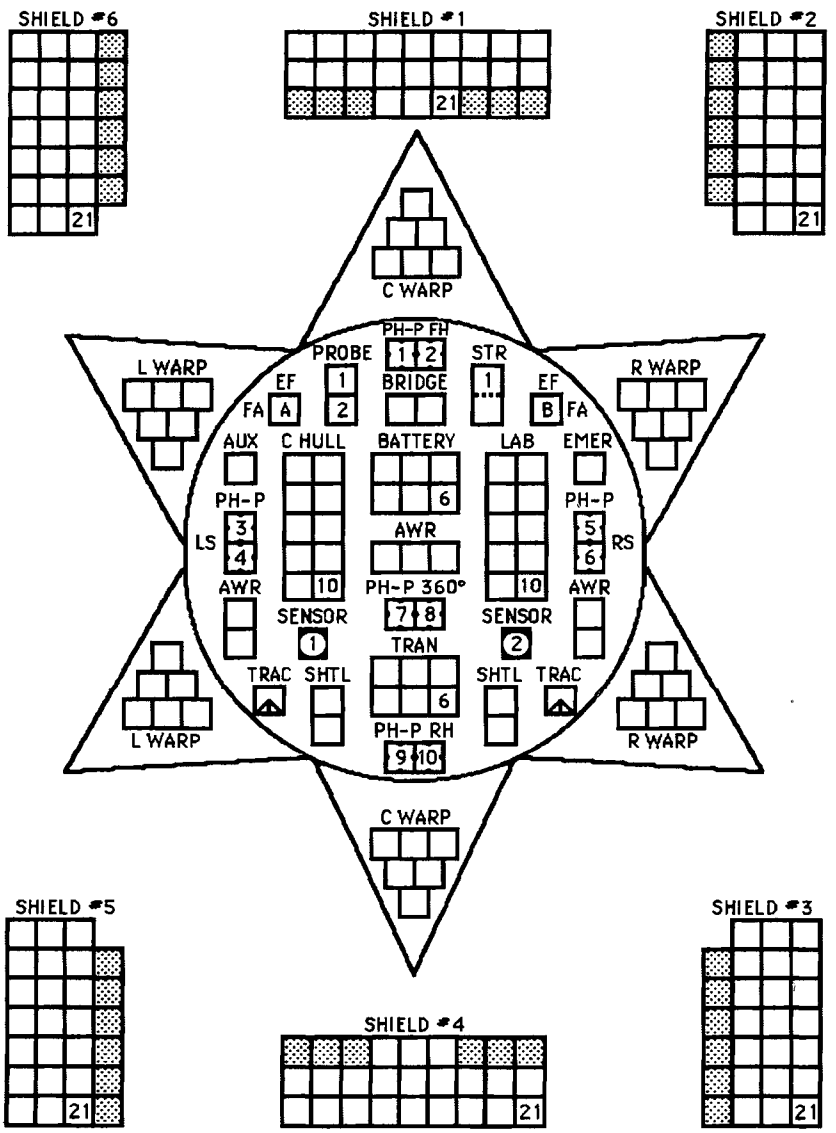
ARGONIAN WORMHOLE SPY CRUISER



SHIP DATA TABLE

TYPE	=	SPY
POINT VALUE	=	185/165
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.90
INTERNALS	=	103
SHIELD REFIT	=	+6
MRS	=	+8ea.

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

SHUTTLES

2 BAYS + 2 M. LINKS

CNTR	HIT POINTS	TYPE
		10
		10

PROBES

SENSOR

SCANNER

DAM. CON.

EX. DAM.

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	7
TOTAL	=	43
BATTERY	=	6

ENERGY FLUX TABLE

DIE ROLL \ RANGE	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

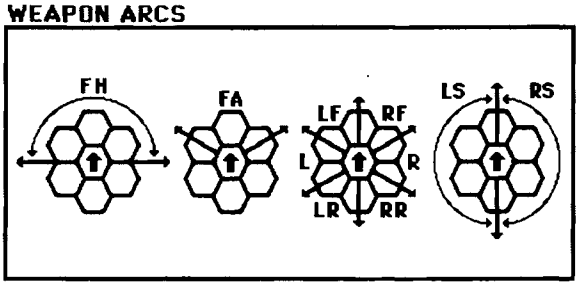
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET	BD
5	5-6

WEAPON ARCS



PHASER-P

DIE ROLL \ RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS; SEE (G24.0) FOR RULES ON SENSORS.

PHASER-P3

DIE ROLL \ RANGE	0	1	2	3	4-8	9-15
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	–	–	–

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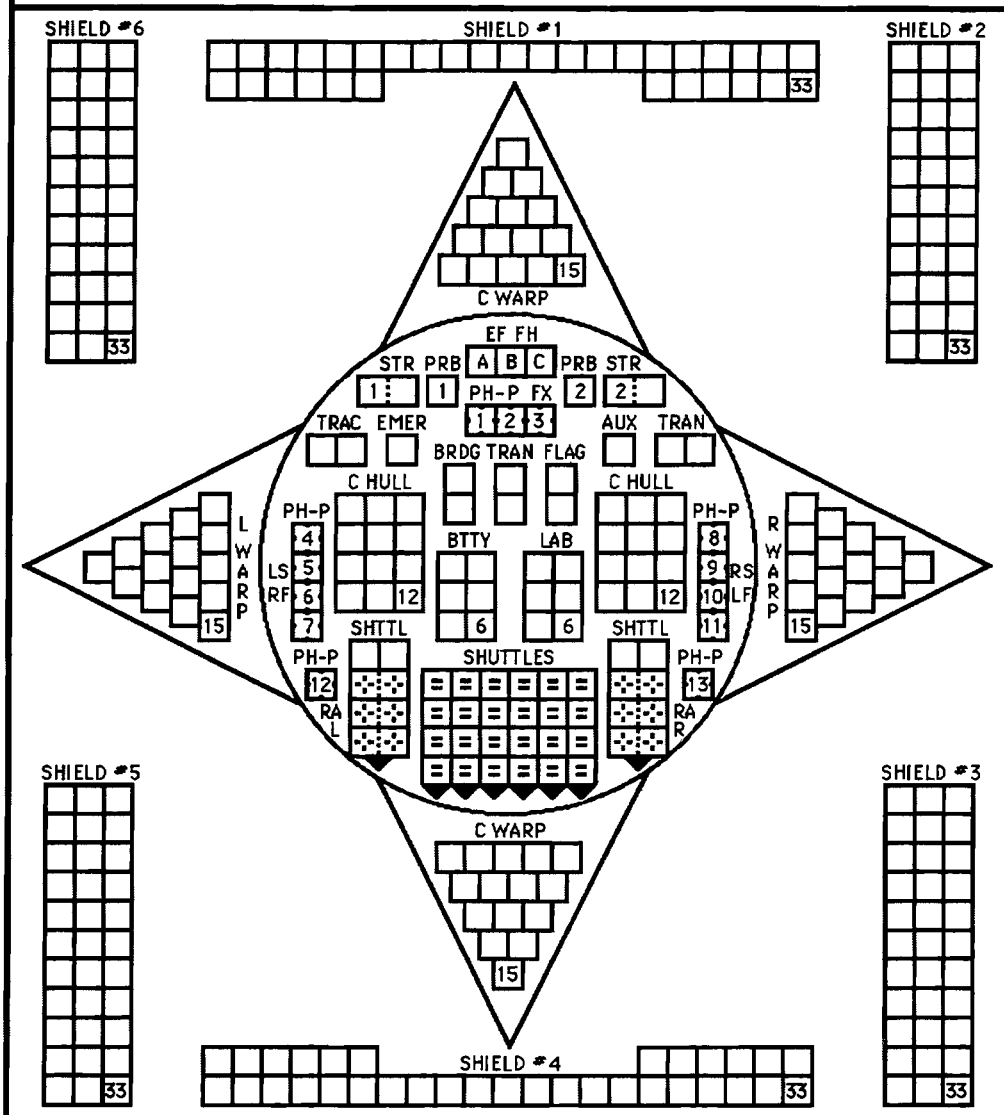
ARGONIAN STARBURST DREADNOUGHT
HEAVY CARRIER



