

FAR SIDE - 1



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 will consider submitted material depending on the quality and completeness of the submission. Anything already submitted to ADB is off limits! We would like to see fiction, scenarios and tactics based on our unique material. 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 from those of TFG. Example: (SW-6) should be inserted at the end of the F section of your rulebook behind the last (SW-5) page. Alternatively, leave this book intact so that all the material is readily accessible.

RULE ABBREVIATIONS

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

OTHER PRODUCTS

If a rule is cited somewhere in this text and you cannot locate it, it might be in another product; see the rules index on page two of this book for the exact location of a given rule.

PHOTOCOPIES

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OTHER PRODUCTS

Current products:	Pages	Price
Argonians-1, Argonians-2, Argonians-3*	48	\$8.50
Indirigans-1, Indirigans-2**	48	\$8.50
Krebiz-1, Krebiz-2, Krebiz-3, Krebiz-4*	48	\$8.50
Far Side-1	48	\$9.95
Gaming Group Discount (min. 5 quant./same item)		15% off
(min. 5 quantity of a single product - of those listed above)		
In-Coming Fire (monthly newsletter)	8	\$1.00 ea.
Playtest Pack #2 version 2 (Mechad)	20	\$5.00

Galactic Empires (the science fiction trading card game)		
Basic Deck:		\$9.95
Expansion Packs (Booster)		\$2.45
Galactic Empires Poster		\$4.95
Galactic Intercom (bimonthly newsletter)	12	\$2.00 ea.

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

* These products are nearly complete but have not gone to print at this time (July 1994). Pre-orders are accepted for these products, include \$1.50 S&H for each product pre-ordered. They are shipped the same day we get them from the printer.

**Currently under development. No pre-orders please.

To order any of these products, write us at:

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Or contact us (via EMail) on America Online at CompanionG. 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 and an order form / product update send us a stamped self-addressed envelope.

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And most of all, thanks to you, the players. C. Henry Schulte

ON THE COVER

A full scale battle on the Far Side of the galaxy featuring an Indirigan battlecruiser and freighter combating several raiding Bolaar ships just outside the Tuforeous Dead Zone. Cover art by Gary A. Kalin.

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(PR-1.0) BOLAAR PHASER CAPACITORS

The Bolaar equipped all their ships with double-sized phaser capacitors. These capacitors function like all other phaser capacitors (H6.0) except that each Bolaar ship has twice the amount of phaser capacitor space required per phaser on the ship. This rule will be reprinted in Mechad-1 with PR-2 to facilitate easier insertion into your rulebook.

(PR-1.1) DESIGNATION:

There is no special designation for Bolaar capacitors. Note, however, that the total amount of capacitor space for the Bolaar ship in question is given on the Ship Data Table on every SSD.

(PR-1.2) RESTRICTIONS:

(PR-1.21) 2x CAPACITORS: Obviously (H6.21) does not apply as written. Use this formula multiplying the final result by 2. Do not round fractions at any point during calculation.

(PR-1.22) NO EXTRA FIRING: This rule does not give Bolaar ships the ability to fire their phasers twice per turn; they cannot (exception PH-MP, PH-G). They simply have extra space to store energy.

(PR-1.23) STANDARD RULES: All (H6.0) rules apply as written except for modifications made herein.

(PR-1.24) WEAPONS STATUS: At WS-2 a Bolaar ship's capacitors are charged to a point that each phaser on the ship can be fired one time (1/2 full capacitors for the standard phasers on the ship). Phasers in option mounts are charged at WS-2. At WS-3 the phaser capacitors are fully charged.

(PR-1.25) OPTION MOUNTS: Phasers placed in option mounts on Bolaar ships contribute only their standard capacitor space (not double) to the ship's capacitor. If destroyed, only the standard amount of capacitor space is destroyed.

(PR-1.3) DESTRUCTION:

(PR-1.31) If a phaser is destroyed, twice the appropriate amount of capacitor space is destroyed. If a phaser is repaired, twice the appropriate amount of capacitor space is repaired (but unpowered). Example: If a PH-SR is destroyed one full point of capacitor space is destroyed, not just 1/2 point as would occur on non-Bolaar ships.

(PR-1.32) When damaged, only the standard amount of capacitor space (not double) is destroyed for phasers placed in option mounts.

PLEASE NOTE: Some of the rules mentioned at left have not been published yet (see page one for a list of current products). Some rule numbers were changed from the index published in Krebiz 1-3, Argonians 1-2 & Indirigans-1. This index takes precedence over those. 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 and revised as products are added to our SFB support line. A complete list of scenarios is presented on page 2 of Indirigans-1.

(ER-6.0) DEFLECTION/ TRANSFER DEVICE

The deflection/transfer device was originally invented by the Clydons (RH-7) as a defensive system. The Bolaar pirate clan quickly saw the advantages of this system (especially when applied to their unique operations) and before too long had not only working copies of the device but the technology to build their own deflection/transfer devices. The deflection/transfer device uses an electromagnetic field, entropy sensors and power deflectors to disburse a portion of incoming fire to the non-facing shields.

(ER-6.1) DESIGNATION:

The Deflection/Transfer Device is designated "DTD". The DTD strength is given on the ship data table for each individual ship. The DTD is similar to the cloak in that it does not have a box on the SSD. There is a check off box for hit & run raid (or other) damage as well as a track to record transferred damage points.

(ER-6.2) ARMING PROCEDURE:

The deflection/transfer device requires two turns to arm. There is no overload function for DTDs.

(ER-6.21) ARMING COST: Each turn of arming requires an amount of energy equal to the ship's DTD strength (ER-6.5). This energy can come from any source. The DTD is then ready for activation. It may be held indefinitely or activated when needed. If activated, the DTD can be rearmed on the following turn.

(ER-6.22) HOLDING COST: The DTD may be held at a cost of 1/2 energy point per point of DTD strength per turn held. This energy may come from any source. The DTD may be held indefinitely. If all required holding energy is not paid the DTD is discharged harmlessly and must be rearmed before use. See (ER-6.36) for the procedure on holding unused charges while beginning to arm new charges.

(ER-6.23) DOWNLOADING: A DTD may be armed at a lower strength by allocating less energy on each turn of arming. This energy should equal the desired strength of the DTD. This downloaded DTD will function normally for that (lower) DTD strength.

(ER-6.231) LOWEST LEVEL: The downloaded DTD will function at the lowest strength armed over the two turn arming cycle. **EXAMPLE:** On the first turn of arming a ship with a 3 DTD strength applies 3 points of energy, on the second turn it only has 2 points available and elects at that point to download the DTD to a 2 strength.

(ER-6.232) NO RESERVE POWER: A downloaded DTD cannot be 'uploaded' by adding reserve power during either arming turn. Once a DTD has been downloaded it remains so until activated or discharged.

(ER-6.24) RESERVE POWER: The only time reserve power can be used to arm a DTD is during the first turn of arming when no power has yet been applied to the DTD. This could be a full load or a download. Reserve power cannot be applied to a DTD at any other time.

(ER-6.3) EFFECTS:

The DTD is activated when the ship has been fired upon, but before the damage has been allocated.

(ER-6.31) TRANSFER: Up to 1/2 of the damage taken by a single shield (up to the DTD strength x 5) can be transferred to the other shields. Transfer takes place before the shield takes any damage, but after shield reinforcement is applied. This amount is chosen by the owning player in groups of 5 points of damage each. Each group of 5 points transferred is defined as a 'Transfer Group'. Each transfer group is applied as follows: 1 point to each of the other five shields. If one or more of these shields are down then the damage point is taken as a directional (from that shield) internal volley combined with other damage on that shield at that moment. **NOTE:** If the volley is less than 10 points the DTD cannot transfer damage.

(ER-6.32) DTD STRENGTH: One transfer group can be transferred for each point of DTD strength. **EXAMPLE:** If a ship has a DTD strength of 4, it can transfer 4 transfer groups for a total of 20 points of damage transferred.

(ER-6.33) DOWN SHIELD: The DTD cannot transfer damage from a down shield struck by damage. This damage will be scored as internals and cannot be transferred.

(ER-6.34) PROCEDURE: Activation of the DTD is announced just after the amount of damage is determined and after shield reinforcement is applied but before it is used to absorb any damage. The owning player simply declares that he is transferring damage and declares the amount to be transferred. This amount must be equal to or less than 1/2 the total damage taken. It must also be in groups of 5 damage points (a transfer group). A number of transfer groups up to the ship's DTD strength can be transferred in this manner.

(ER-6.35) MULTIPLE ACTIVATION: A ship can activate its DTD multiple times during the turn up to the limit of its DTD strength. One transfer group per point of DTD strength may be transferred. **EXAMPLE:** A ship with a DTD strength of 3 can activate its DTD up to three times (3 activations x 5 points each = 15 total points of damage transferred). These groups can be transferred on the same or different impulses throughout the turn of activation (plus, possibly, the following turn, see (ER-6.36)). There is no 8 impulse delay required between activation of charges.

(ER-6.36) UNUSED ACTIVATION: If a ship has partially activated its DTD (i.e. used one or more transfers) and still has some transfers left at the end of the turn, these unused transfers must be used on the following turn or they are lost. Each unused transfer group must have 1/2 point of holding energy allocated. A ship can never transfer more transfer groups in a single turn than its DTD strength. **NOTE:** On this following turn, first turn arming energy can be applied to the DTD without affecting these unused charges. At the end of the following turn the unused charges are lost (but the new charges will be available on impulse 1 of the next turn).

(ER-6.37) TRANSFER TRACK: The SSD of each ship equipped with a DTD provides players with a check off track to help keep a record of damage points transferred (or deflected) each turn.

(ER-6.38) EXAMPLE: A Bolaar Heavy Raider (with DTD refit & a DTD strength of 3) has been hit with 29 points of damage (this could be direct-fire or seeking weapons damage) on his #2 shield. The owning player declares activation of the DTD and states he will transfer 10 points of damage (2 groups of 5 = 2 transfer groups). He applies 2 points of damage to each of the other 5 shields (#1 & #3-6). The remaining 19 points are then applied to the #2 shield which has 6 points of reinforcement and only 2 actual remaining boxes. This means that 11 internals are taken by the Bolaar ship. The owning player still has 1 transfer group at his disposal. NOTE: Had the original damage been 30 or more points the Bolaar player could have transferred 15 points of damage to the other five shields (3 points each).

(ER-6.4) DEFLECTION FUNCTION:

The 'suicide' function of the DTD, 'Deflection' can (usually) be used only once per scenario. When operated in deflection mode, the DTD deflects the damage into space harmlessly instead of transferring it to the other shields.

(ER-6.41) DEFLECTION: Deflection actually disburses the damage into space harmlessly instead of transferring it to the other shields. The owning player announces that he is deflecting the damage and how much he is deflecting. This still must be in groups of 5 and no more than 1/2 the total incoming damage.

(ER-6.42) DTD STRENGTH: One transfer group can be deflected for each point of DTD strength. EXAMPLE: If a ship has a DTD strength of 3, it can deflect 3 transfer groups, for a total of 15 points of damage deflected.

(ER-6.43) PROCEDURE: Activation of the DTD in deflection mode is identical to (ER-6.34).

(ER-6.44) DESTRUCTION: Activation of the DTD in deflection mode IMMEDIATELY destroys the DTD (no matter how many transfer groups are deflected). It will not function again until repaired. The H&R check off box should be checked to indicate that the DTD is destroyed.

(ER-6.45) MULTIPLE ACTIVATION: There is no multiple activation in deflection mode since the DTD is destroyed by the first use in this mode.

(ER-6.46) UNUSED ACTIVATION: Any charges remaining are lost when the DTD is destroyed in this manner. It must be recharged after it has been repaired before it can be activated again.

(ER-6.47) EXAMPLE: A Bolaar Heavy Raider (with DTD refit & a DTD strength of 3) has been hit with 29 points of damage on his #2 shield. The owning player declares activation of the DTD and states he will deflect 10 points of damage (2 groups of 5 = 2 transfer groups). The 10 points are not scored on the other 5 shields but are simply ignored. The remaining 19 points are then applied to the #2 shield in the normal manner. The DTD is checked off as destroyed and cannot be used until repaired. NOTE: Had the original damage been 30 or more points the Bolaar player could have deflected 15 points of damage into space.

(ER-6.48) TOURNAMENT PLAY: The deflection function is not allowed or used in tournaments.

(ER-6.5) DTD STRENGTH:

Historically, only the Bolaar and Clydons used the DTD. Any other use is treated in the same manner as applying a cloak to a non-Romulan or Orion ship. To place it on such a ship the maximum DTD strength is determined by the size class of the unit on which the DTD is mounted. See the chart below to determine the maximum DTD strength for that size class. No unit can have more than one DTD installed at any given moment, any others carried would be considered cargo and could not be used or installed during a scenario.

Size Class	Maximum DTD Strength
1	5
2	4
3	3
4	2
5	1
6+	Not Available

(ER-6.6) INTERACTIONS WITH OTHER SYSTEMS

All rules function normally except for the clarifications below.

(ER-6.61) H&R RAIDS: The DTD can be destroyed by H&R raid as any other system could be destroyed. It cannot be captured or removed by H&R raid.

(ER-6.62) STASIS: A ship in stasis cannot operate its DTD.

(ER-6.63) SELF DESTRUCTION OF DTD: Crew on board a ship equipped with a DTD could destroy the DTD (presumably to prevent its falling into unfriendly hands) during the Impulse Activity Segment at the same time as a cloak would be activated (6B2). The owning player must have control of the ship (or the bridge if using D16) to destroy the DTD in this manner.

(ER-6.7) COST OF REPAIR

The DTD costs 4 points plus 4 continuous repair points per point of DTD strength to repair. It can be hastily repaired to a lower DTD strength. It can also be repaired by emergency damage repair.

(ER-6.8) OPTION MOUNTS:

The DTD does not require an option mount. It can be added to any ship by (ER-6.9). No unit can have more than one DTD installed at any given moment, and therefore there is no reason to install one in an option mount.

(ER-6.9) SHIP MODIFICATION COST:

The DTD costs 6 BPV points per point of DTD strength on annex #6a SHIP MODIFICATION CHART. No unit can have more than one DTD installed at any given moment, any others carried would be considered cargo and could not be installed during a scenario.

WARNING: DTDs were rarely used outside of the two races that operated them normally. Applying DTDs to most of the ships in a campaign game will unbalance the game. GMs should limit the percentage of DTDs to fleets not so equipped regularly to a maximum of 5%.

**(ER-7.0) FAR SIDE
OPTION MOUNTS**

Bolaar Pirates, Vektrean Mercenaries, Corporate Pirates and other races on the Far Side have option mounts. These option mounts are standard option mounts and function under the rules in (G15.4). Unless stated otherwise on the SSD, these option mounts are treated as standard option mounts, not 'wing' mounts. The rules below provide additional restrictions for historical use of Far Side option mounts.

(ER-7.1) STANDARD RULES:

The rules in (G15.4) apply to these mounts except that the rules in this section take precedence.

(ER-7.2) PIRATE RESTRICTIONS:

(ER-7.21) STEALTH: Just because these ships have option mounts does not mean they have stealth; they do not, unless stated on the SSD and in the specific ship description.

(ER-7.22) SUICIDE BOMB: Just because these ships have option mounts does not mean they have suicide bombs; they do not.

(ER-7.23) CLOAKING DEVICES: Just because these ships have option mounts does not mean they have cloaks; they do not. To install a cloak on one of these ships add 15% (minimum of 10) to the BPV (after all other refits, but before commander's options). No Far Side race ever used a cloak historically except for a few Vektreans stuck on the near side. Far Side races only mount cloaks by using the (U7.0) rules.

(ER-7.24) ENGINE DOUBLING: Just because these ships have option mounts does not mean they can double their engines; they cannot.

(ER-7.25) BREAKDOWN: Just because these ships have option mounts does not mean they get 2 breakdown bonuses.

(ER-7.3) OTHER OPTIONS:

It should be noted that all the weapons and system rules provided in Companion Games products give costs for use in option mounts. Thus, any of these systems can be used in any option mount as provided by the rules. Note that 'near side' weapons can be used in Far Side option mounts up to the limits found in (ER-7.4) or in excess of those limits by mutual agreement of all players.

(ER-7.4) RESTRICTIONS:

FAR SIDE MOUNTS/NEAR SIDE WEAPONS

Near side weapons were nearly unheard of on the Far Side except for PH-1, PH-2, PH-3, PH-4s & ADDs (which are not restricted), and are considered general use technology (ER-7.61) on the Far Side.

(ER-7.41) PERCENTAGES: No more than 10% of near side technology may be in use in any Far Side Fleet possessing option mounts. That means 1 in 10 mounts. There must be at least 10 mounts in use in the fleet before the first near side weapon can be selected, 20 before the second etc. PH-Gs, all Andro Technology and Web Technology were never used in Far Side option mounts.

(ER-7.5) RESTRICTIONS:

NEAR SIDE MOUNTS/FAR SIDE WEAPONS

Far Side weapons were equally rare on the near side.

(ER-7.51) PERCENTAGES: No more than 10% of Far Side general use technology may be in use in any near side fleet possessing option mounts. That means 1 in 10 mounts. There must be at least 10 mounts in use in the fleet before the first near side weapon can be selected, 20 before the second etc. Far Side limited and restricted technology cannot be used in near side mounts.

(ER-7.52) EXCEPTIONS: Up to 20% of the following Far Side technologies may be used: SABOTs, Energy Fluxes, Repulsion Beams, Boomerang Torpedoes, Fusers and Boomerang Racks.

(ER-7.6) EQUIPMENT USE LEVELS:

Some equipment was very rare on both the Far Side and near side. The following guidelines apply:

(ER-7.61) GENERAL USE TECHNOLOGY: PH-1, PH-2, PH-3, PH-4, ADD-6, ADD-12, PH-MR, PH-SR, SABOTs, Energy Fluxes, Repulsion Beams, Boomerang Torpedoes, Boomerang Racks, Fusers and Trans Warp Missiles are 'general use equipment' and may be used freely, within the rules, in Far Side Option Mounts. See (ER-7.5) for near side usage. See (ER-7.4) for any other near side technology.

(ER-7.62) LIMITED TECHNOLOGY: Warp Field Destabilization Guns, Strobes, and Distortion Cannons are considered 'limited equipment'. No more than 10% of Far Side option mounts may contain limited equipment that is not native to the race itself. Near side option mounts may not contain limited equipment.

(ER-7.63) RESTRICTED TECHNOLOGY: Hull Rotation, Bolaar Phaser Capacitors, Power Distribution Nodes, EM Fields, Plasma Phasers, PH-MPs, Subspace Whips, Variable Plasma, Deflection/Transfer Devices, Shrouds and Parasite Torpedoes are considered 'restricted equipment'. Restricted equipment cannot be placed in Far Side or near side option mounts unless that equipment is native to that race. Near side option mounts may not contain restricted equipment (except of course near side equipment under the standard rules).

(ER-7.7) PHASER OPTION MOUNTS:

(ER-5.1) defines use of phaser option mounts on Indirigan Ships. Subspace Whips cannot be placed in phaser option mounts. Note: PH-Gs can only be used by Indirigan ships on the near side of the galaxy.

(ER-7.8) NEAR SIDE VEKTREANS:

The Vektrean fleet stuck on the near side has special restrictions on its option mounts. They may have up to 20% Gorn, Romulan or ISC technology. They may have unlimited Argonian, Indirigan, or Scorpead technology but no more than 5% of any other Far Side technology.

(ER-7.9) EQUIPMENT RULES:

All equipment rules in Companion Games products give you a section on option mount usage. The rules presented here are more historically correct and balanced than those general guidelines given with earlier products.

