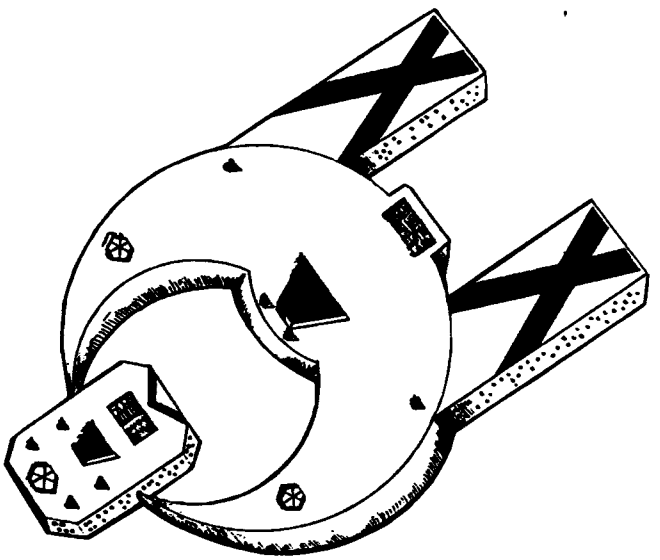
COMPANION GAMES

Presents:

KREBIZ-1



INCLUDES - ALL THE RULES NEEDED FOR PLAY:

THE KREBIZ: A NEW STAR FARING RACE
THE SABOT: A POWERFUL HEAVY WEAPON
CAPSULE SEPARATION: A UNIQUE KREBIZ SHIP OPERATION
DIRECTIONAL ARMOR: A LEFT-OVER FROM CENTURIES OLD SHIPS
CRUISER / CAPSULE COMBINATIONS: MAKES FOR A SMALL, YET VERSATILE FLEET

HISTORICAL BACKGROUND FOR THE KREBIZ:

KREBIZ HISTORY
KREBIZ SHIP NAMES
3 HISTORICAL SCENARIOS

TECHNICAL INFORMATION INCLUDING:

A FLEET DATA TABLE LISTING ALL THE KREBIZ SHIPS
SHIP DESCRIPTIONS FOR 52 KREBIZ UNITS
REFIT RULES FOR KREBIZ CRUISERS
KREBIZ TACTICAL CONCEPTS
ALL NECESSARY ANNEXES
THE KREBIZ TOURNAMENT CRUISER

ALSO INCLUDED: 27 PAGES OF COMPANION SSDS DISPLAYING 34 KREBIZ UNITS

INTRODUCTION

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

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

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

C. Henry Schulte

INTEGRATION

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

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

RULE ABBREVIATIONS

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

KREBIZ-2 & KREBIZ-3

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

All of the ships described in the (RH-1) section of this product do not have SSDs enclosed in this product. There are only enough SSDs to give you a taste of the Krebiz race. All of the 'missing' SSDs are printed in the other Krebiz books. Each ship description tells you where the accompanying SSD is printed. In this manner, those who do not wish to pay for all the extra SSDs do not have to.

USAGE

The race presented in this supplement can be used in a number of ways. It is solely up to the players and GM (if any) how to use this product. Some possibilities are listed here:
HISTORICAL RACE: Use the history presented herein.
SUBSTITUTE RACE: This race could be substituted in an ongoing campaign for one of the existing races.
COMPUTER SIMULATION: This race could be used as a training simulator race by one of the existing races.
RANDOM ENCOUNTER RACE: This race could be used in an ongoing campaign where the GM integrates random encounters.
FAR SIDE RACE: This race could be located on the far side of the galaxy, presumably with other such races.
EXTRA-GALACTIC: This race could be visiting this galaxy from another, or a standard race could visit the galaxy of this race.
SURPRISE ENCOUNTER: Spring it on another player who has never read this book by using the Tactical Intelligence rules (D17). Players should use discretion when doing this.

Obviously the possibilities are endless. Enjoy.