SHIP DATA TABLE

TYPE	=	CVA-D
POINT VALUE	=	210/190
MOVEMENT	=	1+1/2
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.80
INTERNALS	=	176

CREW UNITS 60

BOARDING PARTIES 16

DECK CREWS 36

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES 3 BAYS+ 8 TUBES

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 5 4
3 2 1 0

PROBES

1 5
2 5

SCANNER

0 0 0 1 2
3 4 5 9

DAM. CON.

6 6 4 4 2
2 2 2 0

EX. DAM.

30

POWER CURVE

WARP	=	60
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	6

ENERGY FLUX TABLE

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

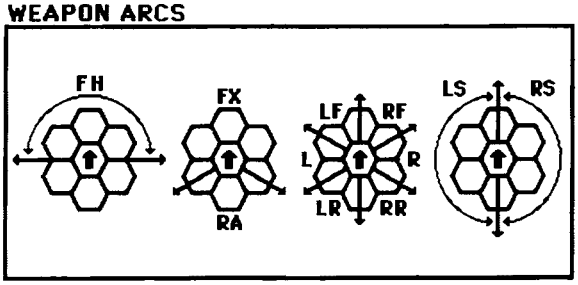
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET 7½ 4-6 BD

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. GALE FIGHTERS CANNOT BE TRANSFERRED TO THE CENTER SHUTTLE BAY.

PHASER-P3

DIE ROLL	RANGE 0	1	2	3	4-6	9-15
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+1/2 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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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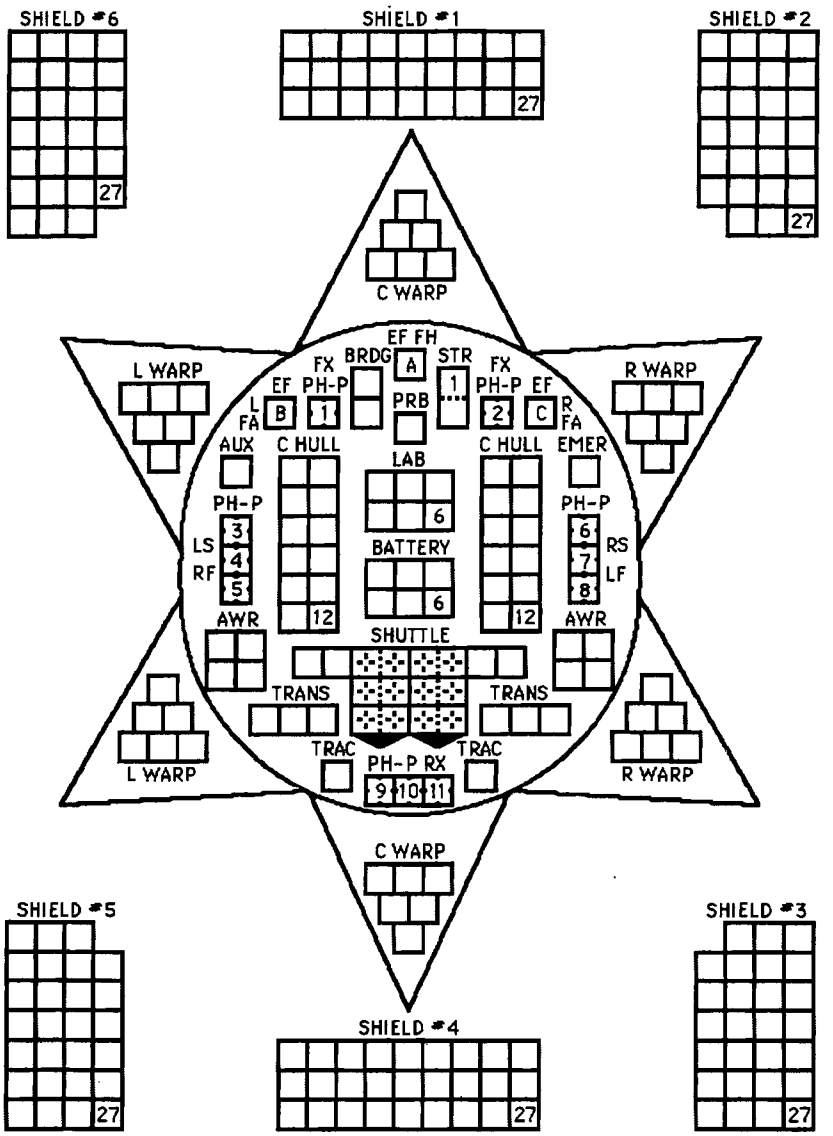
ARGONIAN HURRICANE BATTLE CARRIER



SHIP DATA TABLE

TYPE	=	BC-V
POINT VALUE	=	200
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.86
INTERNALS	=	125

CREW UNITS

* 52

BOARDING PARTIES

12

DECK CREWS

12

TRANSPORTER MINES

R R R R D D D D

SHUTTLES TWO BAYS+TWO TUBES

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 1 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

6 4 4
2 2 0

EX. DAM.