(ER-8.0) KREBIZ CAPITALIST ALLIANCE SPECIAL RULES:

(ER-8.0) is placed in the rulebook behind (ER-7.0). The following rules are used by the Krebiz Capitalist Alliance (hereafter KCA) located on the Far Side. Each rule states if the Near Side Krebiz can use the rule or not. If the Krebiz are being used in a campaign as a major race then these rules can be used by the Krebiz player.

(ER-8.1) SHIP TO SHIP BEACON TRANSFER:

The Krebiz Capitalist Alliance developed this technology after suffering many losses in the medium to long range battles occurring in fleet combat. They were often victorious in single ship duels where the SABOT was fairly effective, however, their fleets floundered when attempting to use the SABOT for long range sniping. In Y120 the Krebiz Capitalist Alliance succeeded in transferring the beacon (see DW-1.411) from one ship to another.

(ER-8.11) AVAILABILITY:

(ER-8.111) KCA: All KCA ships can freely transfer SABOT beacons after Y120. This is a standard rule for them.

(ER-8.112) NEAR SIDE: Near Side Krebiz can never transfer SABOT beacons.

(ER-8.112) OPTION MOUNTS: SABOTs in option mounts can never transfer SABOT beacons.

(ER-8.12) PROCEDURE: At any point during a sequential volley (usually at the end) a KCA ship can voluntarily transfer the beacon generated by that volley to any other KCA ship within 30 hexes (40 hexes for X-Ships) of itself.

(ER-8.121) TARGET RANGE LIMITATIONS: Both the beacon transferring ship and the beacon receiving ship must be within 30 hexes of the target at the time of transfer. Neither can be closer than 9 hexes to the target at the time of transfer. A beacon that has been fired upon by any SABOT (overload or standard) at a range closer than 9 can no longer be transferred, however, the possessing ship can continue to fire its SABOTs at that beacon.

(ER-8.122) WHEN: This transfer occurs during step 6B6 of Impulse Activity when other control is transferred. The transferred beacon lasts until the end of that impulse and is lost if no SABOT is fired by the receiving ship on that impulse.

(ER-8.123) NO LIMIT: The beacon can be transferred back and forth without restriction so long as at least one SABOT per impulse is fired by whatever ship is in possession of the beacon on each impulse.

(ER-8.124) ONE SHIP: Only one ship can possess the beacon at any given time.

(ER-8.125) REPOSSESSION ALLOWED: A ship can be the recipient of a beacon which it had previously possessed and transferred.

(ER-8.126) VOLUNTARILY ONLY: Both the transferring and receiving ships must do so voluntarily. If either does not wish to make the transfer then no transfer takes place.

(ER-8.13) FIRE CONTROL: The beacon transfer ability is part of the KCA ship's fire control. It cannot be used if fire control is unpowered, low-powered or if lock on fails.

(ER-8.14) VOLLEY NUMBER: The receiving ship fires on the target sequentially starting where the last ship left off. EXAMPLE: Ship A successfully reaches volley #2 (DW-1.42), a hit from ship B would then be a third volley (DW-1.43). A miss in this situation would simply extend the beacon one more impulse in the usual manner (DW-1.422) allowing ship B another attempt at a third volley on the following impulse.

(ER-8.15) LIMIT: A beacon can be repeatedly transferred from ship to ship until such time as there are no ships within range, there are no SABOTs left to fire, the target has been destroyed or the Krebiz player voluntarily stops transfers.

(ER-8.16) FIGHTER SABOTS: Fighter SABOTs do not use this rule in any way. See (FR-1) for rules on beacon transfers for Krebiz fighters.

(ER-8.17) ADVANCED TECHNOLOGY: Advanced SABOTs (XRDW-1) use the following rules:

(ER-8.171) STANDARD SABOTS: An X-ship may fire its Sabots as non-X-Sabots, and these use all the normal rules for non-X-Sabots (range, damage, etc.) except for the arming sequence, which remains as that for an X-Sabot. An X-Sabot may be fired as a non-X-Sabot without any special preparation.

(ER-8.172) X TO NON-X: An X-ship may transfer its beacon to a non-X-ship only if it fired non-X-Sabots to establish and maintain that beacon. Non-X-ships may not accept beacons established or maintained by X-Sabots.

(ER-8.173) NON-X TO X: A non-X-ship may transfer its beacon to an X-ship, but that X-ship may only fire non-X-Sabots using that beacon. If it attempts to fire an X-Sabot at a beacon established or maintained by a non-X-Sabot, the X-Sabot will automatically miss and the sequence will end.

(ER-8.18) BPV COST: There is no BPV assessment applied to the BPV of KCA ships. This ability is built into the BPV. Krebiz ships that do not have beacon transfer capabilities have their BPV reduced by 2 points/SABOT.

(ER-8.19) REPAIR: The beacon transfer ability does not affect SABOT repairs in any way. This ability is part of the ship's fire controls and functions independently of the SABOTs themselves. Hasty repairs do not apply to this situation.

(ER-8.2) ARMOR VICTORY RULES:

The armor on Krebiz ships does not count as internal damage for the purposes of campaign or scenario victory conditions. See (S2.21). This is a standard rule for all Krebiz.

(ER-8.3) PSEUDO-CAPSULES:

A pseudo-capsules is not a true capsule, but an imitation used for deception purposes. The Krebiz Capitalist Alliance used them on several occasions during early encounters with the Mechad. A simple mechanical device is placed where the capsule would be and its electronics simulate the electronic signature of an actual capsule.

(ER-8.31) AVAILABILITY:

(ER-8.311) KCA: The KCA used pseudo-capsules as early as Y130. This is a standard rule for them.

(ER-8.312) NEAR SIDE: Can never use pseudo-capsules.

(ER-8.32) DESIGNATION: Players must designate which capsule type the pseudo-capsule is simulating, at the start of the scenario, in writing. The record is exposed upon discovery.

(ER-8.33) MOVEMENT: Pseudo-capsules have a zero movement cost and cause no maneuver restrictions whatsoever. Note: Some maneuver restrictions might be followed to prevent revealing the deception.

(ER-8.34) INDISTINGUISHABLE: The pseudo-capsule cannot be distinguished from a real capsule and has fake (non-functioning) shields of the appropriate type.

(ER-8.35) TYPES OF PSEUDO-CAPSULES: There are three types (or sizes) of pseudo-capsules: Dreadnought, heavy and light. Each can represent any of the individual capsule types from the appropriate size group. The capsule represented is declared secretly in writing before the scenario begins and cannot be changed during the scenario.

(ER-8.36) DECEPTION REVEALED BY: The deception is revealed by any of the following means:

(ER-8.361) H&R RAID: A hit & run raids to any pseudo-box on the pseudo-capsule will immediately expose the deception. This will result in no damage and safe return of the BP.

(ER-8.362) IMPROPER ACTIVITY: If the ship/pseudo-capsule combination makes a maneuver that the ship/actual capsule combination could not do then the deception is exposed. This is not to say that the existence of the pseudo-capsule must be announced at this point, merely that a good opponent would observe this. Note: All actions must still be legal for the cruiser/pseudo-capsule combination.

(ER-8.363) DAMAGE: If the pseudo-capsule is destroyed (ER-8.37) the deception is revealed immediately as the electronics cease to function.

(ER-8.37) DAMAGE: pseudo-capsules are destroyed by the first point of damage scored on the ship. This damage is scored before any armor is damaged. Since the ship/pseudo-capsule has fake shields, no shields actually exist (except on X-ships) thus the first point of damage scored on the ship will destroy the pseudo-capsule.

(ER-8.38) RESTRICTIONS: A pseudo-capsule cannot be attached if another capsule (real or pseudo) is attached. Pseudo-capsules cannot move, fire or do anything except serve for deception purposes.

(ER-8.39) BPV COST: The BPV cost is based on the size of the pseudo-capsule: Dreadnought pseudo-capsules cost 6 BPV points, heavy pseudo-capsules cost 4 BPV points and light pseudo-capsules cost 2 BPV points.

(ER-8.3X) REPAIR: Once a pseudo-capsule is destroyed it cannot be repaired by any means.

(ER-8.4) OVERSIZED CAPSULE OPERATIONS: (Optional)

Some capsules are oversized for the cruiser they are operating on. This rule pertains to dreadnought capsules operating on mandible cruisers. These ships have a note on their SSD stating that a portion of the capsule's center warp cannot be used for power due to excessive heat. This optional rule allows the operation of these shaded boxes. Naturally, as with other optional rules, all players must agree to its use.

(ER-8.41) AVAILABILITY:

(ER-8.411) KCA: The KCA can use this optional rule.

(ER-8.412) NEAR SIDE: Near Side Krebiz can use this optional rule.

(ER-8.42) NOT REQUIRED: Even though this rule is in effect, the controlling player is not required to use power from these boxes every turn. He can activate or deactivate them during EA of each turn.

(ER-8.43) PROCEDURE: During EA of each turn the controlling player secretly declares whether he is using power from any or all of the shaded center warp boxes that turn. He cannot change his mind in the middle of the turn by activating them (i.e. like reserve power). If he leaves them off, they stay off for the remainder of the turn. The ones used for power provide one point of warp energy each. The number of boxes used for power is announced when engine doubling is.

(ER-8.44) EFFECT: This 'bonus' power is not without penalty. At the end of each turn in which any of these shaded center warp boxes were used for power one internal hit is scored on the cruiser section of the ship for each box that provided power that turn. Note: These internals are scored on FH armor first (not RH) and then by use of the DAC during the Final Activity Phase.

(ER-8.45) OVERSIZED DN CAPSULES: Currently, only dreadnought capsules mounted on mandible cruisers cause this effect. They are the only ship combinations that can use this rule.

(ER-8.46) OVERSIZED HEAVY CAPSULES: Currently there are no oversized heavy capsules in publication. No such units are planned, but if such a ship were published it could use this rule as written.

(ER-8.47) OVERSIZED LIGHT CAPSULES: Ships such as the clipper GSC and CM have oversized light capsules. These units do not have a warp power limitation (only movement restrictions) and therefore do not use this rule. If such a ship were published in the future it could use this rule as written. Exception: Internals would be scored on either LS or RS armor at the owning player's discretion.

(ER-8.5) LEAKY ARMOR: (Optional)

If using the leaky shields rule (D3.6), then the following rule should also be used.

(ER-8.51) AVAILABILITY:

(ER-8.511) KCA: The KCA can use this optional rule.

(ER-8.512) NEAR SIDE: Near Side Krebiz can use this optional rule.

(ER-8.52) PROCEDURE: Every fourth (optionally sixth or tenth) hit scored on an armor bank is allowed to penetrate the hull as internal damage instead. Thus, the shields leak first, then the armor leaks (assuming leaked points reach the armor) and then internals are scored. The ratio of leaking armor points should be equal to the ratio of leaking shield points.

(ER-8.53) SINGLE VOLLEY: All the leaked points (from both leaky shields and leaky armor) join with the remaining internals from that volley into a single volley of internals.

(ER-8.6) CAPSULE AVAILABILITY:

The KCA designed and built capsules far earlier than the near side Krebiz did. Consult the fleet data table for the race in question for the exact dates. Krebiz-1 contains the near side Krebiz Fleet Data Table while Far Side-1 has the KCA Fleet Data Table.

(ER-8.7) ARMOR REPAIR:

The Krebiz Capitalist Alliance had a much larger resource base, supply network and economy. These factors enabled them to keep their ships supplied to a point where they were able to repair their own armor.

(ER-8.71) AVAILABILITY:

(ER-8.711) KCA: The KCA use this as a standard rule.
(ER-8.712) NEAR SIDE: Near Side Krebiz do not use this rule. They cannot repair armor unless at a base or by use of a repair capsule.

(ER-8.72) PROCEDURE: The standard repair rules are used to repair armor as follows:

(ER-8.721) CONTINUOUS REPAIR: Each armor box costs 2 points to repair by continuous damage repair. A ship may repair a number of armor boxes equal to its highest damage control rating in addition to its normal continuous repairs. The ship still generates only the normal amount of points each turn.
(ER-8.722) EMERGENCY DAMAGE REPAIR: KCA armor boxes can be repaired by EDR.
(ER-8.723) REPAIR SYSTEMS: The standard rules apply for repair by repair boxes, except that armor can be repaired.

(ER-8.73) CAMPAIGN REPAIRS: Between scenarios of campaign games a number of armor boxes can be repaired up to 1/2 the original number by the ship itself (without access to a repair facility or repair capsule). This can only be done once without such access. All the armor boxes are repaired if the ship has access to a repair facility or repair capsule. All other (D9.4) rules apply as written.

(ER-8.74) BPV COST: There is no BPV assessment applied to the BPV of KCA ships. This ability is built into the BPV. Krebiz ships that do not have these armor repair capabilities (Near Side) have their BPV reduced by a number of points equal to the highest damage control rating for the ship.

(ER-8.75) TOURNAMENT: (ER-8.72) is used in tournaments.

(ER-9) WARP FIELD DESTABILIZATION GUN

The Corporate Aggressors designed this device as a way to influence the movement of opponent vessels.

(ER-9.1) DESIGNATION:

(ER-9.11) SSD: Warp Field Destabilization Guns are designated 'WFDG' on the SSD.
(ER-9.12) DAMAGED: A Warp Field Destabilization Gun is destroyed by the first drone hit scored on it.
(ER-9.13) CHART: There is a Warp Field Destabilization Gun Chart on each SSD requiring it.

(ER-9.2) ARMING:

(ER-9.21) COST: The cost to fire a Warp Field Destabilization Gun is dependent on the target. The cost is equal to three times the movement cost of the target unit. If the movement cost is 1/3 or less the cost is 1 point of power.
(ER-9.22) ALLOCATION: Any amount of energy may be allocated to a Warp Field Destabilization Gun. This energy must always be warp energy.

(ER-9.23) HOLDING: WFDGs cannot be held.

(ER-9.3) FIRING:

(ER-9.31) DIRECT FIRE: Warp Field Destabilization Guns are fired during direct fire by simply announcing so with other direct fire. They can only be fired once a turn.
(ER-9.32) ENERGY: The owning player must have allocated (and/or applied w/reserve warp power) energy equal to three times the movement cost of the target or the Warp Field Destabilization Gun cannot be fired. Any excess energy (above three times the target movement cost) is lost immediately concurrent with firing the WFDG.
(ER-9.33) CHART: Refer to the Warp Field Destabilization Gun Chart when firing to determine hit probability
(ER-9.34) FRIENDLY FIRE: WFDGs can be fired at friendly units without restriction.

(ER-9.4) EFFECTS:

(ER-9.41) EFFECT: When a target has been hit with a Warp Field Destabilization Gun its speed is reduced by 1/2 for the next 8 impulses. All movement actions (turn modes, HETs, etc.) are performed at the reduced speed.
(ER-9.42) SPEED CHANGES: This effect does not count as a speed change for the target, nor does it affect upcoming speed changes (whether plotted or not). Simply halve the speed (drop fractions) of the target for the next 8 impulses.
(ER-9.43) NOT CUMULATIVE: The speed of a ship under the effects of a Warp Field Destabilization Gun cannot be further affected by a second WFDG fired at it. Thus you cannot drop a ship's speed to 1/4 by applying another WFDG.
(ER-9.44) WILD WEASELS: If the affected unit is reduced to a speed of 4 or less it could use a WW. If it resumes a speed above 4 the WW is immediately voided.
(ER-9.45) EXTENSION OF EFFECTS: A ship under the effect of a WFDG that is struck by another WFDG is slowed for an additional 4 impulses (from 8 to 12). This second WFDG can be fired on any impulse when the unit is still effected up to and including the last impulse that movement is reduced.
(ER-9.451) MAXIMUM DURATION: The effects of a WFDG cannot last for more than 12 impulses. A ship that has already been affected by extended effects cannot be effected further and the shot is wasted. If the first attempt at extended effects misses another attempt could be made so long as the original 8 impulse period has not expired.
(ER-9.452) TIME BETWEEN EFFECTS: A minimum of 32 impulses must elapse from the beginning of WFDG effects on a unit and when another WFDG can be fired at that same unit in order to begin a new effect on that unit.

(ER-9.46) TURN OVERLAP: Turn overlap does not change the effects of WFDGs except that the target unit could increase speed (still reduced by 1/2) to counteract the effects.

(ER-9.47) UNITS AFFECTED: All units moving by warp power can be affected by WFDGs. Units moving speed 0 or 1 under impulse power are not affected even if accelerating on an impulse after being hit by a WFDG.

(ER-9.48) DISENGAGEMENT: WFDGs do not affect disengagement in any manner.

(ER-9.5) OTHER RULES:

(ER-9.51) REPAIR: It takes 8 points to repair a WFDG.
(ER-9.52) OPTION MOUNTS: One mount at +6 BPV.
(ER-9.53) WEBS: A WFDG cannot be fired through a web.
(ER-9.54) EW: The normal shifts apply.

(SW-2.8) DIRECT FIRE FUSER FUNCTION

Insert after SW-2.7 (Pg 8 of Indirigans-1). This rule defines the direct fire function for the Bi-Tritium Boomerang torpedo. This weapon is used by the Indirigans (RH-3) and possibly pirates operating both boomerangs and a fuser in their option mounts. Essentially, two charged boomerangs are transferred from the boomerang tubes to the fuser, combined into one charge and fired from the fuser in direct fire mode.

(SW-2.81) DESIGNATION

(SW-2.811) SSD: There are no special designations on the SSD for Direct Fire Boomerangs. This is simply a function of the existing equipment (fuser & boomerang torpedo tubes).

(SW-2.812) DAMAGE: Existing boxes are destroyed in the normal manner.

(SW-2.813) CHARTS: There are no charts for direct fire boomerangs. The chance to hit is 1/3, 1-2 hits, 3-6 misses at all ranges.

(SW-2.82) PROCEDURE

(SW-2.821) ARMING: There is no arming procedure for direct fire Boomerangs. Boomerangs are armed in the normal manner.

(SW-2.822) REQUIREMENTS: To fire one direct fire boomerang the fuser must be functioning (not destroyed) and there must be two unfired charged boomerangs in undamaged boomerang torpedo tubes. To fire two direct fire boomerangs four unfired charged boomerangs are required, etc.

(SW-2.823) FIRING PROCEDURE: The owning player simply declares in direct fire that he is firing 1 or more direct fire boomerangs.

(SW-2.8231) FIRING ARC: The target must be in the FA arc at the time of firing.

(SW-2.8232) CHARGES: The firing player must declare which boomerang torpedo tube the boomerang torpedo charges are being taken from. After firing, these tubes are empty and must begin rearming on the next turn before being able to launch boomerangs.

(SW-2.8233) CHANCE TO HIT: The successful hit range with a direct fire boomerang is always 1-2 at any range. Standard EW shifts apply, as with most other direct fire weapons.

(SW-2.8234) RANGE/DAMAGE: To determine damage from a direct fire boomerang use the Boomerang Torpedo Chart referencing range as if it were duration. Note that a direct fire boomerang will do its greatest damage at medium range (16 to 20 hexes).

The direct fire boomerang causes an amount of damage equal to the standard damage for a single non-fused boomerang torpedo (for that duration/range) on the boomerang chart.

(SW-2.8235) ENERGY: It costs no energy (other than the original arming energy) to fire direct fire boomerangs.

(SW-2.8236) FUSER MECHANISMS: This function does not allow or require the use of a fuser mechanism.

(SW-2.8237) EXAMPLE: An Indirigan ship elects to fire a direct fire boomerang at a target 22 hexes away in its FA arc. He uses two boomerang torpedo charges to fire one direct fire boomerang. He rolls a 2, indicating a hit, and the target takes 15 points of damage on its facing shield.

(SW-2.83) ABILITY LOST

(SW-2.831) WHEN: A ship's ability to fire direct fire boomerangs is lost when:

- 1- The ship has less than 2 boomerang launchers.
- 2- The ship's fuser has been completely destroyed.

(SW-2.9) IMPROVED FUSER MECHANISM ACTIVATION

As time went on, the Indirigans improved the efficiency of the fuser device. The amount of activation energy required to activate a fuser mechanism decreases by year, eventually reaching a point where no energy is required to activate the fuser mechanisms. See (SW-2.21) for the standard procedure.

(SW-2.91) TIMELINE

(SW-2.911) CHART: The following chart shows the activation cost for fuser mechanisms by year:

YEAR	ACTIVATION COST	BPV ADJUSTMENT
Y150 & earlier	2 points	-2 bpv
Y151-Y180	1 point	-1 bpv
Y181 on	1/2 point	0
X-Boomerangs	0 energy any year	included

(SW-2.912) YEAR USED: If players have not selected a year of play and are not playing a published scenario use Y170, 1 point, for the activation cost.

(SW-2.913) BPV: The BPVs on Indirigan ships assume Y181 or later, i.e. 1/2 point per activation. If playing in an earlier year deduct the number of points from the ship's BPV as indicated on the chart in (SW-2.911).

(SW-2.92) TOURNAMENTS

(SW-2.921) ACTIVATION COST: The activation cost used in tournament play is 1/2 point per fuser mechanism activated.

(SW-2.922) WEAPONS STATUS: Tournament ships have 1 fuser mechanism (per boomerang tube) activated on turn one (as if having been activated on the turn before play begins, i.e. turn 0). This means that if these mechanisms are not used they will deactivate at the end of turn 4. See (SW-2.23) for clarifications.

VARIABLE PLASMA

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

COUNTER
TARGET
STR LEVEL

VARIABLE PLASMA

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

COUNTER
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VARIABLE PLASMA

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STR LEVEL

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(SW-6.0) VARIABLE PLASMA

The Corporation designed this weapon in Y146 for use on their newly built fleet ships. Research began in Y140 since the Corporation was aware of the impending Indirigan departure. Initial research was intended to modify plasma torpedoes. As it progressed, however, the Corporation's new weapon evolved into something entirely different: The variable plasma. This and the Corporation's warp field destabilization gun made variable plasmas a useful heavy weapon. Variable plasma is identical to regular plasma except as defined in the rules below.

(SW-6.1) DESIGNATION

(SW-6.11) SSD: Variable plasmas are designated 'V-PLAS' on the SSD and marked A, B, C, etc.

(SW-6.12) DAMAGE: It takes one torpedo hit to destroy the variable plasma launcher. Note: (SW-6.81) states that variable plasmas cannot be fired after the launch tube is destroyed. All variable plasma charges in the rack are destroyed with the launcher.

(SW-6.13) CHARTS: Each SSD has a variable Plasma Torpedo Combat Table.

(SW-6.2) SEEKING WEAPON RULES

Variable plasmas follow all the seeking weapon rules in (F2.0), (F3.0) and (F4.0). Exceptions noted in the following rules take precedence over the standard rules! If there is no exception given below then the standard rules apply.

(SW-6.3) ARMING

(SW-6.31) PROCEDURE: Each variable plasma requires one turn to arm. Variable plasma charges must be allocated to the specific launch tube on the impulse of fire.

(SW-6.32) VARIABLE PLASMA CHARGES: Each variable plasma requires one variable plasma charge times the energy level desired. Level 3 = 3 charges, etc. Reserve power cannot be used to arm a variable plasma or raise the current level to a higher level. The amount of charges used is selected at the time of launch. See (SW-6.9) for arming variable plasma charges.

(SW-6.33) HOLDING: Variable plasmas cannot be held.

(SW-6.34) VARIABLE PLASMA CHARGES: All ships come with 16 variable plasma charges per launch tube. These charges are applied to the variable plasma at the time of launch. Thus a level 5 variable plasma torpedo would be charged with 5 variable plasma charges. A variable plasma is armed at the time of launch by applying these charges.

(SW-6.35) TWO TURN LAUNCHING LIMIT: Variable plasma launchers have a two turn launching limit. This limit is determined by looking at the chart on the SSD; the highest level without an NA next to it is this limit for each launcher (for example, on the CL it is 6). Over a two turn period the total number of charges (and therefore number of levels) fired cannot exceed this limit. Thus the CL could launch a level 6 on turn 1 and no variable plasma on turn 2, or a level 5 and level 1, or a level 4 and level 2, etc. This limit prevents the ship from suffering shock. The limit for the current turn is the highest level possible minus the level fired last turn.

(SW-6.4) LAUNCHING

(SW-6.41) PROCEDURE: An armed variable plasma may be launched in the plasma step of Impulse Activity on any impulse when charges are applied.

(SW-6.411) FIRING ARC: See the SSD for the arc of each variable plasma launcher.

(SW-6.412) COUNTER: Use a plasma counter (or some other counter) to represent the variable plasma on the map. On the impulse of launch place it in the same hex as the firing ship.

(SW-6.413) WRITTEN DECLARATION: Write down the turn and impulse of launch, the launch tube and the counter number on a Variable Plasma Declaration Card (provided in this product) and secretly record the target on the back of the card. Also secretly record the strength level of the variable plasma.

(SW-6.414) LAUNCH FACING: The facing of the variable plasma may be in any direction allowed by the firing arc of the launch tube and the target must be within the plasma's FA arc.

(SW-6.415) WARHEAD UNKNOWN: Unlike standard plasma, variable level plasma warhead strength is not known unless revealed by labs, probes, sensors, etc. See (SW-6.8X).

(SW-6.5) MOVEMENT

(SW-6.51) SEEKING WEAPONS: Variable plasmas are seeking weapons and move by (F2.0).

(SW-6.511) TRACKING ARC: Rule (F2.22) Tracking Arc, applies as written to variable plasmas.

(SW-6.52) ENDURANCE: A variable plasma will remain on the map for 40 impulses unless impacting on a target or being destroyed.

(SW-6.53) IMPACT: The standard rule (F2.3) defines the rules for impact of variable plasmas.

(SW-6.531) PREVENTING IMPACT: The best way to prevent impact is to outrun the variable plasma. Other methods include distracting it by the rules listed in (F2.332).

(SW-6.532) EXCEPTIONS: There are several exceptions to (F2.43):

(SW-6.5321) A tractor beam cannot grab a variable plasma.

(SW-6.5322) All other (F2.43) rules apply as written.

(SW-6.54) SPEED: Variable plasmas are always speed 32.

(SW-6.55) TURN MODE: The turn mode of a variable plasma is always 1.

(SW-6.56) GUIDANCE: A variable plasma is not self-guiding and has no ECCM of its own.

(SW-6.6) WARHEAD STRENGTH

(SW-6.61) WARHEAD: A variable plasma usually loses strength in flight. See the Variable Plasma Combat Table (SW-6.73).

(SW-6.62) SEQUENCE: The damage from variable plasmas is always applied during the Seeking Weapon Impact Step of movement.

(SW-6.63) VARIABLE PLASMA COMBAT TABLE

See the chart at the bottom of page 12 for the Variable Plasma Torpedo Combat Table.

(SW-6.7) DAMAGING

VARIABLE PLASMAS

(SW-6.71) DAMAGING: A variable plasma Torpedo is damaged like any other plasma torpedo is damaged, including phaser fire, terrain and all other sources.

(SW-6.711) If a variable plasma sustains sufficient damage to completely destroy the variable plasma torpedo it is immediately removed from play (after all damage has been tallied for that damage step).

(SW-6.712) The size of the warhead and level are not announced upon destruction of the variable plasma. It may, however, be possible to determine the warhead and/or level from analyzing the amount of damage sustained by the torpedo.

(SW-6.712) Seeking weapons can be targeted on variable plasma but will do no damage on impact.

(SW-6.8) SPECIAL COMBAT RULES

(SW-6.81) FIRING AFTER DAMAGE: Unlike plasma torpedoes, variable plasmas cannot be fired after the launch tube has been destroyed.

(SW-6.82) DISTRACTION: See (F2.332) for ways to distract variable plasmas. A variable plasma may accept a planet as its target (P2.33). Variable plasmas cannot be distracted by chaff.

(SW-6.83) TERRAIN: Variable plasmas are moved as all other units would be moved by any terrain that causes units to be moved (this includes altering facing). This movement might result in impact with the target.

(SW-6.94) MINES: A variable plasma cannot set off a mine, or be destroyed by a mine explosion.

(SW-6.941) MINE TARGETING: Mines will accept variable plasmas as targets in the same way and with the same limits as plasma torpedoes may be accepted as targets (M2.48). Thus, only type-D phaser-captor mines and sensor mines controlling phaser-captors can accept variable plasmas as targets.

(SW-6.95) STASIS: Variable plasma torpedoes can be placed in stasis.

(SW-6.86) PLASMA RULES: The following plasma rules do not apply to variable plasmas in any way: Enveloping, pseudo torpedoes, shotguns, bolting. Variable plasmas cannot use any of these rules or features.

(SW-6.87) TRACTORS: Variable plasmas cannot be tracted.

(SW-6.88) REPAIR: It costs 2 continuous repair points plus 1 point per maximum firing level to repair one variable plasma launch tube. When repaired the variable plasma charge racks are empty. See (SW-6.9) for rearming procedures. A variable plasma could be repaired at a lower maximum level using hasty repairs, but could not be upgraded to a higher level during the remainder of the scenario. A variable plasma tube cannot be repaired to a point beyond its original firing level.

(SW-6.89) OPTION MOUNTS: A variable plasma takes one option mount & costs 2 BPV points. Variable plasmas are limited to a 120 degree firing arc.

(SW-6.8X) LABS: Labs can be used to detect the target of the variable plasma and the level of arming.

(SW-6.9) VARIABLE PLASMA CHARGES

Variable plasma launch tubes come equipped with a type of 'capacitor' capable of holding charges. These charges are used as described in (SW-6.34). Generally they are referred to as 'charge racks'.

(SW-6.91) REARMING: To be rearmed each variable plasma charge requires 2 points of power on a single turn. This can be applied on any turn. The only limits on how many charges can be armed are available energy and how much space is available in the charge racks (16 maximum).

(SW-6.92) WEAPONS STATUS: The charge racks on a ship are at the following levels for the weapons status given:

WS-0 4 charges	WS-2 12 charges
WS-1 8 charges	WS-3 16 charges

VARIABLE PLASMA TORPEDO COMBAT TABLE

RANGE	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40
LEVEL 1	5	5	5	5	5	5	5	5
LEVEL 2	10	10	10	10	5	5	5	5
LEVEL 3	15	15	15	10	10	10	5	5
LEVEL 4	20	20	15	15	10	10	5	5
LEVEL 5	25	20	20	15	15	10	10	5
LEVEL 6	30	25	20	15	15	10	10	5
LEVEL 7	35	30	25	20	15	10	10	5
LEVEL 8	40	35	30	25	20	15	10	5

(HC-4.0) FAR SIDE SCENARIO & CAMPAIGN NOTES

This rules section is used to define initial guidelines for using the Far Side races in scenarios and campaign games. These rules are used in addition to the standard rules presented in the S and U sections of the standard rules.

(HC-4.1) COMMANDER'S OPTIONS

The Far Side races can use commander's options by means of the standard rules in (S3.2) as modified below:

(HC-4.11) KREBIZ SHIPS: There are a number of BPV modifications that can be made to Krezib ships including: Beacon Transfer (ER-8.1), Pseudo Capsules (ER-8.3), Armor Repair (ER-8.7) and Auxiliary Capsule Packs (RH-1.R9). These adjustments, whether + or - are never paid for by commander's options. They are applied before the calculation of commander's option percentages.

(HC-4.12) INDIRIGAN SHIPS: There are a number of BPV modifications that can be made to Indirigan ships including: Improved Fuser Activation (SW-2.9), Phaser Option Mounts (ER-5.1) and Cargo Packs (ER-5.2). These adjustments, whether + or - are never paid for by commander's options. They are applied before the calculation of commander's option percentages. This rule supersedes (ER-5.11), Commander's options are not used to pay for phaser option mount selections.

(HC-4.121) FUSER MECHANISMS: Extra fuser mechanisms above the single standard load for the ship cost 2 BPVs each. These are purchased with commander's option points. See (SW-2.53).

(HC-4.122) BOOMERANG STASIS CONTAINERS: Extra charges for Boomerang Racks beyond the standard single or no reload allocation cost 2 BPVs each. These are purchased with commander's option points. See (SW-3.94).

(HC-4.2) VICTORY CONDITIONS

The Far Side races have additional victory conditions (S2.2) as follows:

(HC-4.21) KREBIZ SHIPS:

(HC-4.211) ARMOR: The armor on Krezib ships does not count as internal damage for purposes of victory points received (S2.21).

(HC-4.22) ARGONIAN SHIPS:

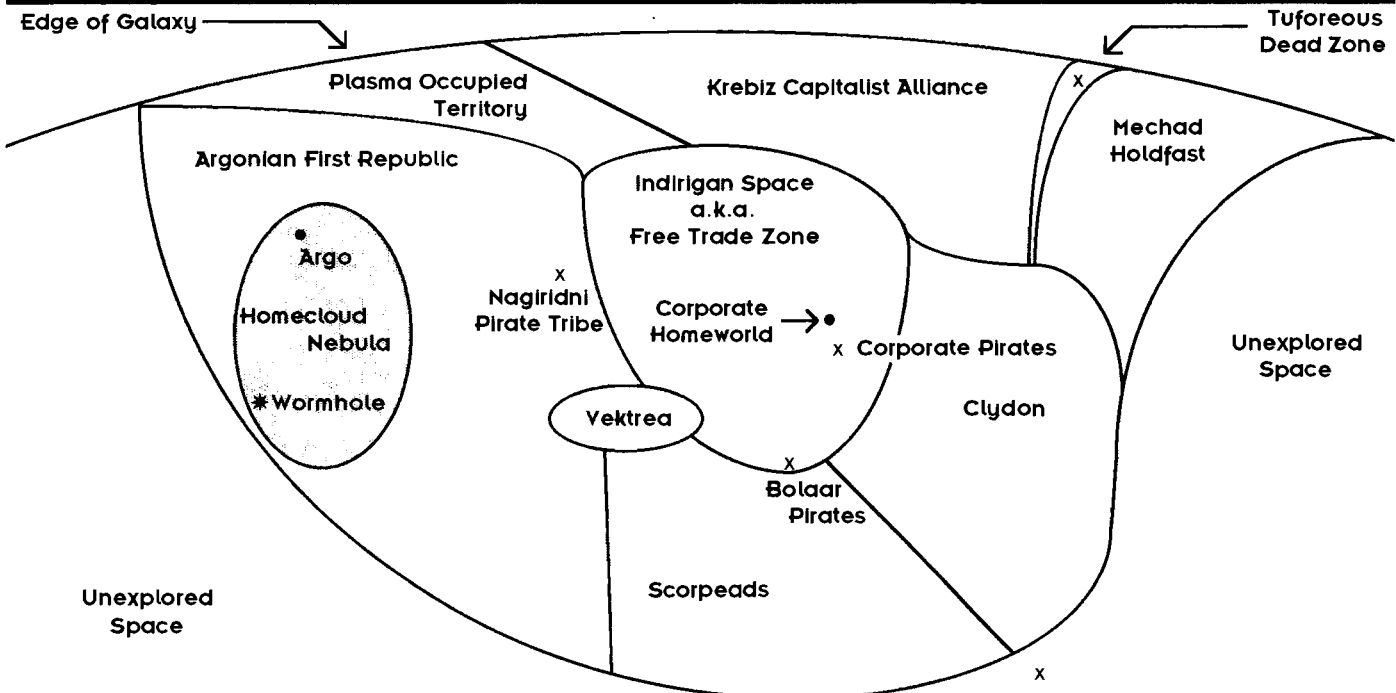
(HC-4.221) NEBULAE: For the purposes of general scenarios and BPV pick-up games occurring within nebulae, players selecting Argonian ships suffer a 10% penalty before selecting their ship.

(HC-4.23) INDIRIGAN SHIPS:

(HC-4.231) DEFENDING A POSITION: For the purposes of general scenarios occurring after Y145 in which one/either side is defending a stationary position, if the Indirigans are the defenders they only suffer 1/2 the normal victory point loss for losing the position.

(HC-4.232) SOCIAL COMBAT: Social combat often occurred simultaneously with normal combat when more than one Indirigan tribe was present. An Indirigan player receives one additional victory point for each unmarried Indirigan female crew unit captured from other Indirigan players. Non-Indirigan players receive 1/2 point for each such unit captured in addition to preventing other Indirigan players from capturing these units.

The map below shows the political layout of the Far Side from Y145 to Y150. After the Indirigans abandoned Indirigan Space the vast central area became the Free Trade Zone. During its formation period the Argonians, Krezib Capitalist Alliance, Clydons and Scorpeads encroached on the zone. The Vektreaans and Mechad even expanded their territory some. The map below shows the zone at its smallest size. Corporation and Bolaar efforts from Y150 to Y160 eventually returned most boundaries to those shown on page 3 of Argonians-2 or page 13 of Indirigans-1.



x = Independent Pirate Strongholds

(HC-4.3) FAR SIDE TIMELINE

This timeline is only preliminary. As the Far Side is expanded more entries will be necessary and this timeline will be further revised. The following abbreviations are used in this timeline:

AFR: Argonian First Republic

AR: Argonian Republic (near side)

KCA: Krezbit Capitalist Alliance

POT: Plasma Occupied Territory

- Y1: Mechad machines given the right to vote.
- Y40: Warp technology developed by most Far Side races. The KCA delays in implementing this new technology.
- Y65: The KCA finally implements warp technology (25 years behind the curve).
- Y100: Mechad Organics lose the right to vote and are reduced to the status of servants and laborers.
- Y110-130: Modern starships (equipped with shields and capable of tactical speeds up to warp 3.15) enter service in most fleets.
- Y120: The Corporation assumes control of home planet. The KCA begins deployment of command capsules.
- Y128: First AFR-POT war erupts.
- Y134: Argonian scientists discover that the wormhole is becoming unstable. The First AFR-POT War ends with no real gains for either side; minor border conflicts will continue until Y170.
- Y138: Indirigan Grand Chieftain announces his intention to leave Indirigan Space; Indirigan "huge ship" construction program is initiated.
- Y139: The only AFR-Indirigan War erupts. No significant losses on either side. The Indirigans eventually end the conflict by simply picking up and leaving Indirigan space behind in Y145.
- Y141: The Mechad initiate aggressions against the Clydon Organics. This action constituted a full-scale war and most likely prevented the Clydons from conquering the Free Trade Zone 4 years later.
- Y144: Completion of Indirigan capital ships. All Indirigan shipyards sold to the Corporation.
- Y145: The Indirigan abandonment of terrestrial existence and mass-exodus begins. Their three battleship class ships are completed, far outclassing all other Far Side races. Fortunately, two of these three ships were under the control of less aggressive tribes. The Bolaar achieve independence. First Corporate ships fielded.
- Y145-155: Free Trade Zone forms and stabilizes; the Bolaar turn to Piracy to survive.
- Y146: The Vicious Six violate the rules of social combat with the Andromeda Bound Tribe (HS22.0). This initiated a pattern of terror by the Vicious Six, only rarely interdicted by Lone Wolf's Tribe.
- Y147: The Andromeda Bound, having ravaged the KCA, depart the Milky Way galaxy.
- Y150: Formation of the 'Enforcement Division' more commonly known as the Corporate Pirates. Nagirindi Pirate Tribe establishes planetary base on Nagir XII further complicating the pirate arena on the Far Side.
- Y151: AFR scientist Gohest Whisp (aka Ghost) defects with prototype Shroud device; escapes to Tuforous Dead Zone. Befriends inhabitants of zone (the "Tufor"). The Collector Tribe separates from the Scientist Tribe.
- Y153: Ghost begins piracy operations.