20

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	44
BATTERY	=	6

ENERGY FLUX TABLE

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

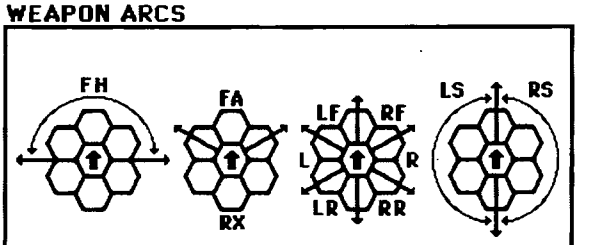
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET 5 5-6 BD

WEAPON ARCS



FX = L+LF+RF+R

PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. CARRIED 6 GALE FIGHTERS.

PHASER-P3

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

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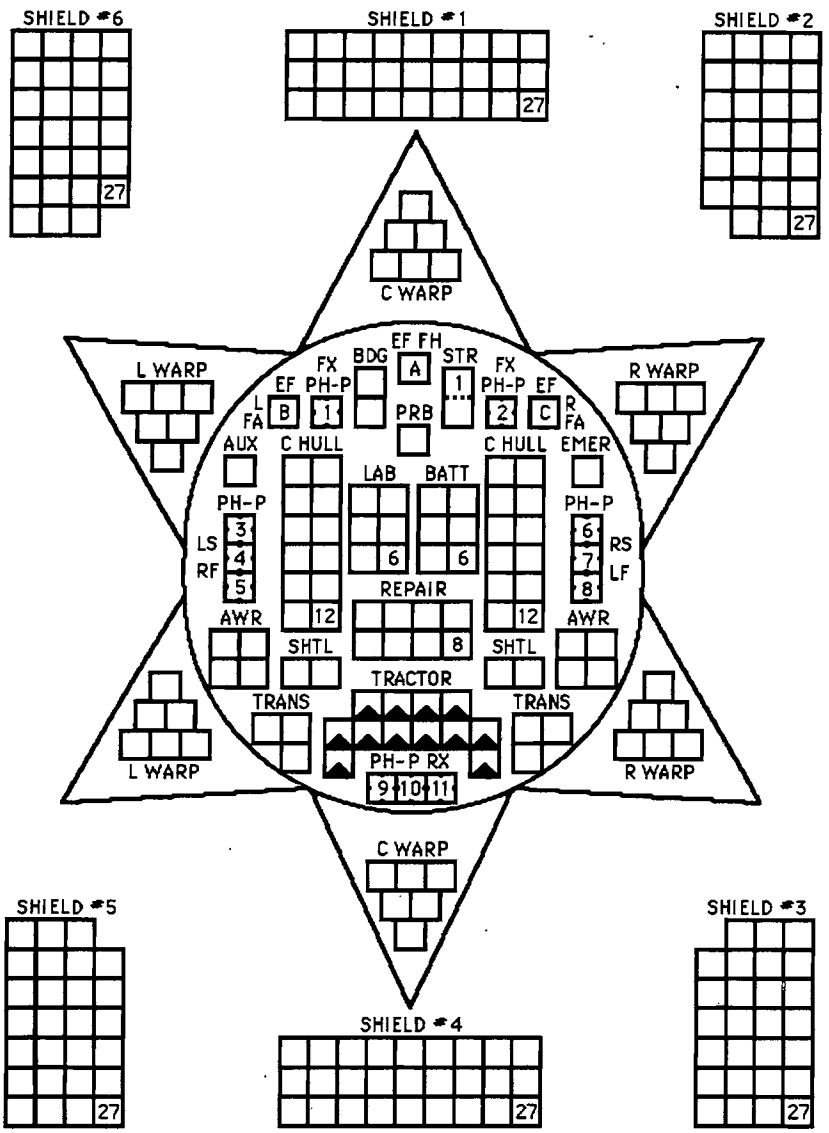
ARGONIAN HURRICANE BATTLE TENDER



SHIP DATA TABLE

TYPE	=	BC-P
POINT VALUE	=	205
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.88
INTERNALS	=	131

CREW UNITS

BOARDING PARTIES

TRANSPORTER

R R R R

MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 1 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

6 4 4
2 2 0

EX. DAM.

20

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	44
BATTERY	=	6

ENERGY FLUX TABLE

DIE ROLL	RANGE 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

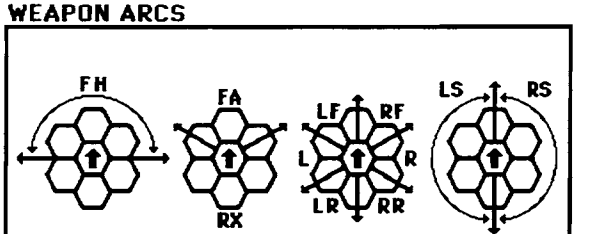
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET 5 5-6 BD

WEAPON ARCS



FX = L+LF+RF+R

PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

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

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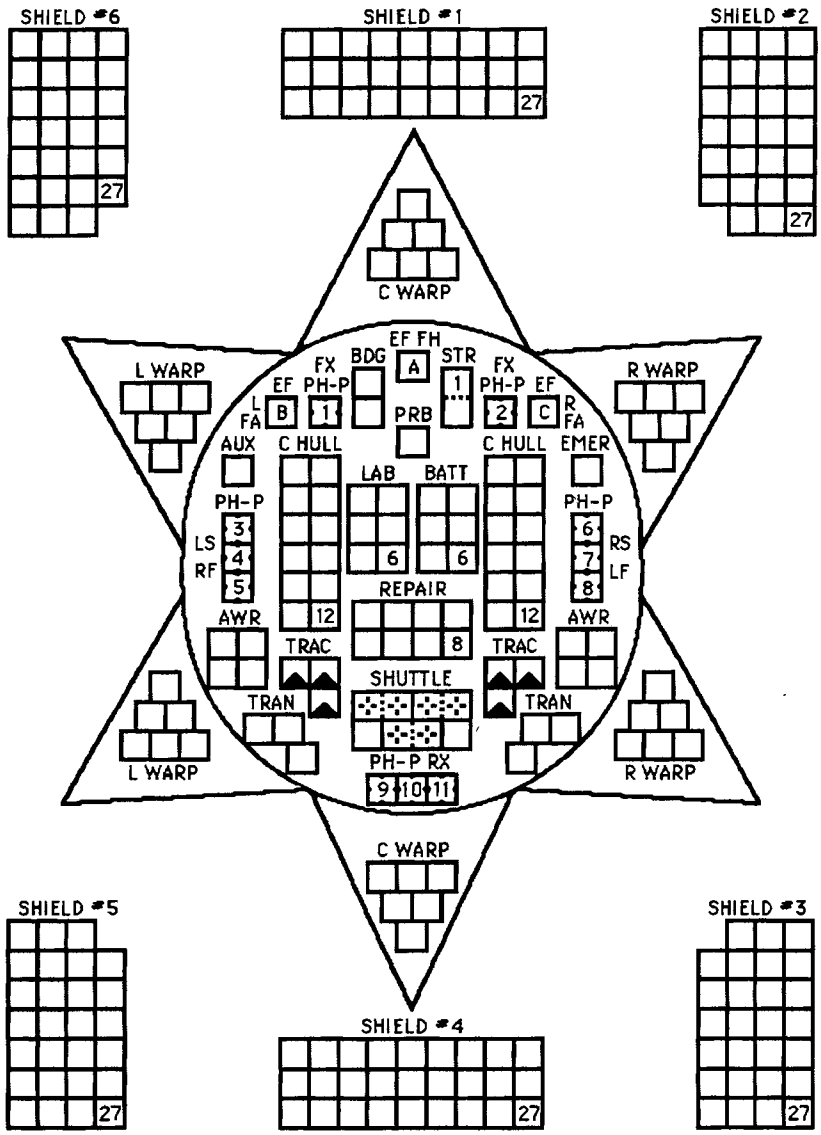
ARGONIAN HURRICANE
BATTLE CONTROL SHIP



SHIP DATA TABLE

TYPE	=	BC-S
POINT VALUE	=	205
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.87
INTERNALS	=	129

CREW UNITS

* 52

BOARDING PARTIES

12

DECK CREWS

6

TRANSPORTER

R R R R

MINES

D D D D

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 3 1 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

6 4 4
2 2 0

EX. DAM.

20

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	44
BATTERY	=	6

ENERGY FLUX TABLE

DIE ROLL \ RANGE	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							0	1	2	3-5	6-8

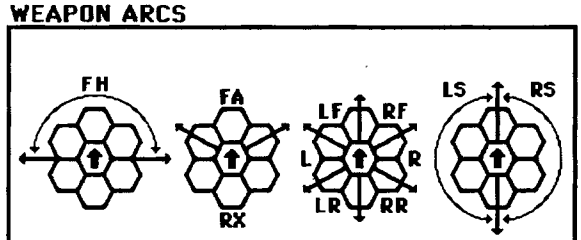
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET 5 5-6 BD

WEAPON ARCS



FX = L+LF+RF+R

PHASER-P

DIE ROLL \ RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	–
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. CARRIED 3 GALE FIGHTERS.

PHASER-P3

DIE ROLL \ RANGE	0	1	2	3	4-8	9-15
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	–	–	–

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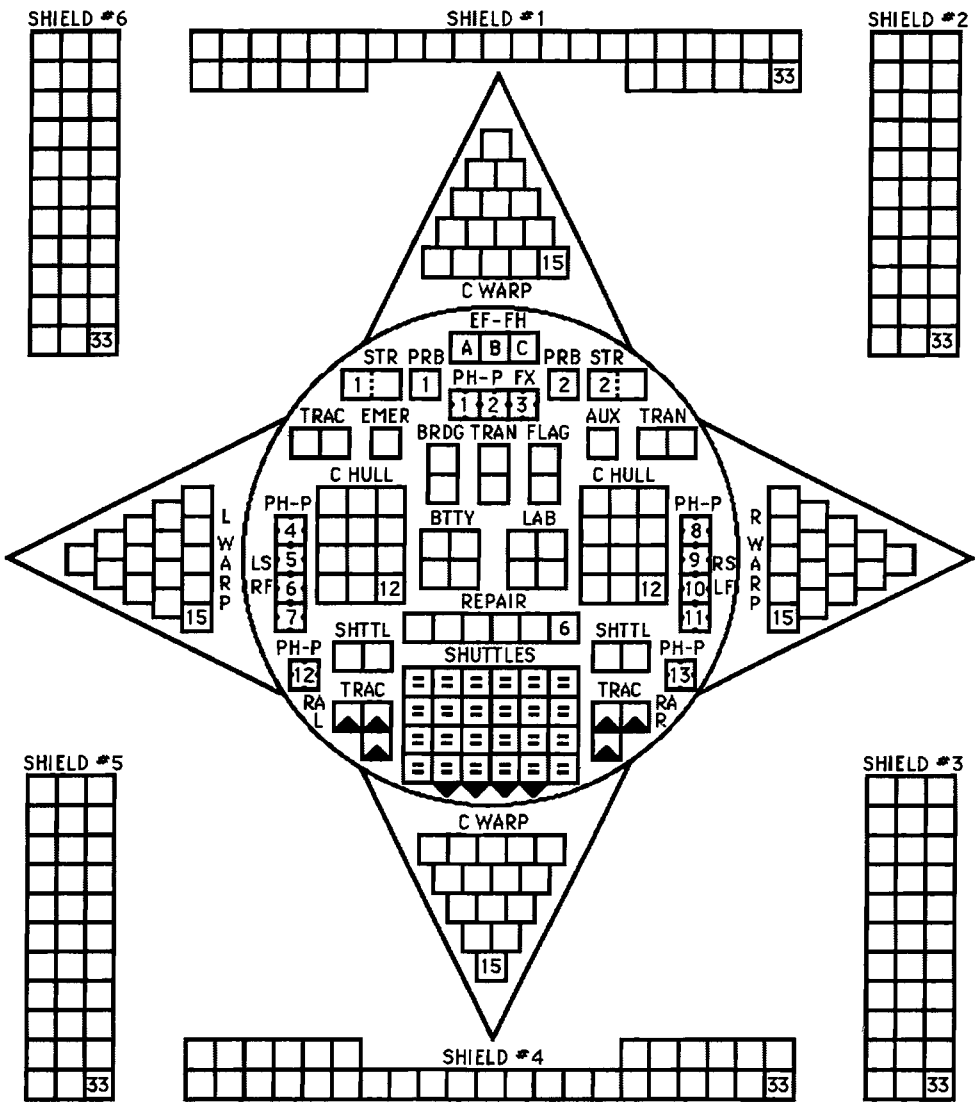
ARGONIAN STARBURST DREADNOUGHT SPACE CONTROL SHIP



SHIP DATA TABLE

TYPE	=	SCS-D
POINT VALUE	=	215/195
MOVEMENT	=	1+1/2
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.79
INTERNALS	=	166

CREW UNITS 60

BOARDING PARTIES 16

DECK CREWS 24

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES 3 BAYS+4 TUBES

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 5 4
3 2 1 0

PROBES

1 5
2 5

SCANNER

0 0 0 1 2
3 4 5 9

POWER CURVE

WARP	=	60
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	4

DAM. CON.