- Y154: The Bolaar steal DTD-technology from the Clydons and begin implementing it the following year. Vektrean arms and munitions dealings reach all time high with the current levels of hostility in the rather unstable Free Trade Zone.
- Y155: The Mechad's firm stance on organic annihilation softens as Free Trade Zone prosperity makes it necessary for them to have economic dealings with the Organics. Vektrean territory reaches its all time largest proportions.
- Y158: Ghost loses the Ghostship in a trap set by arch-rival Vekjar; escapes in emergency capsule (the Hazy Ghost). The Vacaters of Bolaar V pass through the wormhole after running an AFR gauntlet (HS24.0).
- circa Y160: Deployment of dreadnoughts begins. Free Trade Zone stabilizes and all occupation attempts cease.
- Y161: Upon return in the Hazy Ghost, Ghost saves the Tufor from Shield Parasites (TR5.0). Planetary assault on outlying Scorpead system by the Vicious Six (HS23.0).
- Y163: Vacater Tribe passes through wormhole despite AFR efforts to stop them. AFR fears prove unfounded as Vacater Tribe ignores Argonian Republic (near side) and sets out to explore this entirely new (to them) quadrant. Hired contingent of Vektrean Mercenaries pass through the wormhole to the near side; they are the last units to do so.
- Y165: Plasma phasers implemented by AFR upon receipt of information from the AR via a small canister sent back through the collapsing wormhole. The wormhole collapses completely.
- Y168: Ghost uses captured Shield Parasites to develop a new weapon, the Parasite Torpedo (DW11.0).
- Y169: Ghost departs Tufor in the new ship Ghost Lord; determines to hunt down Vekjar.
- Y170: Second AFR/POT War begins.
- Y170-175: Fighter deployment begins in limited numbers by most races.
- Y170-182: The AFR suffers heavy territorial losses, as increased piracy by the Corporation divides AFR forces between the war and anti-piracy duties. The front is pushed back nearly to the Homecloud Nebula.
- Y178: The Galactic Core Tribe leaves Scorpead space and disappears.
- Y180: Ghost finally achieves vengeance on Vekjar, killing him at Vektrea Minor.
- circa Y180: Most races begin deployment of battleships and fast patrol ships, both in limited numbers.
- Y182: Ceasefire declared in AFR/POT War; the AFR uses the brief respite to regroup and rebuild.
- Y182-186: The AFR takes the offensive, pushing both the POT and Corporation back.
- Y186: Second AFR/POT War ends, with original borders re-established.
- Y196: Final confrontation between Lone Wolf and Licifrous.

More HC-4 rules will appear in future products.

(RH-5.0) BOLAAR PIRATES:

LOCATION: The Bolaar pirate clan is located on the Far Side of the galaxy (as opposed to the near side where Earth is). Looking at the map on page 13 of this book, the Bolaar Stronghold is the 'X' at the bottom of the Free Trade Zone basically between Vektrea and Clydon. Unlike the Orions, each pirate stronghold on the Far Side is a different entity, has different ships, leaders, systems, etc. More of these 'clans' will be defined in future products.

HISTORY: Originally, the Bolaar were the inhabitants of a star system located where the Stronghold is now. The native Bolaar were ravaged by the then-terrestrial Indirigans and finally occupied as a colony. Until the departure of the Indirigans in Y145 the Bolaar had just 12 starships (1-HR, 2-MR, 3-LR and 6-ULR). These ships were allowed by the Indirigans as planetary defense units and convoy escorts. They were usually in a state of disrepair in any scenario before Y145 score internals as indicated in the notes section on the SSD of the Bolaar ship in question, prior to the start of the scenario. Score them as a single volley through the #1 shield. These internals cannot be repaired during the scenario. None of these early ships had Deflection/Transfer Devices.

When the Indirigans decided to depart from their terrestrial lives they abandoned their occupied planets leaving control of those worlds to their current inhabitants. Indirigan territory became an empty undefended territory which eventually stabilized as the Free Trade Zone. As the Free Trade Zone formed (from Y145 to Y155) the Bolaar tried to avoid conflicts with the Clydons, Krezbiz Capitalist Alliance, Scorpeads and occasionally the Argonians. These four races were actively trying to occupy the suddenly vacated Indirigan Space. Fortunately for the Bolaar, none of them could afford the costs of conquering the Bolaar since each wanted to rid Indirigan Space of the others.

During the 10 year formation period of the Free Trade Zone the Bolaar turned to piracy to survive. By Y150 they had become a successful economic power in the region. Their ships were fully repaired and new ones were being constructed. Several new classes were introduced (the PCL and PCL+). The SR was purchased from Corporate Homeworld Shipyards and modified to Bolaar specifications. Several of these ships were highly modified during construction to create heavier units such as the battlecruiser and command raider.

Bolaar ships lacked cargo. This was not a good trait for pirate ships. The solution was the Cargo Express (EXP). These ships were cheap to build, could keep top speed and left the regular fleet ships free to continue their missions. Often one or more would travel with a fleet ship. The fleet ship would do the work (attacking the convoy etc.) then the EXP would haul the goodies away at top speed. This soon became a successful method of Bolaar operation.

In Y154 the Bolaar had a stroke of luck (or possibly genius) that made them a superpower in the pirate arena. They decided to raid a shipyard well into Clydon territory to steal the manufacturing secrets of a powerful Clydon defense system: The Deflection/Transfer Device. They were successful and started mounting the device on their ships after Y155.

There was some concern about Clydon revenge, but the Clydons were licking their wounds after their failed occupation attempt of the Free Trade Zone and were not ready for another full scale encounter. By the time the Clydons had recovered the Bolaar were extremely powerful and the Clydon leadership deemed a revenge initiative to be imprudent.



Illustration: A Mazgar Pirate Captain. By Leslie Rigley.

APPEARANCE: The Bolaar are a race of subterranean humanoids used to living in near darkness. They have staunch bony features, large eyes and large builds. The average Bolaar male is nearly 3 meters tall, females being slightly larger. Most have pale skin with shades of blue, green or tan.

THE OCCUPATION: The Indirigans made slaves of those Bolaar they could capture. This was a relatively small percentage considering the planetary structure of Bolaar VI (see below). The majority of the Bolaar went into hiding on the planet surface, within the deep crevasses and caverns. At the deepest cavern levels the rebel Bolaar encountered a sister-race known as the Mazgar. They were intelligent and more agile and assumed many of the leadership positions within the rebel forces. The occupation made thieves and gorilla warfare specialists out of the rebel Bolaar. (Ironically, this helped the Bolaar adapt to galactic piracy soon after the Indirigan departure.) The rebels quickly overthrew the previously captured Bolaar who had been left in charge by the departing Indirigans. Some historians believe these skills are what allowed the Bolaar to remain independent during Y145 to Y155.

BOLAAR IV: Bolaar IV is a small planet in the Bolaar system which supports most carbon based lifeforms. The planet surface is always shrouded by a thick layer of orange-red clouds. While being the only habitable planet in the system, but the Bolaar have established colonies on several lifeless planets and moons. The surface of Bolaar IV is barren and jagged, unsuitable by most human standards. Many types of avians exist in the rocky crags. The majority of the constructs exist below ground within many natural caves and manmade tunnels or within the deep crevasses on the planet's surface. The primary foods produced and consumed on Bolaar IV are almost exclusively fungi, including assorted types of mushrooms, molds and puffballs. Additionally, a number of subterranean animals exist which are hunted and consumed.

POLITICS: The Bolaar Planetary Government actively denies involvement in (or even knowledge of) the pirate activities of the clan. However, every intelligence gathering agency on the Far Side could prove an extremely close tie between the planetary government and the pirates. As yet, no such agency has taken the initiative to expose the connection.

(RH-5.R1) Y145 NEGATIVE REFIT

While not really a refit, all ships prior to Y145 were usually in a state of disrepair in any scenario before Y145 score internals as indicated in the notes section on the SSD of the Bolaar ship in question, prior to the start of the scenario. None of these ships had Deflection/Transfer Devices. Indirigan rule prevented the proper maintenance of the ships and equipment.

(RH-5.R2) DTD REFIT

In Y154 the Bolaar decided to raid a Clydon shipyard to steal the manufacturing secrets of the Deflection/Transfer Device. They were successful and started mounting the device on most of their ships after Y155. The BPV of the ship with refit is given at the bottom of the ship Data Table on each SSD along with the strength of the DTD for that ship.

(RH-5.R3) OPTION MOUNT REFIT

While not an actual refit, the placing of weapons in the option mounts was often referred to as such by the engineers in charge of this operation. See (ER-7) for the limitations on these mounts.

(RH-5.1) STARBASE (SB)

The only starbase built by the Bolaar was in orbit around Bolaar IV. There is no SSD for this unit at this time, but the generic starbase can be used for now. The starbase has one 5 strength DTD after Y155. All weapon boxes are standard Far Side option mounts (ER-7). This unit has double phaser capacitors. Replace PH-4 w/PH-LR, PH-1 w/PH-MR & PH-3 w/PH-SR.

(RH-5.2) BASE STATION (BS)

The only base station built by the Bolaar orbited the Bolaar sun (like a planet). It was positioned at the outside of the system for defensive purposes. After the Indirigan departure this base was upgraded to a battlestation. There is no SSD for this unit at this time, but the generic base station can be used for now. The base station did not have a DTD. All weapon boxes are standard Far Side option mounts (ER-7). This unit has double phaser capacitors. Replace PH-4 w/PH-LR, PH-1 w/PH-MR & PH-3 w/PH-SR.

(RH-5.3) BATTLESTATION (BATS)

In Y154 the Bolaar upgraded their sole base station to a battlestation. This station became a major port of call as the economy of the Bolaar system grew. There is no SSD for this unit at this time, but the generic battlestation can be used for now. The battlestation has one 4 strength DTD. All weapon boxes are standard Far Side option mounts (ER-7). This unit has double phaser capacitors. Replace PH-4 w/PH-LR, PH-1 w/PH-MR & PH-3 w/PH-SR.

(RH-5.4) BATTLECRUISER (BC)

The first Bolaar battlecruiser, the *'High Guardian'*, was completed in Y179. The second was not finished until Y184. Only two were built. This ship was a highly modified CCR converted during construction. The Bolaar had small shipyards and were primarily bound to several limited designs. The changes were so drastic that this ship is listed as a separate class from that of the HR.

The DTD is standard equipment (not a refit) as these ships were built after Y155. The battlecruiser has a DTD strength of 4. This is the only ship in existence that is an exception to (ER-6.5).

(RH-5.5) COMMAND RAIDER (CCR)

The command raider is the first improved design based on the heavy raider. A number of improvements were made in many areas on the ship.

The DTD is standard equipment (not a refit) as this ship was built after Y155. The command raider has a DTD strength of 3.

(RH-5.6) HEAVY RAIDER (HR)

The heavy raider, more often called the pirate raider, was the heavy cruiser of the old Bolaar regime from before the Indirigan occupation. Only one existed until Y145 when the Bolaar began to produce ships again.

The DTD refit was applied to this ship in Y155. All new construction HRs also received the refit during construction.

(RH-5.7) LIGHT PIRATE CRUISER (PCL)

The light pirate raider was built in Bolaar shipyards starting in Y145. The Corporation had the only functional shipyards at that time. Sudden and swift piracy provided the Bolaar with the funds to construct these ships. They were needed for planetary defense during the numerous occupation attempts from Y145 to Y152.

(RH-5.8) MEDIUM RAIDER (MR)

The medium raider was the light cruiser of the old Bolaar regime from before the Indirigan occupation. Only two such ships existed until Y145 when the Bolaar began to produce ships again.

The DTD refit was applied to this ship in Y155. All new construction MRs also received the refit during construction.

(RH-5.9) LIGHT PIRATE CRUISER PLUS (PCL+)

The Bolaar were able to modify the PCL to this design in Y150 and after. The success of the PCL made the PCL+ possible. Other data as PCL.

(RH-5.10) STEALTH RAIDER (SR)

The Bolaar lacked a scout ship during the early invasion attempts of Y146. They quickly purchased these ships from the Corporation to rectify that problem. Note that this ship does have a stealth bonus.

The DTD refit was applied to this ship in Y155. All new construction SRs also received the refit during construction.

(RH-5.11) LIGHT RAIDER (LR)

The light raider, or light pirate raider, was the destroyer class ship of the old Bolaar regime. Only three such ships existed until Y145 when the Bolaar began to produce ships again.

(RH-5.12) LARGE CARGO EXPRESS (EXP)

The large cargo express was built to facilitate pirate operations. The old Bolaar ships did not have cargo bays. The solution was this ship. After the fleet ship seized the prize the express rushed it back to Bolaar IV. It could also assist the fleet ship(s) if an excellent opportunity presented itself.

(RH-5.13) ULTRA LIGHT RAIDER (ULR)

The ultra light raider was the frigate class ship of the old Bolaar regime. Only six such ships existed prior to Y145 when the Bolaar began to produce new ships.

(RH-6) CORPORATE AGGRESSORS

The Corporate Aggressors are the epitome of financial power in the Free Trade Zone. They come closer than any other race to actual occupation and control of the zone and are the major influence therein. However, the Corporate Aggressors' very nature (pure capitalism) prevents them from actually taking control of the Free Trade Zone as another government or empire would. This lack of bureaucracy made the Free Trade Zone the primary trade mecca on the Far Side. However, this is not to say that each empire didn't have heavily commercialized areas in their own territory.

The Corporate Aggressors are primarily composed of humanoid stock, but generally allow (even encourage) the infusion of beings from any race. Approximately 55% of their 'employees' are humanoids. The next closest percentage are Indirigan functionaries (leftovers from the Indirigan departure) at nearly 16%.

The Corporate Aggressors are broken down into two sub-races (in game terms) or entities (in political terms) or fleets (in ship terms). These two entities, the Corporation and the Corporate Pirates, are the two branches of corporate aggression on the Far Side.

(RH-6A) THE CORPORATION

The Corporation is the common name applied to this mega-corporation. Its original name is lost in history. The Corporation gained power in several large steps:

Initially a humanoid run business on one of the Indirigan occupied worlds, the Corporation negotiated the entire operation of the planet into their control in Y120. As time progressed, the Corporation had contracts to manage most of the significant operations in Indirigan Space. The Indirigans were losing interest in these terrestrial duties anyway and truly lacked the generic traits needed to manage these ever-expanding economic systems.

Y144 was the banner year for corporate aggression. The Corporation purchased, outright, all the shipyards belonging to the Indirigans. This was the first time a private business had total control of major warship construction facilities. Granted, elements of ship construction were hired out to private firms, but now the Corporation could design and build warships to further its own specific needs.

(RH-6B) CORPORATE PIRATES

The second branch of corporate aggression was the 'Enforcement Division', commonly called the Corporate Pirates. This pirate group was essentially a paramilitary agency run by the Corporation. There were no independents or self-made Corporate Pirate Captains. The Corporation dictated every action of every crewperson on every ship in the Corporate Pirate Fleet.

The primary function of this pirate fleet was to further the Corporation's economic efforts by criminal (or more accurately, 'illegitimate') means. This was often done if legal methods failed. It often boiled down to: You can accept this offer or we'll make your life miserable until you do. The other races were generally able to keep the Corporate Pirates in check because they too had warships. This coercion usually worked only with independent systems and lesser powers within the Free Trade Zone.

ECONOMICS: The Corporate Aggressors controlled approximately 60 percent of all trade occurring in the Free Trade Zone and nearly 10 percent of all trade occurring anywhere on the Far Side. It is believed that the Corporation could (if operated as a conquering race) have conquered the Free Trade Zone and perhaps a significant portion of the entire Far Side. This, however, would not facilitate their sole objective: Financial Profit.

SOCIAL STRUCTURE: Corporate social structure consisted of equality between males, females, different races and different religions. Social standing was determined specifically by division, title and authority level within the Corporate Structure. The CEO enjoyed exclusive control and the highest social status. The only contention was the Executive Board which had limited control over some of the CEO's decisions and actions. The Executive Board tried several times to unseat powerful CEOs and at the same time raise their social standing to that of his level, however, all these attempts failed and often caused their social status to be lowered further.

POLITICS: Essentially, corporate structure and social structure was the political structure. Some differentiation was necessary when interacting with other races or non-affiliated businesses. The Corporation often interfered with the Argonians, Krebiz Capitalist Alliance, Clydons and Scorpeads during their attempts to conquer the Free Trade Zone.

THE CORPORATE HOMEWORLD: The Corporate Homeworld is in the Corporate System. It is the most economically developed planet on the Far Side. The planet itself has a diameter 40% larger than earth and can support most carbon and silicon based lifeforms, however, methane breathers require a special breathing apparatus.

The surface of the Corporate Homeworld is extremely smooth and flat. It is unknown if the corporation leveled the entire planet or if this is natural. There are no wilderness areas on the planet surface, every last inch is commercialized and devoted to commerce and profit. This is not to say the planet isn't pleasant, as much is beautifully landscaped and immaculately kept.

(RH-6.R1) SHROUD REFIT

In Y151 the Corporate Pirates purchased a prototype Shroud Device from the Argonian pirate known as Ghost. This defensive device was installed exclusively on Corporate Pirate Ships. It was never installed on fleet ships. It took several years to reproduce the Shroud and the first device was not installed until Y160.

Shrouds on Corporate ships are destroyed by the first drone hit scored on them. There is a check off box in the Shroud section of the Ship Data Table on each SSD. They can be destroyed by H&R raid or other standard means. The Shroud rules are in development and are not presented in this product. Players should see In-Coming Fire #9 for more details. It is recommended that players use the Strobe rules found in Argonians-1 or In-Coming Fire #2 as a substitute for the shroud until the shroud rules are published. The two are quite different but roughly equal in terms of balance.

Shrouds were expensive to produce and were always in limited supply. No ship smaller than a destroyer ever carried one and most ships smaller than a heavy cruiser carried shrouds only on very rare occasions.

(RH-6.1) STARBASE (SB)

The Corporation deployed several starbases throughout the Free Trade Zone. Each prominent Corporate-owned system had one. There is no SSD for this unit at this time, but the generic starbase can be used for now. The starbase does not have a shroud. All weapon boxes are variable plasma launchers (SW-6). Replace PH-4 w/PH-LR, PH-1 w/PH-MR & PH-3 w/PH-SR. Can fire level 8 variable plasmas.

(RH-6.2) BASE STATION (BS)

Many base stations were built by the Indirigans and then occupied by the Corporation after Indirigan departure. They were positioned in several systems for defensive purposes. After the Indirigans left these bases was upgraded to battlestations. There is no SSD for this unit at this time, but the generic base station can be used for now. The base station did not have a Shroud. All weapon boxes are standard variable plasma launchers (SW-6). Replace PH-4 w/PH-LR, PH-1 w/PH-MR & PH-3 w/PH-SR. Can fire up to level 4 variable plasmas.

(RH-6.3) BATTLESTATION (BATS)

In Y150 and on the Corporation upgraded their base stations to battlestations. There is no SSD for this unit at this time, but the generic battlestation can be used for now. The battlestation has no shroud. All weapon boxes are variable plasma launchers (SW-6). Replace PH-4 w/PH-LR, PH-1 w/PH-MR & PH-3 w/PH-SR. Can fire up to level 6 variable plasmas.

(RH-6.4) FLEET HEAVY CRUISER (CA)

The first Corporate heavy cruiser was completed in Y146, less than one year after the Indirigan departure. It is believed the Corporation was aware of the 'Indirigan Calling' several years before it happened and started gearing up well in advance. The Corporation purchased the Indirigan shipyards in Y144 and immediately started construction of the four main classes (CA, CL, DD, FF). These shipyards also produced a number of ships for sale to other powers (like the Bolaar SR (RH-5.10)).

There were a number of specialized variants and improved designs based on the CA. These will be presented in future products.

(RH-6.5) PIRATE HEAVY CRUISER (CA-P)

The Corporate Pirates fielded a CA-P in Y150. The variable plasma was deleted for the more versatile option mount. These mounts never held variable plasma as there needed to be some solid difference between Corporate Fleet ships and pirate ships. If pirate ships used variable plasma the Corporation could not deny their knowledge of the alleged incident.

Many, but not all, CA-Ps received a shroud in Y160 or after. Shrouds were kept off fleet ships to further this differentiation between fleets. There was also some political struggle within or between the Corporation and the Corporate Pirates around the use and deployment of the shroud device.

(RH-6.6) FLEET LIGHT CRUISER (CL)

First constructed in Y146 the CL, like the CA, performed many fleet operations.

(RH-6.7) PIRATE LIGHT CRUISER (CL-P)

The pirate light cruiser performed a majority of the Corporate Pirate operations both inside and outside the Free Trade Zone. Nearly half of the ships were equipped with shroud devices.

(RH-6.8) FLEET DESTROYER (DD)

The destroyer was created by adding two warp engines to a frigate. These are hard welds and cannot be simply dropped to leave an operable frigate.

(RH-6.9) PIRATE DESTROYER (DD-P)

The Corporate Pirate version of the DD has two option mounts replacing the variable plasma launchers. The standard operating procedures restricting use of variable plasma in the option mounts applies.

(RH-6.10) FLEET FRIGATE (FF)

The Corporation quickly fielded frigates in Y145. There were several variants to this design and many FFs were upgraded to destroyers by the permanent addition of two warp engines. When such an upgrade occurred, the variable plasma was removed from the nose and a warp field destabilization gun was put in its place. The expense of this procedure was often avoided by selecting WFDG frigates for upgrade instead of this design since they already had warp field destabilization guns in their noses.

(RH-6.11) PIRATE FRIGATE (FF-P)

The pirate frigate was fielded in Y150 along with all initial pirate designs. It never carried variable plasma in its option mount.

(RH-6.12) WFDG FRIGATE (FF-W)

The WFDG frigate carried a warp field destabilization gun in its nose. The SSD for the FF-P (RH-6.11) also represents this unit. This is a fleet ship, not a pirate ship. It was often selected for upgrade to the destroyer class as it already had a warp field destabilization gun.

(RH-6.13) SMALL ARMED FREIGHTER (FA-S)

The corporation fielded a number of freighter designs based loosely on their more common hull types. The small freighter was based on the frigate design, with many of the important systems left out or moved elsewhere to leave room for the cargo bays.

All of the Corporation's freighters were armed freighters. They did not field unarmed freighters of any type. This was primarily due to the more dangerous conditions within the Free Trade Zone.

These ships were never operated by independent owners (unless someone managed to steal one). The Corporation was adamant about keeping its fleet designs to itself. It did manufacture many ships for sale and special order but these designs were never based on the Corporate fleet hull classes.

(RH-6.14) LARGE ARMED FREIGHTER (FA-L)

The large armed freighter was loosely based on the light cruiser hull class. It was predominantly used for priority shipments and often carried high value merchandise.

(TR-3.0) TUFOREOUS DEAD ZONE

The Tuforeous Dead Zone is a massive warp funnel existing on the Far Side of the galaxy. See the map on page 13 of this book (HC-4). There are other warp funnels varying in size, strength and duration. The Tuforeous dead zone is the only known 'permanent' warp funnel.

A warp funnel is a disruption in space. It causes warp fields to be disrupted in a variety of ways, the most prominent of which is excessive acceleration causing structural damage.

(TR-3.1) DESIGNATION:

Generally, the entire map functions as a warp funnel with one map edge acting as a border with normal space. Players could designate a specific funnel shaped section of the map to be funnel hexes if the scenario is taking place near the funnel's vortex.

(TR-3.2) EFFECTS OF WARP FUNNELS:

The Tuforeous Dead Zone and all warp funnels have the following effects. See (TR-3.4) for differences.

(TR-3.21) MOVEMENT: Each impulse that a unit spends in the warp funnel causes that unit to move one hex in a direction away from the vortex of the funnel. For example: If the 01XX hex row is the edge of the funnel and the vortex is in direction D then the units will be moved direction A. Note that facing, speed and regular movement are not affected by this movement. See (TR-3.4) for variations.

(TR-3.211) FIRST TURN: The first turn in which a ship enters a warp funnel it is moved by that funnel on the even numbered impulses only.

(TR-3.2111) For the purposes of the entire scenario, a unit only gets this 'first turn' bonus once. Thus if a unit left the warp funnel and then reentered on a subsequent turn it would be at standard movement (once per impulse as defined in (TR-3.21)) not at half movement again.

(TR-3.212) ACCELERATION: Each turn that a unit spends the entire turn within a warp funnel that unit is accelerated by a factor of two. Thus if it were at 1 hex of movement per impulse it would move two hexes per impulse on the following turn, 4 hexes/impulse on the turn after that, etc.

Example: On impulse 3 turn 3 a Corporate destroyer enters the warp funnel. This is its first entry for the scenario so (TR-3.211) applies (funnel movement every even impulse). The destroyer spends all of turn 4 in the warp funnel under (TR-3.21) standard movement. On turn 5, the destroyer is at 2 hexes of movement per impulse and on turn 6 it is at 4 hexes per impulses. If it hasn't been destroyed by turn 7 it will be moved 8 hexes per impulse.

(TR-3.213) Except for (TR-3.2111), units always reenter the warp funnel at the movement level at which they left off. Thus a unit that had reached 4 hexes of movement per impulse would resume that movement upon reentering. This applies to the scenario in play only. In a future scenario all units would start off at the lowest movement level at the start of the scenario unless specified by special scenario rules. A unit needs to spend 100 turns free of funnel hexes to be restored to the lowest movement level.

(TR-3.214) TWO HEX MOVEMENT PROCEDURE: When a unit reaches a movement level of two hexes per impulse the first movement is directly away from the vortex as described in (TR-3.21) the second is a side slip away from the edge of the warp funnel towards the center. If the unit is already at the center of the warp funnel then the second hex of movement is also directly away from the vortex. EXAMPLE: Using the set up described in (TR-3.21) the first hex of movement on each impulse would be in direction A the second would be a side slip in direction B.

(TR-3.215) FOUR HEX MOVEMENT PROCEDURE: When a unit reaches a movement level of four hexes per impulse the first movement is directly away from the vortex as described in (TR-3.21) the second is a side slip away from the edge of the warp funnel towards the center. The third is directly away from the vortex, the fourth is a side slip towards the center. If the unit is already at the center of the warp funnel then the second and fourth hex of movement are also directly away from the vortex. EXAMPLE: Using the set up described in (TR-3.21) the first hex of movement on each impulse would be in direction A, the second would be a side slip in direction B, the third direction A and the fourth direction B. All higher movement levels follow this procedure for each even hex of movement.

(TR-3.22) DAMAGE: Each hex of movement caused by the warp funnel causes 1 point of damage to the shield facing the direction of that movement. If the shield is down that point of damage is an internal. If the ship were moved two hexes that impulse it would suffer two internals, etc. Damage is always scored on the #1 shield if moving forward and the #6 shield if moving in reverse.

(TR-3.23) WARP DEGRADATION: Any ship that is in the warp funnel for a total of 16 or more impulses suffers 1 to 3 (1/2 of the die roll result, round up) points of warp engine damage scored during the final activity phase. The owning player can apply this damage to any warp or AWR boxes on the ship as he chooses. Units with no more warp or AWR are not further affected by this rule.

(TR-3.24) SEEKING WEAPONS: Seeking weapons are moved as other units are moved. They are damaged as follows:

(TR-3.241) PLASMA TORPEDOES: Each hex of warp funnel movement causes 1 point of phaser damage to the plasma torpedo. This point is halved as usual.

(TR-3.242) DRONES: Each hex of warp funnel movement causes 1/2 point of damage to a drone.

(TR-3.243) BOOMERANG TORPEDOES: Boomerangs cannot be damaged by warp funnels, but fuser mechanisms take 1 point of damage per hex of warp funnel movement.

(TR-3.25) TRACTOR BEAMS: Tractor links are affected as follows:

(TR-3.251) BOTH UNITS WITHIN FUNNEL: If both (or all) units linked by tractors are within the warp funnel, the link operates normally and all units move the same direction whether straight or side slip under (TR-3.214 & TR-3.215) at the funnel movement rate of the ship with the highest such rate. All units are damaged appropriately for that rate.

(TR-3.252) ONE IN - ONE OUT: If a unit inside the funnel is linked to a unit outside the funnel, the tractor link is broken by the first funnel movement made by the unit within the funnel.

(TR-3.26) UNAFFECTED UNITS: The following units are never affected by warp funnels:

(TR-3.261) TERRAIN: No terrain is ever affected by a warp funnel. Terrain does not generate warp fields.

(TR-3.262) IMPULSE UNITS: Units which are not producing warp energy and which have not produced any warp energy for a period of 32 impulses. This includes sublight units and non-mobile units which are only operating impulse and APR (or AWRs as APRs). Note a unit being affected by a warp funnel could shut off its warp and AWR during EA and the warp funnel effects would stop during the final activity stage of impulse that turn.

(TR-3.27) TERMINATING EFFECTS: A unit being affected by a warp funnel could shut off its warp and AWR during energy allocation and the warp funnel effects would stop during the final activity stage of that turn. This would occur just after the 1-3 points of warp damage.

(TR-3.28) SCIENCE FUNCTIONS:

(TR-3.281) SPECIAL SENSORS: Warp funnels cause so much interference that special sensors are blinded the entire time that a ship is within the warp funnel.

(TR-3.282) LABS: Add 4 to the true range for the purposes of all lab functions.

(TR-3.283) PROBES: Probes do not function in warp funnels. If launched, a probe is immediately destroyed.

(TR-3.284) PROBE DRONES: Probe drones may be launched, but do not provide any data as long as they are within warp funnel hexes.

(TR-3.29) LEGENDARY CREW: The effects of a warp funnel can be decreased by a variety of legendary acts performed by the following legendary crew: Crew with an * were defined in In-Coming Fire #3.

(TR-3.291) ADMIRAL*: A legendary admiral can only modify warp funnel effects by functioning as another legendary officer.

(TR-3.292) COMMODORE*: A legendary commodore can only modify warp funnel effects by functioning as another legendary officer.

(TR-3.293) CAPTAIN: A legendary captain can only modify warp funnel effects by functioning as another legendary officer.

(TR-3.294) ENGINEER: A legendary engineer prevents the damage to the warp engines in (TR-3.23) from occurring.

(TR-3.295) SCIENCE OFFICER: A legendary science officer can make one special sensor on the ship function, see (TR-3.281). Additionally, he provides a -1 to the modifier in (TR-3.282).

(TR-3.296) NAVIGATOR: At his option, a legendary navigator negates every other movement caused by the warp funnel starting with the second such movement. He chooses each impulse. This also negates the point of damage that movement would have caused.

(TR-3.297) DOCTOR: A legendary doctor has no effect on warp funnels.

(TR-3.298) WEAPONS OFFICER: A legendary weapons officer has no effect on warp funnels.

(TR-3.299) MARINE: A legendary marine has no effect on warp funnels.

(TR-3.29X) COMM OFFICER*: A legendary comm officer provides a -1 to the modifier in (TR-3.282). If using (ER-3.43) to create a temporary sensor, that sensor will function without the effects of (TR-3.281).

(TR-3.29Y) SPY*: A legendary spy cannot prevent warp funnel effects.

(TR-3.29Z) SPY TECHNICIAN*: A legendary spy technician gains a -1 versus the penalty in (TR-3.282). If using (ER-3.63) he can prevent a special sensor from being blinded for one full turn (one 32 impulse period from the moment of normal blinding). This consumes his once per scenario use of this ability.

(TR-3.3) WARP FUNNEL DURATION:

Normal warp funnels only last a short period of time. It is generally possible to make an educated guess as to how long one will last. The Tuforeous Dead Zone does not use these rules.

(TR-3.31) STANDARD DURATION: The standard duration for a warp funnel is 6 to 36 turns. Simply roll 6 dice and total them. All players should know the duration at the start of the scenario. Players can modify this as necessary.

(TR-3.32) WARP FUNNEL APPEARANCE: It is rare that a warp funnel would form in a location where there has not been some warp activity. Generally, warp funnels form in the vicinity of space ships which are using warp energy. In this event, the warp funnel becomes active on impulse 1 of turn 2. The entire map is a warp funnel and the 01XX and 42XX hex rows are the edges. The vortex is 100 hexes in direction D and funnel movement is in direction A.

(TR-3.33) CHANCE OF EXTENDED DURATION: The duration of a warp funnel is not exactly known. On the turn on which the funnel is to cease existing roll one die. If the result is a 6 then the funnel will last for an additional 1-6 turns. Roll another die on the new ending turn for possible further extended duration.

(TR-3.4) VARIATIONS:

Warp funnels will vary from time to time in strength and effect. The Tuforeous Dead Zone does not use these variations. (Roll 1 die to see which effect is to be used or select one by mutual consent.)

(TR-3.41) LIMITED DURATION: The warp funnel becomes active on impulse 1 of turn 2. The entire map is a warp funnel and the 01XX and 42XX hex rows are the edges. The vortex is 100 hexes in direction D and funnel movement is in direction A. The funnel only lasts 4 turns and then ceases.

(TR-3.42) NO SCIENCE EFFECTS: Do not use the rules in (TR-3.28).

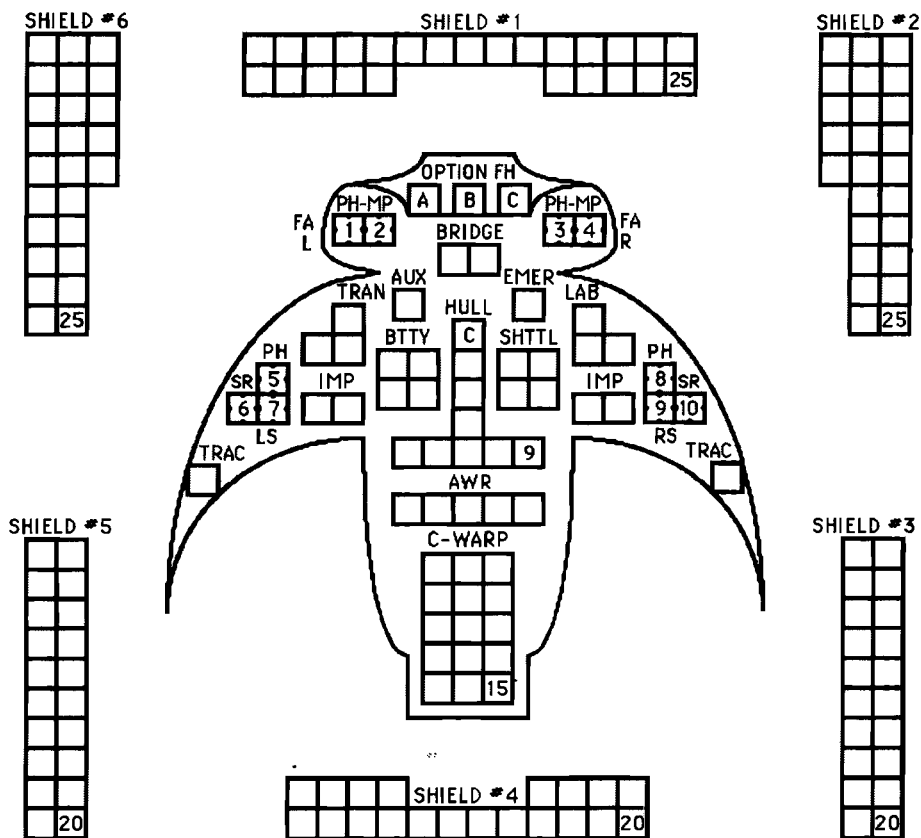
(TR-3.43) TAME FUNNEL: A tame funnel does no damage defined in (TR-3.22).

(TR-3.44) WILD FUNNEL: Double the damage defined in (TR-3.22).

(TR-3.45) SURFING: Each impulse that a ship moves in a direction away from the vortex (usually A) it does not suffer the damage effects defined in (TR-3.22) even if the funnel is causing 2, 4 or more damage. It is still moved by (TR-3.21).

(TR-3.46) LINEAR FUNNEL: A linear funnel accelerates from 1 to 2 to 3 to 4 to 5... hexes per impulse. See (TR-3.212).

BOLAAR LIGHT PIRATE CRUISER



*NIMBLE SHIP BENEFITS (LOST IF CRIPPLED OR BROKE DOWN)

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
 CAN USE ERRATIC MANEUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, 2 HET BONUSES (C6.521). C2.42, C10.12).
 CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
 -1 FROM DIE ROLL FOR:
 ASTEROID DAMAGE (P3.221) SMALL TARGET MODIFIERS (E1.7).
 RING DAMAGE (P2.223).
 +1 ON SMALL MOON DIE ROLLS (P2.231).
 +1 TO DIE ROLL FOR QUICK REVERSE (C1.36).
 MOVES AFTER ALL NON-NIMBLE SHIPS HAVE (C1.313).

RANGE	ECM BONUS
0-14	NONE
15-29	+2
30+	+4

SHIP DATA TABLE

TYPE	=	PCL
POINT VALUE	=	112
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
PH CAPACITOR	=	14
REFERENCE	=	RH-5.7
INTERNALS	=	66
DTD REFIT	=	120
DTD STR	=	2

DEFLECTION/TRANSFER DEV.

<input type="checkbox"/> DTD TURN H&R					
GROUPS TRANSFERRED	1	1	1	1	1
	2	2	2	2	2

CREW UNITS

	*									24
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BOARDING PARTIES

											18
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TRANSPORTER MINES

R	R										D	D
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SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6	6	4	2	0
---	---	---	---	---

SCANNER

0	0	1	3	9
---	---	---	---	---

POWER CURVE

WARP	=	15
IMPULSE	=	4
APR	=	0
AWR	=	5
TOTAL	=	24
BATTERY	=	4

DAM. CON.

4	4	2	2	0
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EX. DAM.

				11
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OPTION MOUNTS

USE (G15.41) FOR PURPOSES OF FILLING MOUNTS.

AMMUNITION

MOUNT	AMMUNITION	TYPE
A		12
B		12
C		12

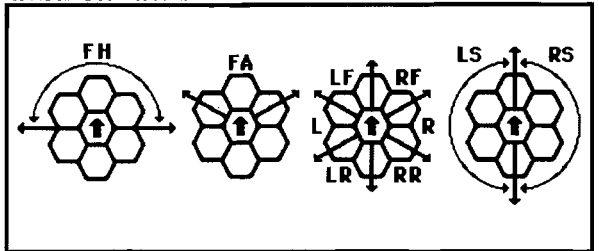
USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

TURN MODE B

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

HET	*	2½	6	BD
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WEAPON ARCS



PHASER-MR

(PH-MP x1)

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

NOTES:

- DTD REFIT ADDED IN Y155 OR LATER.
- HAS DOUBLE PHASER CAPACITORS FOR ITS STANDARD PHASERS (PH-MPs, MRs & SRs).
- PHASERS PLACED IN OPTION MOUNTS DO NOT HAVE DOUBLE SIZED CAPACITORS.
- PH-MP CAN FIRE ONCE/TURN AS A PH-MR OR TWICE/TURN AS A PH-SR.