6 6 4 4 2
2 2 2 0

EX. DAM.

30

ENERGY FLUX TABLE

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

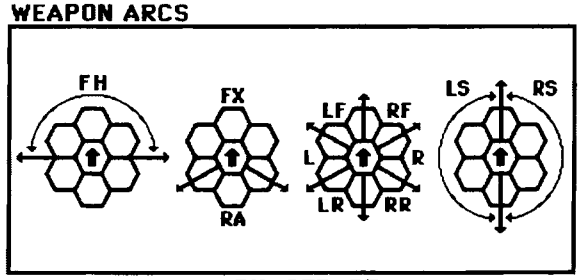
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D

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

HET 7½ 4-6 BD

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
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+1/2 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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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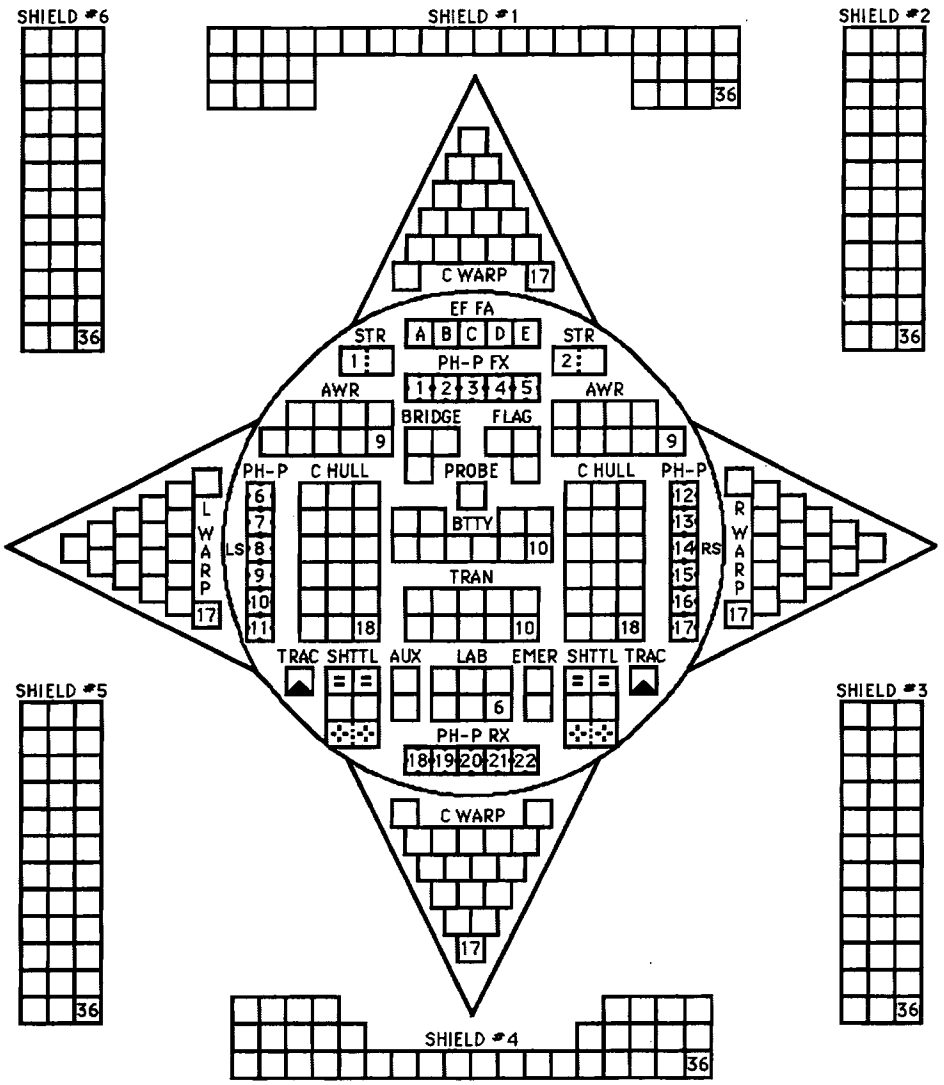
ARGONIAN STAR CLUSTER BATTLESHIP



SHIP DATA TABLE

TYPE	=	BB
POINT VALUE	=	330
MOVEMENT	=	2
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.77
INTERNALS	=	204

CREW UNITS 80

BOARDING PARTIES 30

DECK CREWS 8

TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D	D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	6	6	5
4	3	2	1	0

PROBES

1				5

SCANNER

0	0	0	1	2
3	4	5	7	9

DAM. CON.

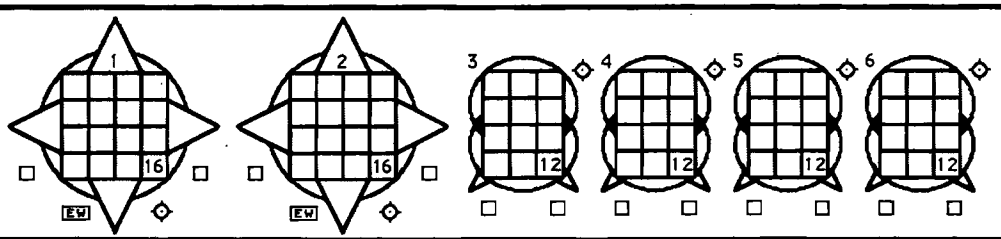
8	8	6	6	4
4	2	2	2	0

EX. DAM.

				40

POWER CURVE

WARP	=	68
IMPULSE	=	0
APR	=	0
AWR	=	18
TOTAL	=	86
BATTERY	=	10



GALE FIGHTER

POINT VALUE	=16
PH-P3 360°	= 2
FTR EF FA	= 2
DFR	= 1
CRIPPLED	=10
SPEED	=10

WIND FIGHTER

POINT VALUE	=10
PH-P3 360°	= 2
FTR EF FA	= 1
DFR	= 4
CRIPPLED	= 8
SPEED	=15

ENERGY FLUX TABLE

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

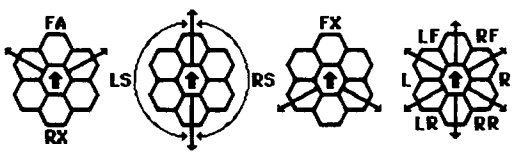
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE E

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

HET	BD
10	4-6

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. ◇ = FIGHTER EF CHARGE.