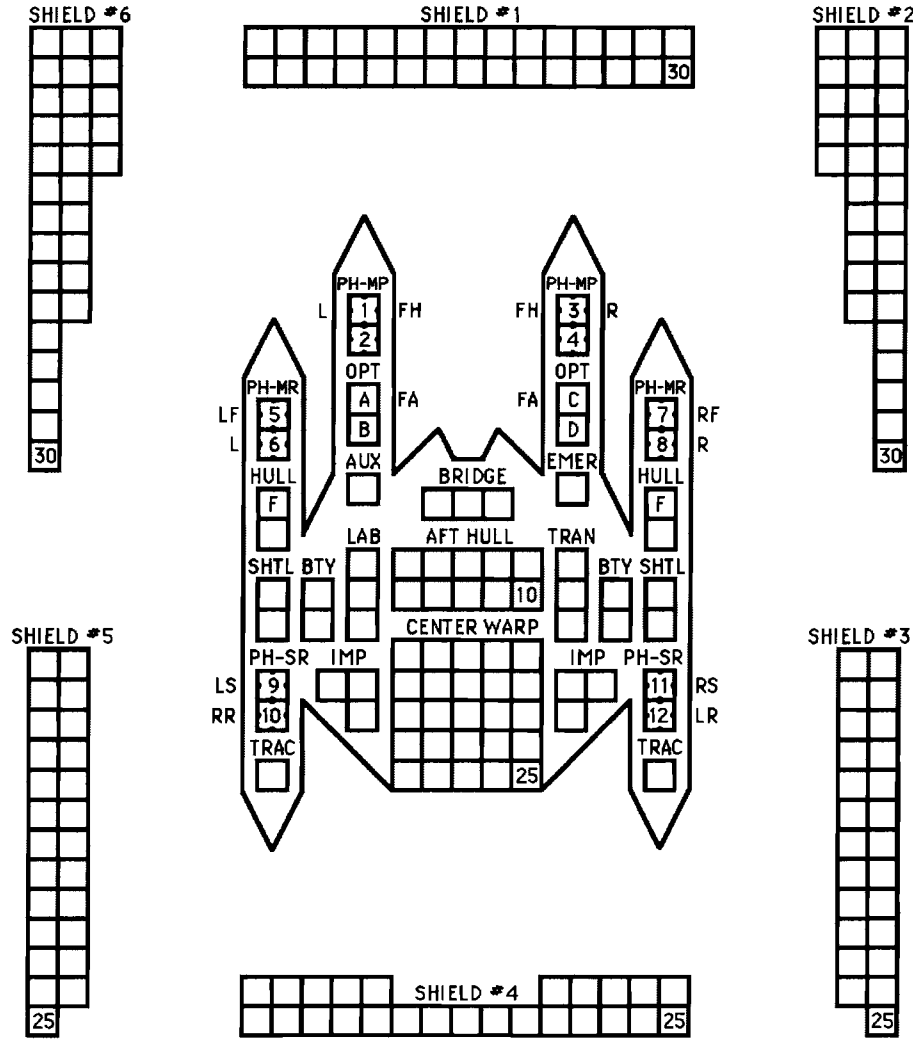
PHASER-SR (PH-MP x2)

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

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
Fraet.	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

BOLAAR MEDIUM RAIDER



SHIP DATA TABLE

TYPE	=	MR
POINT VALUE	=	128
MOVEMENT	=	2/3
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
PH CAPACITOR	=	20
REFERENCE	=	RH-5.8
INTERNALS	=	82
DTD REFIT	=	140
DTD STR	=	3

DEFLECTION/TRANSFER DEV.

DTD TURN H&R	1	1	1	1	1	1
GROUPS TRANSFERRED	2	2	2	2	2	2
	3	3	3	3	3	3

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

R	R	R	R	D	D	D	D
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SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	4	2	0
---	---	---	---	---

POWER CURVE

WARP	=	25
IMPULSE	=	6
APR	=	0
AWR	=	0
TOTAL	=	31
BATTERY	=	4

SCANNER

0	0	1	3	9
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DAM. CON.

4	4	2	2	0
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EX. DAM.

				16
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OPTION MOUNTS

USE (G15.41) FOR PURPOSES OF FILLING MOUNTS.

AMMUNITION

MOUNT	AMMUNITION	TYPE
A		12
B		12
C		12
D		12

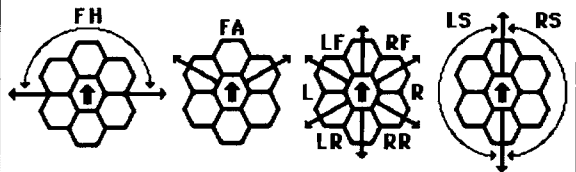
USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

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-MR (PH-MP x1)

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

NOTES:

1. PRIOR TO Y145 SCORE 10 INTERNALS AT START OF SCENARIO. BPV -10.
2. DTD REFIT ADDED IN Y155 OR LATER.
3. HAS DOUBLE PHASER CAPACITORS FOR ITS STANDARD PHASERS (PH-MPs, MRs & SRs).
4. PHASERS PLACED IN OPTION MOUNTS DO NOT HAVE DOUBLE SIZED CAPACITORS.
5. PH-MP CAN FIRE ONCE/TURN AS A PH-MR OR TWICE/TURN AS A PH-SR.

PHASER-SR (PH-MP x2)

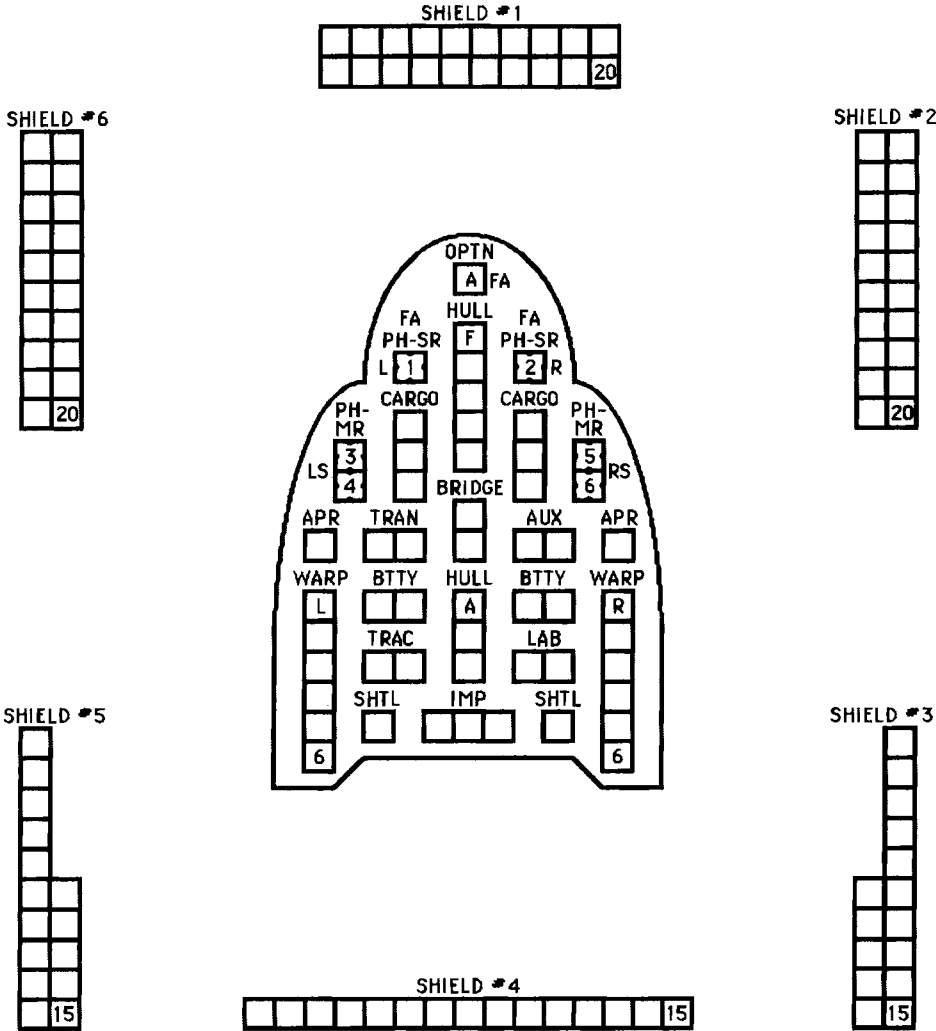
DIE ROLL	RANGE	0	1	2	3
1		4	4	4	4
2		4	4	4	4
3		3	4	4	3
4		2	4	4	2
5		1	3	3	1
6		-	3	3	-

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

CORPORATE AGGRESSORS

PIRATE FRIGATE



TYPE	=	FF-P
POINT VALUE	=	67
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-6.11
INTERNALS	=	54
TYPE	=	FF-W
POINT VALUE	=	67
REFERENCE	=	RH-6.12

FOR THE FF-W REPLACE OPTION MOUNT WITH A WARP FIELD DESTABILIZATION GUN.

*									
20									

8							
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R	R	D	D
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CNTR	HIT POINTS	TYPE

6	4	2	0
---	---	---	---

0	1	3	9
---	---	---	---

2	2	2	0
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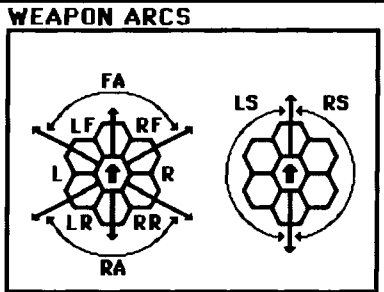
			8
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WARP	=	12
IMPULSE	=	3
APR	=	2
AWR	=	0
TOTAL	=	17
BATTERY	=	4

MOUNT	AMMUNITION	TYPE
A		12

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

HET	BD
1 2/3	6



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

TARGET	RANGE			
SPEED	0-5	6-10	11-20	21-30
20+	1-3	1-5	1-3	1-1
16-19	1-4	1-5	1-4	1-2
13-15	1-4	1-5	1-4	1-3
10-12	1-4	1-6	1-4	1-4
7-9	1-5	1-6	1-5	1-5
2-6	1-6	1-6	1-6	1-6

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

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	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CORPORATE AGGRESSORS

PIRATE HEAVY CRUISER

SHIP DATA TABLE

TYPE	= CA-P
POINT VALUE	= 137
MOVEMENT	= 1
SHIELDS	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= RH-6.5
INTERNALS	= 100
SHROUD REFIT	= +28
SHROUD STR	= 4

SHROUD REFIT AVAILABLE IN Y160.
SHROUDS ARE HIT ON DRONE HITS.

CREW UNITS

	*												
													36

BOARDING PARTIES

														15

TRANSPORTER MINES

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

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	4	2	0
---	---	---	---	---

SCANNER

0	0	1	3	9
---	---	---	---	---

DAM. CON.

4	4	2	2	0
---	---	---	---	---

EX. DAM.

				21
--	--	--	--	----

POWER CURVE

WARP	= 30
IMPULSE	= 4
APR	= 5
AWR	= 0
TOTAL	= 39
BATTERY	= 5

SHIELD #1

																			30
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #6

																			30
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #2

																			30
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #5

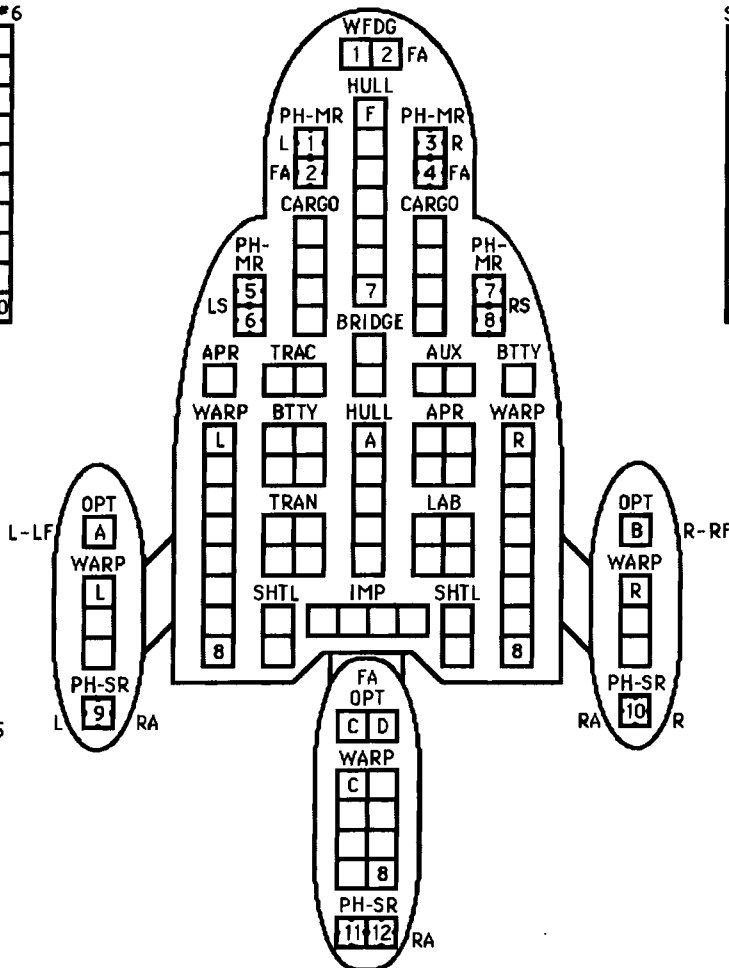
																			24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #4

																			24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #3

																			24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----



OPTION MOUNTS

USE (G15.41 & ER-7) FOR PURPOSES OF FILLING MOUNTS.

AMMUNITION

MOUNT	AMMUNITION	TYPE
A		12
B		12
C		12
D		12

USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

PHASER-MR

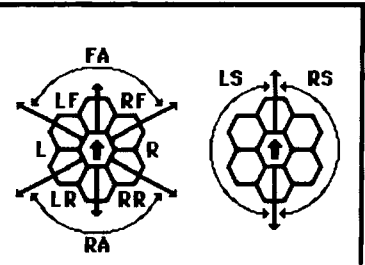
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	4	5	6	7	6	5	4	4	3	2
2	1	2	3	3	5	5	6	5	5	3	3	2	1
3	-	1	2	3	4	4	5	4	4	3	2	1	-
4	-	-	1	2	4	4	4	4	4	2	1	-	-
5	-	-	-	1	3	4	4	4	3	1	-	-	-
6	-	-	-	-	2	3	3	3	2	-	-	-	-

TURN MODE C

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

HET	BD
5	6

WEAPON ARCS



WARP FIELD DESTABILIZATION GUN

TARGET SPEED	0-5	6-10	11-20	21-30
20+	1-3	1-5	1-3	1-1
16-19	1-4	1-5	1-4	1-2
13-15	1-4	1-5	1-4	1-3
10-12	1-4	1-6	1-4	1-4
7-9	1-5	1-6	1-5	1-5
2-6	1-6	1-6	1-6	1-6

PHASER-SR

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

THE BOLAAR PIRATES (RH5.0)

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmd Rtg	SSD Loc	Notes
PROVOCATEUR-CLASS BATTLECRUISER															
BC	36	24	210	5-6	1.00	3	3	C	4	179	9	22	10	FS1/32	D1
REVOLUTION-CLASS HEAVY RAIDER (HEAVY CRUISER) AND VARIANT															
HR	34	22	140	5-6	1.00	2	3	C	6	120	8	18	8	FS1/23	
CCR	36	22	170	5-6	1.00	2	3	C	5	158	8	19	9	FS1/31	
INSURGENCY-CLASS MEDIUM RAIDER (LIGHT CRUISER)															
MR	28	20	128	5-6	0.67	2	3	C	8	120	6	16	6	FS1/25	
UPRISING-CLASS LIGHT RAIDER (DESTROYER)															
LR	24	12	82	6	0.50	1	4	A	11	120	6	12	5	FS1/28	
RIOT-CLASS ULTRA LIGHT RAIDER (FRIGATE)															
ULR	18	8	58	6	0.33	1	4	A	13	120	4	8	3	FS1/30	
RESISTANCE-CLASS LIGHT PIRATE CRUISER (WAR DESTROYER) AND VARIANT															
PCL	24	18	112	6	0.50	2	4	B	7	145	5	12	5	FS1/24	
PCL+	24	18	122	6	0.50	2	4	B	9	150	5	12	5	FS1/26	R
PROBE-CLASS STEALTH RAIDER (ARMED SCOUT CRUISER)															
SR	28	20	170/160	6	0.67	2	3	C	10	147	6	14	6	FS1/27	+2 ECM,♦
COUP D'ÉTAT-CLASS LARGE CARGO EXPRESS															
EXP	12	6	85	6	0.50	0	4	A	12	147	3	7	3	FS1/29	

THE CORPORATE AGGRESSORS (RH6.0)

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmd Rtg	SSD Loc	Notes
CORPORATION-CLASS HEAVY CRUISER AND VARIANT															
CA	36	15	145	5-6	1.00	2	3	C	4	146	8	18	8	FS1/40	
CA-P	36	15	137	5-6	1.00	2	3	C	5	150	8	18	8	FS1/39	
SYNDICATE-CLASS LIGHT CRUISER AND VARIANT															
CL	24	12	120	5-6	0.67	2	3	C	6	146	7	16	6	FS1/38	
CL-P	24	12	111	5-6	0.67	2	3	C	7	150	7	16	6	FS1/37	
COMPANY-CLASS DESTROYER AND VARIANT															
DD	20	8	101	6	0.50	1	4	B	8	145	6	12	5	FS1/36	
DD-P	20	8	95	6	0.50	1	4	B	9	150	6	12	5	FS1/35	
MARKET-CLASS FRIGATE AND VARIANTS															
FF	20	8	70	6	0.33	1	4	B	10	145	5	8	3	FS1/34	
FF-P	20	8	67	6	0.33	1	4	B	11	150	5	8	3	FS1/33	
FF-W	20	8	67	6	0.33	1	4	B	12	150	5	8	3	FS1/33	

SHUTTLES (FOR BOLAAR PIRATES AND CORPORATE AGGRESSORS)

Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Chaff	Ref
Admin	6	1xP-SR-360	-	6	J2.1	1/2	70	0	0	R1.F1
MSS	6	1xP-SR-360	-	6	M8.3	2/3	150	0	0	R1.F2
MRS (Corporate)	8	2xP-SR-360	-	10	2xEnergy Drone -FA	5/10	150	0	1	R1.F3
MRS (Bolaar): The Bolaar make use of Corporate, Vektreat, Indirigan and Clydon MRSs; they do not possess a design of their own.										
GAS	6	1xP-SR-360	-	8	Ground Attack	2/4	70	0	0	R1.F4
GBS	6	1xP-SR-360	-	8	Ground Attack	2/4	100	0	0	R1.F10
HTS*	6	none	-	12	Troop Transport	3/6	90	0	0	R1.F5
HAS*	6	none	-	14	Ground Attack, Troops	5/9	120	0	0	R1.F11
MLS	6	1xP-SR-360	-	6	M9.18	2/3	150	0	0	R1.F6

* Heavy (2-space) shuttle or fighter, see (J10.0).

THE KREBIZ CAPITALIST ALLIANCE STAR FLEET (RH1.0)

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmd Rtg	SSD Loc	Notes
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KING KRAKEN-CLASS BATTLESHIP

BBK To be published in a future product.

KRAKEN-CLASS DREADNOUGHT, VARIANTS, AND SHIP+CAPSULE COMBINATIONS

DN-S	45	14	60	-	1.50	2	2	-	38	-300	9	14	7	K3/45	D1,SL,⊙
DN-O	45	14	120	5-6	1.50	2	2	D	37	65	9	29	8	K2/21	D1
BB	60	24	242	4-6	2.00	3	2	D	90	160	12	39	10	K2/22	D1
BBB	65	22	⊕	4-6	2.00	3+3	2	D	91	180	12	38	10	K4/30	V,P,D1
BBS	65	22	⊕	4-6	2.00	3+3	2	D	92	181	12	38	10	K4/31	V,P,D1
BBV	65	22	⊕	4-6	2.00	3+6	2	D	93	175	12	38	10	K4/32	V,D1

CLAW-CLASS HEAVY CRUISER, VARIANTS, AND SHIP+CAPSULE COMBINATIONS

CA-S	34	8	45	-	1.00	1	3	-	2	-300	7	8	6	K3/46	SL,⊙
CA-O	34	8	90	5-6	1.00	1	3	D	6	65	7	17	7	K1/21	
CA-X	36	12	135	5-6	1.00	2	3	D	211	181	8	19	8	K4/9	X,D1
BC	52	16	183	5-6	1.00	1	3	D	51	171	9	21	10	K2/29	D1
CA	40	10	136	5-6	1.00	1	3	D	53	120	8	18	8	K1/35	
CC	42	12	152	5-6	1.00	1	3	D	52	140	8	19	9	K1/34	
CD	39	12	160	5-6	1.00	1	3	D	55	144	8	20	9	K1/36	
ComCA	48	36	174	5-6	1.00	1	3	D	59	147	8	17	8	K3/31	T
CRH	40	10	140/130	5-6	1.00	1	3	D	150	140	8	17	8	K3/35	
CT	38	10	125	5-6	1.00	1	3	D	58	140	8	17	8	K3/?	TG
CTA	39	12	135	5-6	1.00	1	3	D	57	148	8	17	8	K2/31	TG
CTP	40	12	140	5-6	1.00	1	3	D	56	150	8	18	8	K3/29	TG
CV	43	10	162	5-6	1.00	1+2	3	D	54	173	9	19	9	K2/30	V
DN	49	18	212	5-6	1.50	2	2	D	50	160	10	27	10	K1/33	D1
DNB	54	16	⊕	5-6	1.50	2+3	2	D	151	180	10	26	10	K4/17	V,P,D1
DNV	54	16	⊕	5-6	1.50	2+6	2	D	153	175	10	26	10	K4/36	V,D1
SCA	40	10	162/142	5-6	1.00	1	3	D	155	155	8	18	8	K4/19	◆
SCS	54	16	⊕	5-6	1.50	2+3	2	D	152	181	10	26	10	K4/35	V,P,D1
SPYA	42	14	200/180	5-6	1.00	1	3	D	154	163	8	21	8	K4/21	◆
BCX	60	26	275	5-6	1.00	2	3	D	221	184	9	23	10	K4/41	X,D1
CCX	48	20	230	5-6	1.00	2	3	D	220	181	9	22	10	K3/IFC	X,D1

MANDIBLE-CLASS LIGHT CRUISER, VARIANTS, AND SHIP+CAPSULE COMBINATIONS

CL-S	30	6	35	-	0.67	1	3	-	3	-300	6	7	5	K3/47	SL,⊙
CL-O	30	6	70	5-6	0.67	1	3	C	7	65	6	13	6	K1/22	
CL-X	34	10	105	5-6	0.67	2	3	D	212	182	7	15	7	K4/10	X,D1
BCL	38	12	163	3-6	0.67	1	3	D	61	171	8	17	8	K1/37	ML,D1
CCL	38	10	132	5-6	0.67	1	3	D	62	140	7	15	8	K1/38	
CDL	35	8	140	5-6	0.67	1	3	D	65	144	7	16	8	K2/35	
ComCL	44	36	154	5-6	0.67	1	3	D	69	147	8	13	8	K3/32	T
CRH-M	36	8	120/110	5-6	0.67	1	3	D	160	140	7	14	7	K3/36	
CT-M	34	8	105	5-6	0.67	1	3	D	68	140	7	13	7	K1/39	TG
CTA-M	35	10	115	5-6	0.67	1	3	D	67	148	7	13	7	K2/36	TG
CTPL	38	10	120	5-6	0.67	1	3	D	66	150	7	15	7	K3/30	TG
CVM	39	8	142	5-6	0.67	1+2	3	D	64	173	8	16	8	K2/34	V
DNBL	50	14	⊕	3-6	1.33	2+3	2	D	161	180	9	22	9	K4/27	V,P,D1
DNL	45	16	192	3-6	1.33	2	2	D	60	160	9	23	9	K2/32	ML,D1
DNVL	50	14	⊕	3-6	1.33	2+6	2	D	163	175	9	22	9	K4/29	V,D1
NCA	36	8	116	5-6	0.67	1	3	D	63	120	7	15	7	K2/33	
SCM	36	8	142/122	5-6	0.67	1	3	D	165	155	7	15	7	K4/20	
SCSL	50	14	⊕	3-6	1.33	2+3	2	D	162	181	9	22	9	K4/28	V,P,D1
SPYL	38	12	180/160	5-6	0.67	1	3	D	164	163	7	17	7	K4/22	◆
BCLX	58	24	245	5-6	0.67	2	3	D	223	182	8	19	9	K4/43	X,D1
CCLX	46	18	200	5-6	0.67	2	3	D	222	184	7	18	9	K4/42	X,D1

PINCER-CLASS DESTROYER, VARIANTS, AND SHIP+CAPSULE COMBINATIONS

DD-S	20	6	27	-	0.33	1	4	-	4	-300	5	5	4	K3/48	SL,⊙
DD-O	20	6	55	6	0.33	1	4	C	8	65	5	8	5	K1/23	
DD-X	26	7	83	6	0.33	2	4	C	213	183	6	10	6	K4/11	X,D1
CL	26	10	114	6	0.50	1	4	C	71	120	5	12	5	K1/41	
CM	29	12	135	6	0.67	1	3	C	70	157	6	13	6	K1/40	
CRL	26	8	100/90	6	0.33	1	4	C	170	140	5	9	5	K3/37	

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmd Rtg	SSD Loc	Notes
CTL	24	8	84	6	0.50	1	4	C	76	140	5	9	5	K1/43	TG
CVE	24	8	112/85	6	0.33	1+1	4	C	174	173	5	9	5	K4/33	E,V
CVL-P	26	8	100	6	0.33	1+1	4	C	172	173	5	11	5	K2/40	V
DDA	26	8	92	6	0.33	1	4	C	73	120	5	9	5	K2/37	
DSMA	26	8	90	6	0.33	1	4	C	205	120	5	9	5	K4/15	
FFB	24	8	81	6	0.33	1	4	C	75	120	4	9	4	K2/39	
GSC	26	10	130/120	6	0.50	1	4	C	72	151	5	12	5	K1/42	◆
HS	26	8	105	6	0.33	1	4	C	173	145	5	9	5	K3/41	
MSH	24	8	102	6	0.50	1	4	C	171	140	5	9	5	K3/39	MS
SC	26	8	115/105	6	0.33	1	4	C	74	140	5	9	5	K2/38	◆
TT	36	24	117	6	0.33	1	4	C	77	140	5	9	5	K3/33	T
CLX	36	12	175	6	0.50	2	4	C	224	183	6	14	6	K3/6	X,D1
SCX	36	12	195/135	6	0.50	2	4	C	226	183	6	12	6	K4/13	◆,X,D1

CLIPPER-CLASS FRIGATE, VARIANTS, AND SHIP+CAPSULE COMBINATIONS

FF-S	16	4	15	-	0.33	1	4	-	5	-300	3	4	2	K3/IBC	SL,⊙
FF-O	16	4	30	6	0.33	1	4	B	9	65	3	6	3	K1/24	N
FF-X	20	5	45	6	0.33	2	4	C	214	184	4	8	4	K4/12	X,D1
CM-C	25	10	110	3-6	0.50	1	4	C	80	157	5	11	5	K2/44	ML
CRL-C	22	6	75/65	6	0.33	1	4	C	180	140	4	7	4	K3/38	N
CTL-C	20	6	59	6	0.33	1	4	C	86	140	4	7	4	K2/43	TG,N
CVE-L	20	6	87/60	6	0.33	1+1	4	C	184	173	4	7	4	K4/34	E,V,N
CVL-C	22	6	75	6	0.33	1+1	4	C	182	173	4	9	4	K3/44	V,N
DDL	22	6	67	6	0.33	1	4	C	83	120	4	8	4	K1/44	N
DSML	22	6	65	6	0.33	1	4	C	205	120	4	7	4	K4/16	N
FFN	20	6	56	6	0.33	1	4	C	85	120	3	7	3	K1/46	N
GSC-L	22	8	105/95	3-6	0.33	1	4	C	82	151	4	10	4	K2/42	◆,ML
HSL	22	6	65	6	0.33	1	4	C	183	145	4	7	4	K3/42	N
MSL	20	6	77	6	0.33	1	4	C	181	140	4	7	4	K3/40	MS,N
NCL	22	8	89	3-6	0.33	1	4	C	81	120	4	10	4	K2/41	ML
SCF	22	6	90/80	6	0.33	1	4	C	84	140	4	7	4	K1/45	◆,N
TTL	32	22	92	6	0.33	1	4	C	87	140	4	7	4	K3/34	T,N
DDX	30	10	137	6	0.33	2	4	C	225	184	5	12	5	K4/44	X,D1
SCLX	30	10	157/97	6	0.33	2	4	C	227	184	5	10	5	K4/14	◆,X,D1

DREADNOUGHT CAPSULES

C-B	20	8	145/73	6	0.50	1+3	4	D	34	181	3	9	3	K2/42	V,P
C-CVA	20	8	164/82	6	0.50	1+6	4	D	36	175	3	9	3	K3/27	V
C-DN	15	10	122/61	6	0.50	1	4	D	10	160	3	9	3	K1/25	
C-SCS	20	8	152/76	6	0.50	1+2	4	D	35	181	3	9	3	K3/25	V,P

HEAVY CAPSULES

C-BC	18	8	93/47	6	0.20	0	5	D	11	171	2	3	2	K1/26	
C-CA	6	2	46/23	6	0.20	0	5	D	13	120	1	1	1	K1/27	
C-CC	8	4	62/31	6	0.20	0	5	D	12	140	1	2	2	K1/26	
C-CD	5	4	70/35	6	0.20	0	5	D	15	144	1	3	2	K1/27	
C-Com	16	24	84/42	-	0.20	0	5	-	27	147	2	3	2	K2/26	T,SL
C-CT	4	2	35/18	-	0.20	0	5	-	24	140	1	1	1	K1/31	TG,SL
C-CTA	5	4	45/23	-	0.20	0	5	-	23	148	1	1	1	K1/31	TG,SL
C-CTP	4	2	50/25	-	0.20	0	5	-	22	150	1	2	1	K2/25	TG,SL
C-CV	9	2	72/36	6	0.20	0+2	5	D	14	173	2	3	2	K2/25	V
C-RH	6	2	50/40	-	0.20	0	5	-	28	140	1	1	1	K2/26	SL
C-SCA	6	2	60/40	6	0.20	0	5	D	⊙	155	1	2	1	K4/18	◆
C-SPY	8	6	110/90	6	0.20	0	5	D	⊙	163	1	4	1	K4/18	◆
C-BX	24	14	140/94	6	0.20	0	5	D	216	184	2	4	2	K4/IFC	X,D1
C-CX	12	8	95/64	6	0.20	0	5	D	217	181	1	3	2	K4/IFC	X,D1

LIGHT CAPSULES

C-CL	6	4	59/30	6	0.20	0	5	C	17	120	1	4	1	K1/28	
C-CM	9	6	80/40	6	0.20	0	5	C	16	157	2	5	2	K1/28	
C-CTL	4	2	29/15	-	0.20	0	5	-	25	140	1	1	1	K1/32	TG,SL
C-CVL	6	2	45/23	-	0.20	0+1	5	-	31	173	1	3	1	K2/28	V,SL
C-DD	6	2	37/20	6	0.20	0	5	C	19	120	1	2	1	K1/29	
C-DSM	6	2	50/25	-	0.20	0	5	-	205	120	1	1	1	K2/48	SL
C-E	4	2	57/30	-	0.20	0+1	5	-	33	173	1	2	1	K3/20	E,V,SL
C-FF	4	2	26/13	-	0.20	0	5	-	21	120	0	1	0	K1/30	SL
C-GS	6	4	75/65	6	0.20	0	5	C	18	151	1	4	1	K1/29	◆

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmd Rtg	SSD Loc	Notes
C-H	6	2	35/18	-	0.20	0	5	C	32	145	1	1	1	K3/20	
C-MS	4	2	47/24	-	0.20	0	5	-	30	140	1	4	1	K2/27	MS,SL
C-RL	6	2	45/35	-	0.20	0	5	-	29	140	1	1	1	K2/27	SL
C-SC	6	2	60/50	6	0.20	0	5	C	20	140	1	1	1	K1/30	◆
C-TT	15	14	62/31	-	0.20	0	5	-	26	140	1	1	1	K1/32	T,SL
C-LX	10	5	92/68	6	0.20	0	5	C	218	183	1	4	1	K4/IBC	X,D1
C-SX	10	5	112/52	6	0.20	0	5	C	219	183	1	2	1	K4/IBC	X,D1,◆

CRAB-CLASS FAST PATROL SHIP AND VARIANTS

PF	3	1	20/40	6	0.20	0	5	AA	PF1	180	1	8	3	K4/37	N
PFB	3	1	20/40	6	0.20	0	5	AA	PF2	180	1	8	3	K4/37	N
PFC	3	1	20	6	0.20	0	5	AA	R1.PF1	180	1	8	3	K4/37	N
PFE	3	1	20/40	6	0.20	0	5	AA	PF3	180	1	8	3	K4/37	N
PFF	3	1	30	6	0.20	0	5	AA	R1.PF5	180	1	8	3	K4/37	N,Fi-Con
PFG	8	11	25	6	0.20	0	5	AA	R1.PF3	180	1	8	3	K4/37	N
PFL	4	2	40/50	6	0.20	0	5	AA	R1.PF6	180	1	8	3	K4/37	N
PFM	3	1	25	6	0.20	0	5	AA	R1.PF4	180	1	8	3	K4/37	N,MS
PFP	3	1	20/40	6	0.20	0	5	AA	PF4	180	1	8	3	K4/37	N
PFS	3	1	100/50	6	0.20	0	5	AA	R1.PF2	180	1	8	3	K4/37	N,◆

CRAYFISH-CLASS INTERCEPTOR

INT	2	1	15/22	6	0.17	0	5	AA	PF0	179	1	5	3	⊕	N
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KREBIZ BASES AND FLEET REPAIR DOCKS

SB	280	50	600	-	■	6	1	-	209	140	R1.1	60	10	K4/24	A,AA,◆
SBX	310	50	1000	-	■	6	1	-	209	182	R1.201	60	11	K4/24	AA,X,D1,◆
BATS	130	24	220	-	■	4	2	-	201	130	R1.2	20	9	K2/20	A,AA,◆
BTX	140	24	330	-	■	4	2	-	208	182	R1.202	20	9	K4/40	AA,X,D1,◆
BS	90	12	120	-	■	2	3	-	202	120	R1.3	16	8	K2/19	◆
DefSat-AA	-	-	20	-	■	-	7	-	205	120	-	0	0	K2/48	Low Orbit
DefSat-B	-	-	22	-	■	-	7	-	205	120	-	0	0	K2/48	Med. Orbit
DefSat-C	-	-	44	-	■	-	7	-	205	120	-	0	0	K2/48	High Orbit
GBCF	5	2	13	-	■	0	5	-	207	120	4	3	0	K2/46	
GBS	5	2	18	-	■	0	5	-	206	120	4	4	0	K2/47	
FRD	90	12	150/45	-	2.00	0	5	-	204	140	36	16	0	K2/45	SL
FRDX	100	12	225/67	-	2.00	0	5	-	210	182	36	16	0	K4/39	X,D1,SL
SAMS	25	10	38	-	■	1	4	-	203	120	3	4+	0	K4/23	◆

KREBIZ UNITS OPERATED BY OTHER RACES

DD-P	24	10	105/97	6	0.33	1	4	C	78	165	5	10	5	K4/47	CP
DD-W	26	10	⊕	6	0.33	1	4	C	79	186	5	10	5	K4/45	CP
FF-P	20	8	80/72	6	0.33	1	4	C	88	165	4	9	4	K4/48	CP
FF-W	22	8	⊕	6	0.33	1	4	C	89	186	4	9	4	K4/46	CP
C-PRT	4	4	50/25	-	0.20	0	5	-	40	165	1	3	1	K3/43	CP,SL
C-WYN	6	4	51/25	-	0.20	0	5	-	41	186	1	3	1	K3/43	CP,SL

NOTES:

⊕: Historically, all of the sublight cruisers had been converted to warp power by Y75; they never carried capsules.

FIGHTERS AND SHUTTLES

Type	Speed	Phaser	Drones	Damage	Special	BPV	Year	DFR	Chaff	Reference
Admin	6	1xP3-360	-	6	J2.1	1/2	70	0	0	R1.F1
MSS	6	1xP3-360	-	6	M8.3	2/3	150	0	0	R1.F2
MRS	8	1xP3-360	1xADD-6	10	1xFtr-SABOT-FA	5/10	150	0	1	R1.F3
GAS	6	1xP3-360	-	8	Ground Attack	2/4	70	0	0	R1.F4
GBS	6	1xP3-360	-	8	Ground Attack	2/4	100	0	0	R1.F10
HTS *	6	none	-	12	Troop Transport	3/6	90	0	0	R1.F5
HAS *	6	none	-	14	Ground Attack, Troops	5/9	120	0	0	R1.F11
MLS	6	1xP3-360	-	6	M9.18	2/3	150	0	0	R1.F6
Krill-S	12	1xP3-FA	2xRALAD	9	2xFtr-SABOT-FA	4/8	170	3	1	F6
Krill-F	15	2xP3-FA	2xRALAD	10	2xFtr-SABOT-FA	5/10	173	4	2	F7
Krill-E	15	1xP3-FA	2xRALAD	10	1xEW-pod, SABOT-targeting (JC1.6)	6/12	173	3	2	F8
Krill-H *	12	2xP3-FA	2xRALAD 1xADD-6	15	4xFtr-SABOT-FA, 1xEW-pod	8/16	179	0	2	F9

* Heavy (2-space) shuttle or fighter; see (J10.0).