PHASER-P3

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

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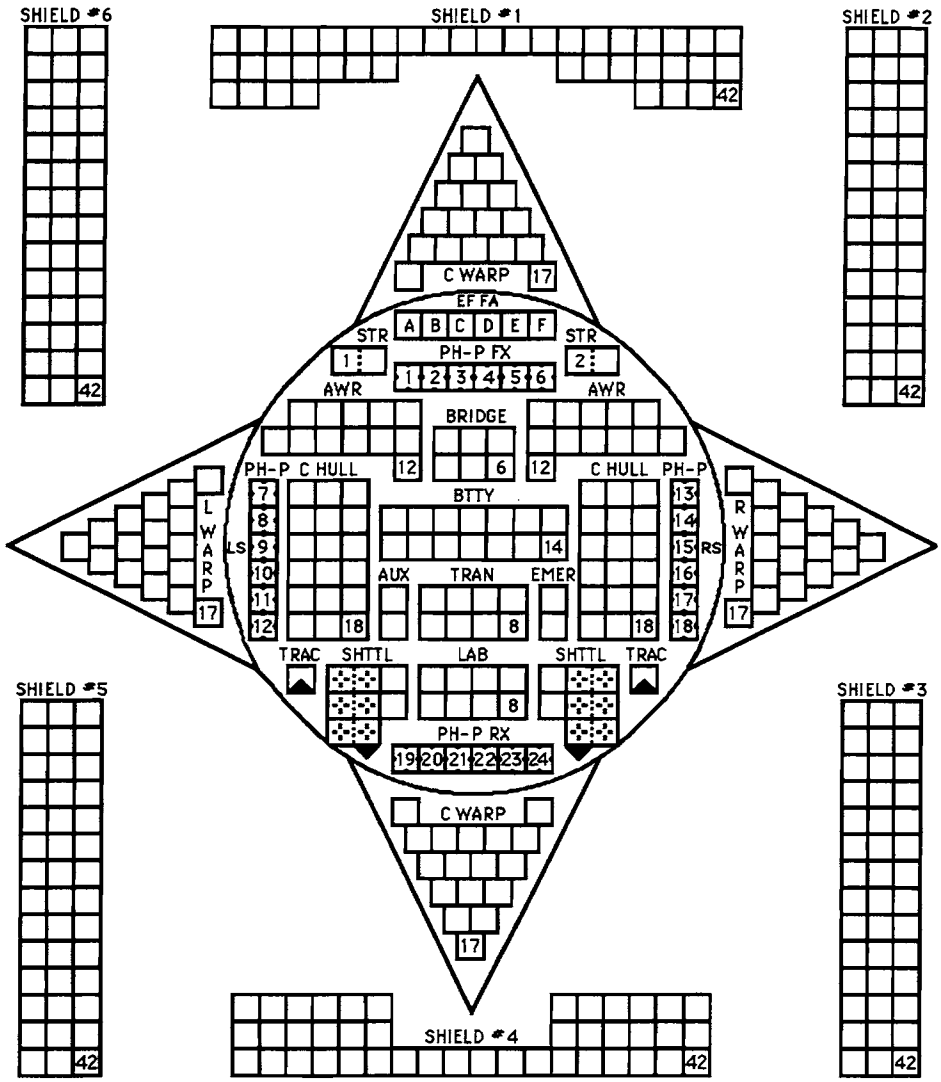
ARGONIAN STAR CLUSTER HEAVY BATTLESHIP



SHIP DATA TABLE

TYPE	=	BBH
POINT VALUE	=	380
MOVEMENT	=	2
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.85
INTERNALS	=	220

CREW UNITS 80

BOARDING PARTIES 30

DECK CREWS 12

TRANSPORTER MINES D D D D D D

SHUTTLES TWO BAYS + TWO TUBES

CNTR	HIT POINTS	TYPE

SENSOR

6	6	6	6	5
4	3	2	1	0

SCANNER

0	0	0	1	2
3	4	5	7	9

POWER CURVE

WARP	=	68
IMP	=	0
APR	=	0
AWR	=	24
TOTAL	=	92
BTTY	=	14

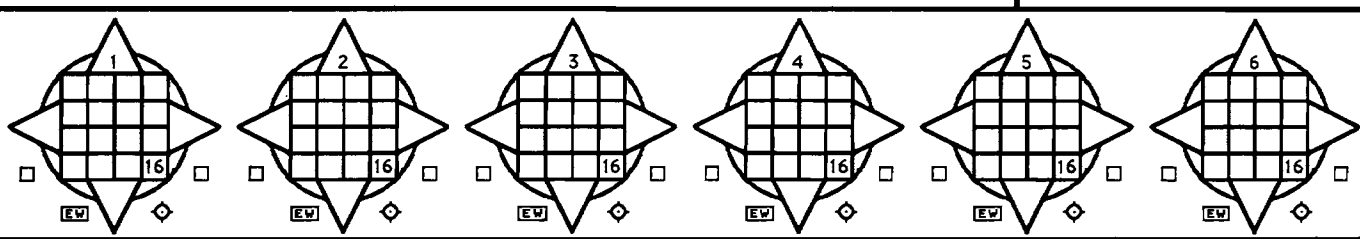
DAM. CON.

8	8	6	6	4	4	2	2	2	0

EX. DAM. 42

GALE FIGHTER (RH-2.F3)

POINT VALUE	=	16
PH-P3 360°	=	2
FTR EF FA	=	2
DFR	=	1
CRIPPLED	=	10
SPEED	=	10



ENERGY FLUX TABLE

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

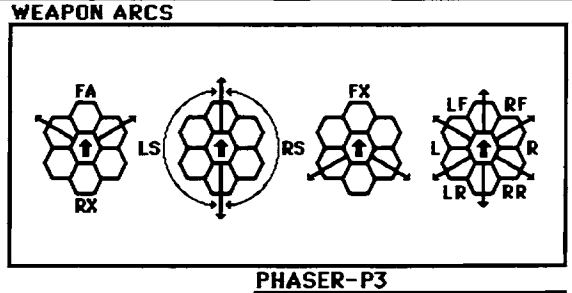
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE E

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

HET	BD
10 4-6	

WEAPON ARCS



PHASER-P

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. ◇ = GALE FIGHTER EF CHARGE.