THE ARGONIAN REPUBLICAN STARFLEET (RH2.0)

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmd Rtg	SSD Loc	Notes
STAR CLUSTER-CLASS BATTLESHIP AND VARIANT															
BB	80	30	330	4-6	2.00	1+1+1+1	2	E	77	180	36	40	10	A3/27	V,L,D3,⊙
BBH	80	30	380	4-6	2.00	1+2	2	E	85	185	38	42	10	A3/28	R,V,L,D3
NOVA-CLASS DREADNOUGHT AND VARIANTS															
DN	55	18	204	4-6	1.50	2	2	D	3	159	10	30	10	A2/FC	D1,⊙
DN+	58	20	238	4-6	1.50	2	2	D	2	167	11	30	10	A2/BC	R,D1
CVA-D	60	16	210/190	4-6	1.50	2+2+2+1	2	D	80	175	12	30	10	A3/32	V,D1,⊙
SCS-D	60	16	215/195	4-6	1.50	2+2+2	2	D	79	180	12	30	10	A3/31	P,V,D1,⊙
IONBURST-CLASS HEAVY CARRIER AND VARIANT (Conjectural Units)															
CVA	61	36	162/152	4-6	1.00	2+2+2+1	2	D	5	175	10	30	10	A1/26	V,CJ,⊙
SCS	55	24	167/156	4-6	1.00	2+2+2	2	D	4	180	10	26	10	A1/25	P,V,CJ,⊙
HURRICANE-CLASS BATTLECRUISER AND VARIANTS															
BC	54	16	166	5-6	1.00	2	3	D	6	169	9	19	10	A1/27	D1
BC-F	54	16	185	5-6	1.00	1+1	3	D	54	175	9	19	10	A2/40	D2
BC-G	54	16	175	5-6	1.00	2	3	D	60	175	9	19	10	A2/46	UNV
BC-P	52	12	205	5-6	1.00	2	3	D	88	180	9	20	10	⊕	P,D1
BC-S	52	12	205	5-6	1.00	1+2	3	D	87	180	9	20	10	A3/30	P,V,D1
BC-V	52	12	200	5-6	1.00	1+2	3	D	86	175	9	20	10	A3/29	V,D1
BCX	56	20	268	5-6	1.00	2	3	D	18	185	10	25	10	A3/40	X,D1
STRONG BREEZE-CLASS WAR CRUISER (NEW BATTLECRUISER)															
CW	47	10	155	5-6	1.00	2	3	D	55	175	9	19	9	A2/41	
TYPHOON-CLASS HEAVY CRUISER AND VARIANTS															
CA	45	10	137	5-6	1.00	2	3	D	8	115	8	17	8	A1/30	⊙
CA-S	45	10	200/170	5-6	1.00	2	3	D	65	152	8	17	8	A2/47	⊙
CB	47	10	168	5-6	1.00	2	3	D	59	168	8	19	9	A2/45	
CC	47	10	145	5-6	1.00	2	3	D	7	127	8	17	9	A1/28	⊙
CC-M	49	14	161	5-6	1.00	2	3	D	7a	171	8	17	9	A1/29	Unique
ComCA	48	42	150	5-6	1.00	2	3	D	30	137	8	20	8	A2/26	T,⊙
CVS	50	12	149	5-6	1.00	1+2	3	D	19	175	9	22	9	A1/41	V
GSC	57	16	190/170	5-6	1.00	2	3	D	8	142	9	17	9	A1/40	◆,⊙
MA	40	10	130	5-6	1.00	0	3	D	28	172	8	20	8	A2/24	✱,S(21),CJ
TCA	-	12	-	5-6	1.00	-	3	D	8a	-	-	17	-	A1/48	Tournament ship
CAX	45	10	199	5-6	1.00	2	3	B	64	183	9	22	10	A3/42	X,D1
CCX	47	14	233	5-6	1.00	2	3	B	63	184	9	22	9	A3/41	X,D1
STARSTORM-CLASS NEW HEAVY CRUISER															
NCA	36	10	148	6	1.00	1	3	C	81	165	8	19	8	A3/34	
SEASTORM-CLASS LIGHT BATTLECRUISER															
BCL	36	10	136	6	0.67	1	3	C	43	171	8	17	8	A2/32	
BREEZE-CLASS LIGHT WAR CRUISER (WAR CRUISER)															
CWL	33	8	117	6	0.67	0	3	C	52	173	7	16	7	A2/42	
MONSOON-CLASS LIGHT CRUISER															
CL-M	36	8	100	5-6	0.67	1	3	D	10	149	8	15	8	A1/32	L,⊙
WHIRLWIND-CLASS LIGHT CRUISER AND VARIANTS															
CL-W	32	8	96	6	0.67	0	3	C	11	115	7	15	7	A1/33	⊙
CL-S	32	8	150/130	6	0.67	1	3	C	57	155	7	15	7	A2/43	⊙
CCL	35	8	107	6	0.67	1	3	C	27	141	8	15	8	A2/33	⊙
ComCL	36	30	104	6	0.67	1	3	C	29	132	7	15	7	A2/25	T,⊙
CVL	32	8	111	6	0.67	0+1	3	C	9	175	8	16	8	A1/31	V
CVSL	32	12	115	6	0.67	0+1	3	C	44	176	8	16	8	A2/33	V
ECL	32	8	109	6	0.67	0	3	C	21	181	7	14	7	A2/17	E,AA
MS	32	8	97	6	0.67	1+1	3	C	67	149	6	15	6	A2/48	MS,⊙

Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmdm Rtg	SSD Loc	Notes
PFT	35	8	104	6	0.67	0	3	C	31	180	7	15	7	A2/27	P,♦
SCL	35	8	130/110	6	0.67	1	3	C	33	132	7	14	7	A2/29	♦,⊙
CLX	33	10	180	6	0.67	2	3	A	74	182	8	20	8	A3/44	X,D1

BLIZZARD-CLASS DESTROYER AND VARIANTS

DD	36	12	106	6	0.50	1	4	C	12	115	6	12	6	A1/34	⊙
CVE	38	12	112	6	0.50	1	4	C	75	175	6	12	6	A3/47	E,AA
CVG	32	8	125	6	0.50	1+2	4	C	83	175	7	15	7	A2/16	V
DDE	36	12	104	6	0.50	1	4	C	20	170	6	12	6	A1/42	
DDL	36	12	119	6	0.50	1	4	C	23	144	6	12	6	A2/19	⊙
HS	36	12	100/70	6	0.50	1	4	C	84	148	6	8	6	A3/38	⊙
MSL	36	12	110	6	0.50	1	4	C	89	145	6	12	6	A3/39	MS,⊙
Pol	36	12	86	6	0.50	1	4	C	25	120	6	8	6	A2/21	⊙
SC	34	12	125/105	6	0.50	0	4	C	32	130	6	12	6	A2/28	♦,⊙
SV	36	12	105	6	0.50	1	4	C	24	137	6	12	6	A2/20	♦,⊙
DDX	36	12	165	6	0.50	1	4	A	66	181	7	17	7	A3/45	X,D1
SCX	35	10	185/125	6	0.50	1	4	A	76	183	7	17	7	A3/43	X,♦,D1

SUNSPOT-CLASS FRIGATE AND VARIANTS

FF	28	6	52	6	0.33	0	4	C	13	115	4	9	4	A1/35	⊙
FFB	28	6	72	6	0.33	0	4	C	15	147	4	9	4	A1/37	R,⊙
FFL	28	6	78	6	0.33	0	4	C	22	135	4	9	4	A2/18	⊙
FFW	30	8	90	6	0.33	1	4	C	14	150	5	11	5	A1/36	R,⊙
PolCL	20	5	47	6	0.33	0	4	C	26	120	4	6	4	A2/22	⊙
FFX	30	10	139	6	0.33	1	4	A	61	180	5	12	5	A3/46	X,D1

WARM FRONT-CLASS ESCORT AND VARIANTS

EE	26	6	52	6	0.33	0	4	C	35	115	4	6	4	A2/31	⊙
EEA	26	6	57	6	0.33	0	4	C	35	175	4	6	4	A2/31	R,AA
EEB	28	6	60	6	0.33	0	4	C	34	152	4	8	4	A2/30	⊙
EEBA	28	6	64	6	0.33	0	4	C	34	175	4	8	4	A2/30	R,AA

TWISTER-CLASS TUG, TUG+POD COMBINATIONS AND PODS

TT	34	6	110	4-6	♦	0	3	♦	16	135	8	17	8	A1/38	TG,⊙
BCT	56	24	205/190	4-6	1.50	2+2+2	2	E	82	180	11	24	10	A3/36	P,V
BT	56	12	215	4-6	1.50	1	2	E	17	144	11	24	10	A1/39	⊙
BTL	50	10	168	4-6	1.00	1	3	D	47	163	8	19	8	A2/35	
CVT	56	10	140	4-6	1.00	0+2	3	D	45	175	9	22	9	A2/34	V
PFTT	46	10	160/140	4-6	1.00	0	3	D	58	179	8	19	8	A2/44	P,♦,⊙
TTT	46	36	140/130	4-6	1.00	2	3	D	38	150	8	20	8	A3/35	T,⊙
P-B	22	6	105	-	■	1	4	-	36	144	4	+7	+2	A1/45	⊙
P-BC	22	6	95/70	-	■	2+2+2	4	-	82	180	4	+7	+2	A1/45	P,V
P-BL	16	4	58	-	■	1	4	-	48	163	4	+2	-	A1/45	⊙
P-C	-	-	12	-	■	-	4	-	37	135	4	+0	-	A1/45	⊙
P-CV	22	4	30	-	■	0+2	4	-	46	175	4	+5	+1	A1/45	V
P-PB	12	2	42/36	-	■	0	4	-	42	142	4	+2	-	A1/45	⊙
P-PFT	12	4	50/30	-	■	0	4	-	39	179	4	+2	-	A1/45	P,♦,⊙
P-R	12	4	40/25	-	■	0	4	-	40	140	4	+2	-	A1/45	⊙
P-S	12	2	30/16	-	■	0	4	-	41	140	4	+1	-	A1/45	⊙
P-T	12	30	30/20	-	■	2	4	-	38	150	4	+3	-	A1/45	T,⊙

THUNDERCLAP-CLASS FAST PATROL SHIP AND VARIANTS

PF	3	1	20/40	6	0.20	0	5	AA	PF1	180	1	8	3	A1/43	N
PFC	3	1	20	6	0.20	0	5	AA	R1.PF1	180	1	8	3	A2/12	N
PFE	3	1	22/42	6	0.20	0	5	AA	PF4	180	1	8	3	A2/12	N
PFF	3	1	30	6	0.20	0	5	AA	R1.PF5	180	1	8	3	A2/12	N,Fi-con
PFG	8	11	25	6	0.20	0	5	AA	R1.PF3	180	1	8	3	A2/12	N
PFL	4	2	40/45	6	0.20	0	5	AA	PF2	180	1	8	3	A2/12	N
PFM	3	1	25	6	0.20	0	5	AA	R1.PF4	180	1	8	3	A2/12	N,MS
PFP	3	1	22/42	6	0.20	0	5	AA	PF5	180	1	8	3	A2/12	N
PFS	3	1	70/50	6	0.20	0	5	AA	PF3	180	1	8	3	A2/12	N,♦

THUNDERDRUM-CLASS INTERCEPTOR

INT	2	1	15/22	6	0.17	0	5	AA	PF0	179	1	5	3	A3/20	N
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Ship Type	Crew Units	Brdg Parties	BPV	Break Down	Move Cost	Spare Shttl	Size Class	Turn Mode	Rule Nbr	Y in Svc	Dock Pts	Explo Str	Cmdn Rtg	SSD Loc	Notes
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ARCH AURORA-CLASS LARGE FREIGHTER AND VARIANTS

FLEF	12	6	75	1-6	0.50	0	4	B	51	125	6	8	6	A2/37	ML,Ⓞ
F-LSE	12	6	72	1-6	0.50	0	4	B	78	145	6	8	6	A3/37	ML,Ⓞ
L-Q	12	8	83	2-6	0.50	1	4	B	53	134	6	11	6	A2/39	ML,Ⓞ

AURORA-CLASS SMALL FREIGHTER AND VARIANT

F-AS	6	4	36	1-6	0.33	0	4	B	52	125	3	3	3	A2/38	ML,Ⓞ
S-Q	6	6	43	2-6	0.33	1	4	B	50	134	3	5	3	A2/36	ML,Ⓞ

ARGONIAN BASES

SB	250	50	600	-	■	6	1	-	73	140	R1.1	54+	10	A3/24	A,AA,◆,Ⓞ
BATS	100	24	200	-	■	4	2	-	72	130	R1.2	18+	9	A3/23	A,AA,◆,Ⓞ
BS	60	12	120	-	■	2	3	-	72	120	R1.3	11+	8	A3/23	◆,Ⓞ
CPL	20	8	50/36	-	■	1	4	-	69	120	3	9+	0	Ⓞ	Ⓞ
DefSat(P2&P3)	-	-	20	-	■	-	7	-	70	120	-	0	-	A3/22	Ⓞ
SAMS	25	10	38	-	■	1	4	-	68	120	3	4+	0	A3/26	◆,Ⓞ
GBEF	5	2	14	-	■	0	5	-	71	120	4	0	0	A3/21	Ⓞ

ARGONIAN MONITOR, MONITOR+PALLET COMBINATION AND PALLETS

Mon	30	15	85/145	2-6	0.50	2	3	D	49	140	6	18	6	A3/48	ML,Ⓞ
Mon+Pal	36	15	varies	2-6	0.50	2+pal	3	D	49	140	6	18	6	A3/48	ML,Ⓞ
M-FighterP	7	-	10	-	■	0+2	4*	-	49	175	2	0	+0	A3/48	V
M-PowerP	10	-	18	-	■	0	4*	-	49	140	2	0	+0	A3/48	Ⓞ
M-PFP	8	-	12	-	■	0	4*	-	49	180	2	0	+0	A3/48	P
M-RepairP	10	-	12	-	■	0	4*	-	49	140	2	0	+0	A3/48	Ⓞ

NOTES:

Ⓞ: Spare shuttle column is read as: admin shuttles + Gusts + Winds + Gales.

Ⓞ: Spare shuttle column is read as: admin shuttles + Gusts + Winds.

Ⓞ: This ship was in service prior to certain modifications in Y165. Prior to that date, one box of each warp engine is considered to be impulse and all phaser-Ps are considered to be their standard equivalents.

Ⓞ: Spare shuttle column is read as: admin shuttles + MRS + Winds + Gales.

Ⓞ: This unit was initially produced in Y179 as an "interceptor-tender" for the *Thunderdrum*-class interceptor. One may have been produced as early as Y178 for support of *Gale*-class heavy fighters.

FIGHTERS AND SHUTTLES

Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Chaff	Ref
Admin	6	1xPP3-360	-	6	J2.1	1/2	70	0	0	R1.F1
MSS	6	1xPP3-360	-	6	M8.3	2/3	150	0	0	R1.F2
MRS	8	1xPP2-360	-	10	-	5/10	150	0	1	R1.F3
		2xPP3-360								
GAS	6	1xPP3-360	-	8	Ground Attack	2/4	70	0	0	R1.F4
GBS	6	1xPP3-360	-	8	Ground Attack	2/4	100	0	0	R1.F10
HTS*	6	none	-	12	Troop Transport	3/6	90	0	0	R1.F5
HAS*	6	none	-	14	Ground Attack, Troops	5/9	120	0	0	R1.F11
MLS	6	1xPP3-360	-	6	M9.18	2/3	150	0	0	R1.F6
Gust	12	1xPP2-FX	-	9	-	4/7	175	3	2	F1
		1xPP3-360								
Wind	15	2xPP3-360	-	12	1xFtr Energy Flux-FA	5/10	177	4	2	F2
Gale*	10	2xPP3-360	-	16	2xFtr Energy Flux-FA, 1xEW-pod	8/16	178	1	2	F3

* Heavy (2-space) shuttle or fighter; see (J10.0).

EXPLANATION OF TERMS

SYMBOLS used at various places in these tables:

- Does not move under own power.
- ♦ See tug chart, Annex #3A.
- * When detached.
- ◆ Scout
- ✱ Mauler
- ⊙ To be published in a future product.

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

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

MOVEMENT COST: This is expressed in decimals.

The movement cost designation of 0.17 is considered to be 1/6.

The movement cost designation of 0.33 is considered to be 1/3.

The movement cost designation of 0.67 is considered to be 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters (except where otherwise noted).

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

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1-2 years previously. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors. See also D1, D2 and D3.

SSD LOCATION: The SSD Loc column is read as: product/page (e.g. K1/21 = Krezib 1, page 21). FC and BC are read as Inside Front Cover and Inside Back Cover, respectively. K# = Krezib-#, A# = Argonians-#, I# = Indirigans-#, FS# = Far Side-#.

NOTES:

A = Limited ("2-shot") Aegis fire control.

AA = Full ("4-shot") Aegis fire control.

CJ = Conjectural ship, never built, possibly even never intended for production. Service date is earliest possible construction date (no earlier prototypes).

CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had hull been provided earlier. All are unique ships.

D1 = Date that the earliest unit of this type entered service (no earlier prototypes were produced).

D2 = Delayed entry into service (due to production delays, low priority, etc). Prototypes may be available several years early; consult ship description.

D3 = Delayed entry into service (due to production delays, low priority, etc). No earlier prototypes produced (as D1).

E = Carrier escort. Never appears except as part of a carrier group.

L = Ship was designed as a standard class but produced only in limited numbers.

ML = Manuever limitations on acceleration and/or disengagement. See ship description.

MS = Minesweeper/minelayer.

N = Nimble ship.

P = True PF Tender.

R = This ship is a refit of another class listed on the chart, not a new ship type.

S(#) = Subject to shock, with the shock rating in parenthesis.

SL = This is a sub-light ship (max speed of 1 in SFB).

T = Designated troopship able to have extra commandoes and heavy weapon squads.

TG = Tug or LTT (or likewise capable of carrying a standard pod or pallet).

UNV = Unbuilt Variant. Ships existed to convert but no conversions were actually performed.

V = True Carrier able to lend EW to fighters and with the supplies listed in (J4.7).

X = Improved Technology Ship (First Generation X-Ship).

⊙, ⊙, etc = Note applicable only to that race. See note at end of race section.

FIGHTERS AND SHUTTLES:

Spd: Maximum speed of the fighter (without booster packs).

Phaser: The number, type and firing arc of the fighter's phasers.

Drones: The number and type of drones carried by the fighter. See C-refits in (R1.F8).

Damage: The number of damage points to destroy the fighter. Two-thirds of this number is the required damage to cripple the fighter (J1.33).

Special: Any unusual characteristic of the unit (heavy weapons, EW-pods, etc).

BPV: Split BPVs are read economic/combat ratings.

Year: The year when the fighter was first available in squadron service. Prototypes may have been in service up to 3 years earlier; limited numbers up to 2 years earlier.

DFR: The dogfighting rating.

Chaff: Number of chaff packs carried by the fighter.

FAR SIDE-1

INCLUDES - THE FOLLOWING RULES:

FAR SIDE OPTION MOUNTS: Complete rules are presented for filling Far Side option mounts with either near or Far Side technology. Additionally, percentages are given for use of Far Side technology in near side mounts.

VARIABLE LEVEL PLASMA: Variable Level Plasma is used by the Corporation on their fleet ships. These plasmas can be launched at one of eight different strength levels. The strength level is determined by drawing a number of charges from the charge bank equal to the strength level desired.

WARP FIELD DESTABILIZATION GUN: This device is used primarily by the Corporation. If it hits, the target's speed is halved from eight to twelve impulses. Warp Field Destabilization Guns are used to slow an opponent down, allowing the Variable Level Plasma to impact.

WARP FUNNELS: Warp Funnel are a new type of terrain feature. Warp funnels accelerate warp operational units to excessive speeds where they are ripped apart and destroyed. Most warp funnels appear sporadically, the only known permanent one is the Tuforeous Dead Zone on the Far Side of the galaxy.

DEFLECTION/TRANSFER DEVICE: The Bolaar Pirates stole this defensive system from the Clydon Empire. It allows a ship to transfer some incoming damage from the facing shield to the other five non-facing shields. This allows a ship to take a significantly larger volley of damage before taking internals.

THE BOLAAR PIRATES: The first of two new races presented in this book, the Bolaar are a race which turned to piracy to survive. After the Indirigans abandoned their world the Bolaar had just 12 dilapidated ships with which to defend themselves from 4 major powers vying for their planetary system.

THE CORPORATION: The Corporation was a mega-corporation performing many operations for the Indirigans. When the Indirigans departed, the Corporation seized control of several planetary systems within the newly forming Free Trade Zone. It was the first time that a business operated as a galactic government. The Corporation soon saw the need for a less politically bound fleet and formed the Corporate Pirates to fill this slot.

SSDs: 18 Companion SSDs display 19 Bolaar and Corporation Units.

PLAY AIDS: Photocopyable Variable Level Plasma Declaration Cards are presented to improve playability. Additionally, 8 pages of Fleet Data Tables are provided giving ship statistics for most of the Far Side Races.



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