PHASER-P3

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

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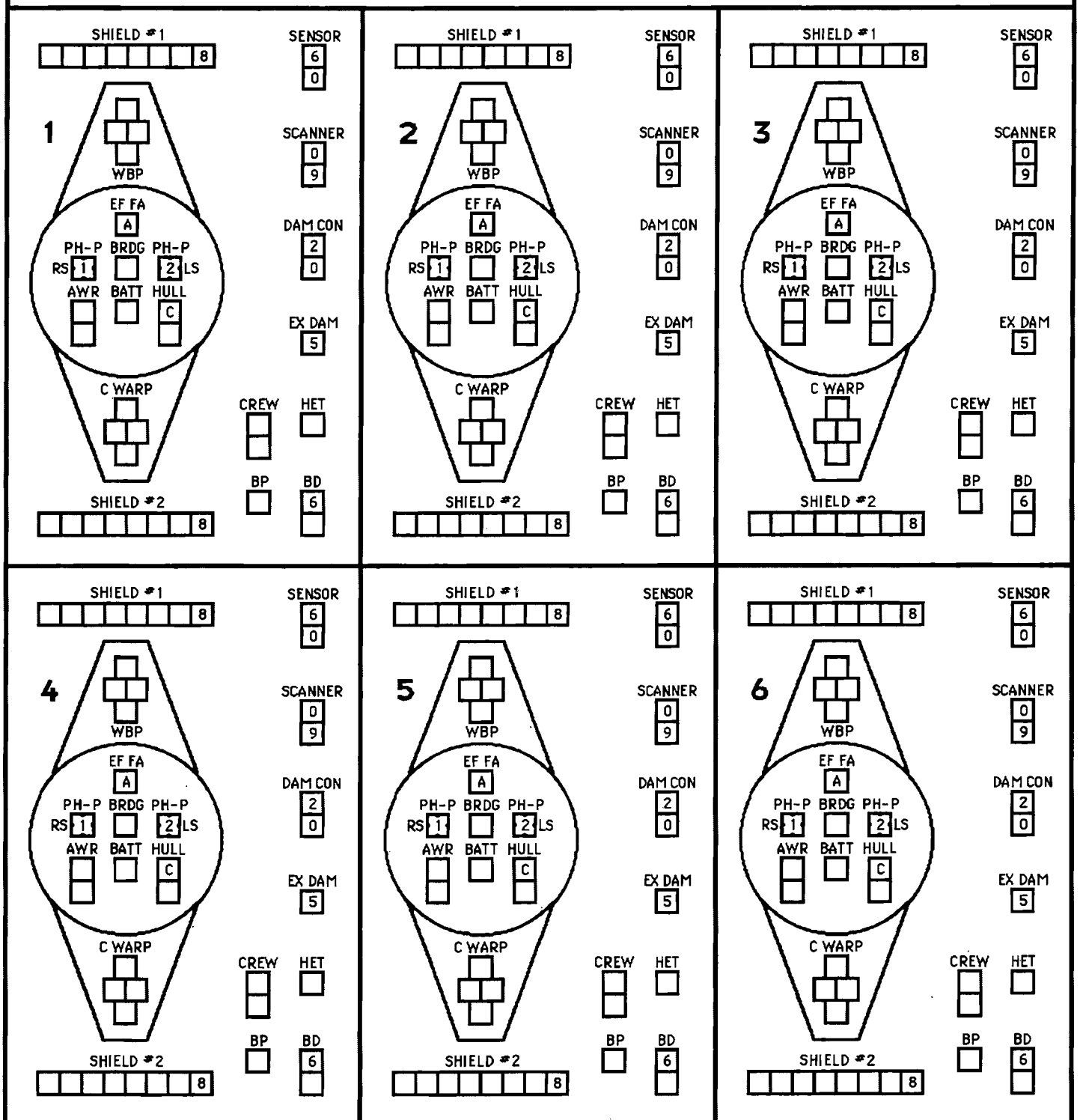
ARGONIAN THUNDERDRUM INTERCEPTOR SQUADRON



SHIP DATA TABLE

TYPE	=	INT
POINT VALUE	=	15/22
MOVEMENT	=	1/6
SHIELDS	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-2.PFO
INTERNALS	=	25

TURN MODE AA

1	2-8
2	9-16
3	17-24
4	25+

NIMBLE SHIPS

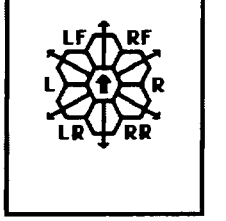
HET BD
SEE PFs ABOVE

NOTES:
1. MAY PERFORM 4 HULL ROTATIONS A TURN.
2. CANNOT PERFORM HULL ROTATIONS WITHOUT WBP.

POWER CURVE

WARP	=	4/8
IMPULSE	=	0
APR	=	0
AWR	=	2
TOTAL	=	6/10
BATTERY	=	1

WEAPON ARCS



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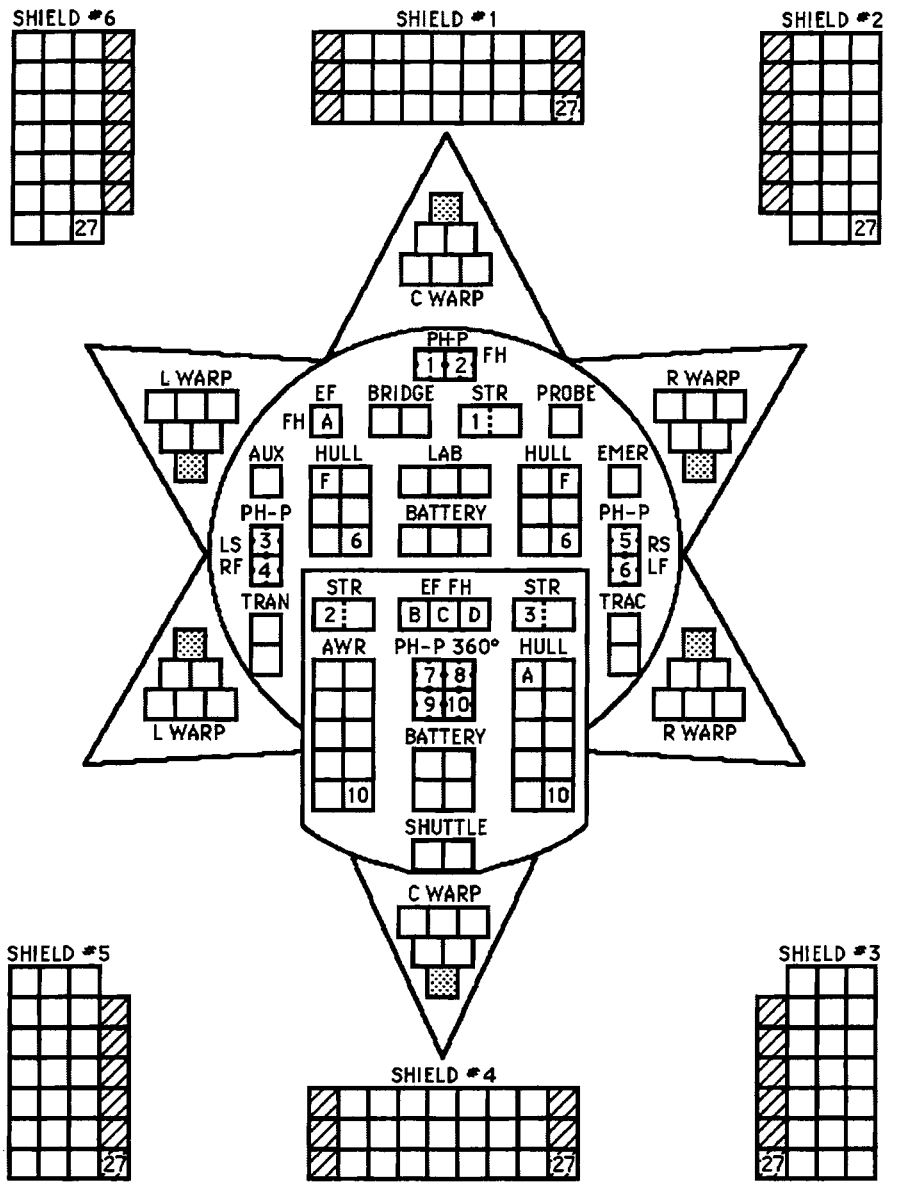
ARGONIAN CYCLONE BATTLE TUG



SHIP DATA TABLE

TYPE	=	BT
POINT VALUE	=	215
MOVEMENT	=	1+1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	2
STROBE STR	=	3
REFERENCE	=	RH-2.17
INTERNALS	=	109
IMPULSE/PH-1s	=	-18

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

SHUTTLES

2 BAYS + 4 TUBES

CNTR	HIT POINTS	TYPE

SENSOR

PROBES

SCANNER

DAM. CON.

EX. DAM.

POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	10
TOTAL	=	46
BATTERY	=	7

ENERGY FLUX TABLE

DIE ROLL \ RANGE	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

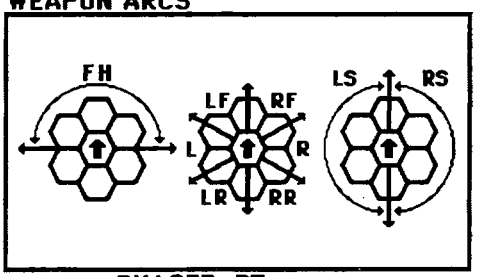
MODE	HIT	SHIELD DAMAGE
1	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL

TURN MODE D/E

NO. PODS	0-1	2-3
1	2-4	2-3
2	5-8	4-6
3	9-12	7-10
4	13-17	11-14
5	18-24	15-21
6	25+	21-29
7		30+

HET	BD
7½	4-6

WEAPON ARCS



PHASER-P

DIE ROLL \ RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
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-P3

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

NOTES:

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. THIS TUG CANNOT PERFORM HULL ROTATIONS.
3. SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS. ALL PH-Ps ARE PH-1s ON THESE SHIPS.
4. STRIPED BOXES ARE ON THE POD; POD IS DOUBLE SIZED.

1+1/2 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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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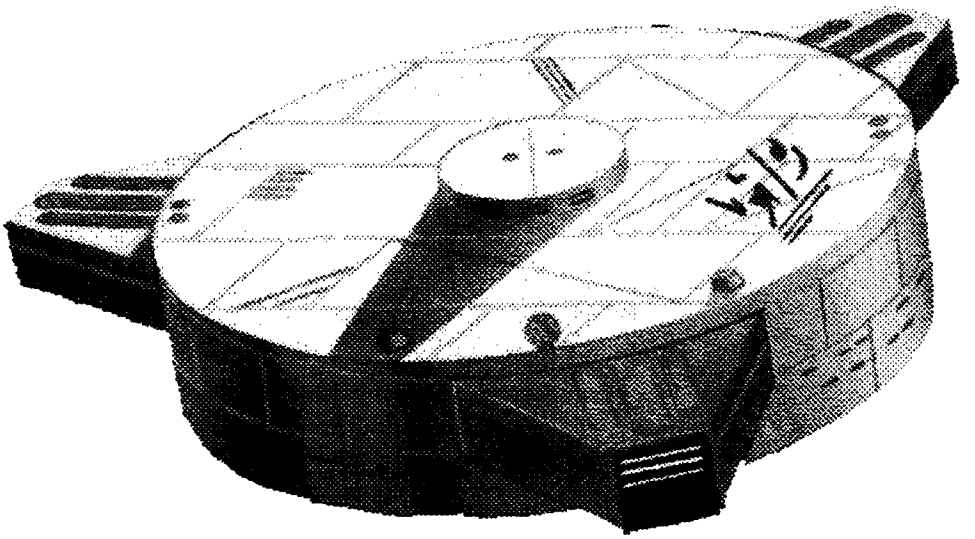
ARGONIANS-3



INCLUDES THE FOLLOWING:

ARGONIAN X-1 RULES: The Argonians employed a variety of advanced technology in their first generation X-1 units. The increase in the frequency of their hull rotations greatly enhanced the ability of their improved plasma phasers to be brought into arc, enabling rapid phaser fire against close range targets. The advanced energy flux proves to be much more versatile in arming, allowing the Argonians to activate their energy flux at the most opportune moment. An improvement of the strobe allows it to be more readily available, turning the strobe from a fire and forget weapon into a more dynamic tool when confronting the empires of the Far Side.

NEW ARGONIAN SSDS: The Argonian fleet fills out with the addition of various units such as their spy cruiser, interceptor squadron and battle control ship. Prototype X-1 technology allowed a whirlwind light cruiser hull to be used to create the starstorm, a new heavy cruiser for the Argonian fleet. Due to the decrease in size, this ships comparable armament has improved firing arcs over the hull design used in the large cruisers. Two new dreadnought variants are introduced, including the starburst dreadnought heavy carrier, with its 6 gale fighters and 24 wind fighters. This ship is well complemented by the comet escort carrier with its 4 wind fighters.

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96S06

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