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SSD INFORMATION

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

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

COMPANION GAMES

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

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

Thank you for your interest.

RULES INDEX

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

PHOTOCOPIES

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

OTHER PRODUCTS

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

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

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

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

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

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

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

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

DESIGN CREDITS

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

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

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Claw, Basic History, Sabot prototype: John (Jack) Rigley.

Claw, Mandible, Pincer, Clipper, Assorted Capsules, Extended History, Sabot, Krebiz Special Rules: C. Henry Schulte.

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

C. Henry Schulte

(DW-1.0) SHIELD ATTENUATED BORING TORPEDOES

Krebiz Shield Attenuated Boring Torpedoes (SABOTs) are carried by Krebiz ships. They are considered the heavy weapons of the ship. This weapon requires two consecutive turns to arm. A very powerful heavy weapon: sequential volleys force more and more damage onto one shield.

(DW-1.1) DESIGNATION

Shield Attenuated Boring Torpedoes are designated "SABOT" on the SSD. This represents one direct fire weapon that is destroyed by a torpedo hit.

We reccomend that you place this rule at the end of the E section of your rule book, as it is a direct-fire weapon rule.

(DW-1.2) ARMING PROCEDURE

(DW-1.21) PROCEDURE: Each SABOT requires a total of 4 energy (from any source) allocated over two consecutive tums. Energy may be allocated in several ways: 1-3, 2-2 or 3-1, but not 0-4 or 4-0. The SABOT could then be fired on the second turn of arming. NOTE: Extended arming (1-2-1...) cannot be used. If less than 4 energy is applied (over 2 turns) then the weapon is ejected into space just after energy allocation on the second turn of arming (detectable), and the weapon must be rearmed from scratch.

(DW-1.22) HOLDING: If not fired on the second turn of arming the SABOT may be held ready to fire at a cost of 1 energy (from any source) per turn. If a SABOT armed on a previous turn is not fired the holding cost must be paid at the start of the new turn or the energy in the SABOT is ejected into space harmlessly (this is detectable) and the SABOT must be recharged. If the holding cost is paid at the beginning of the new turn then the SABOT can be fired on that turn, or held again at the beginning of the next turn.

(DW-1.23) ARMING RATE: A SABOT can only charge one torpedo at a time. It cannot receive the first turn energy to arm a torpedo if it is holding an as yet unfired torpedo. SABOTs cannot be fired on the first turn of arming.

(DW-1.24) RESERVE POWER: The SABOT cannot be armed with reserve power during a turn on which it held or fired a torpedo. Reserve power could be used to overload a standard SABOT, even a standard one being held. It could also be used to add energy to a first turn standard SABOT (armed with less than 3 points) bringing it up to a maximum of 3 points. EXAMPLE: On turn 1 one point of power is applied to start arming a SABOT, later that turn two points of reserve power could be added so that on the next turn only 1 point would be required. NOTE: (DW-1.21) still applies.

(DW-1.3) FIRING PROCEDURE

The SABOT is a direct fire weapon. Any or all of the SABOTs on a given ship could fire on one impulse. However SABOTs are usually more effective if fired sequentially, one impulse after another in a 'series'.

(DW-1.31) FIRING: The SABOT is a direct-fire weapon and as such is announced with all other direct-fire weapons in the direct-fire weapons segment. The owning player designates a target and resolves fire as follows: Determine the range, roll one die, if the die roll is within the listed hit numbers on the SABOT Combat Table in (DW-1.32) then the SABOT has hit. A roll to-hit is required for each individual SABOT fired in a series.
(DW-1.311) SABOTs cannot use non-violent combat (D6.4).
(DW-1.312) SABOTs can be fired in narrow salvos (E1.6).
(DW-1.313) ELECTRONIC WARFARE: The chance to hit is lessened by 1 for each EW shift.
(DW-1.314) See (DW-1.6) for rules on non-standard targets.
(DW-1.315) If the ship is uncontrolled (G2.2) it may fire on only one impulse (G2.23). The standard rules apply. Therefore, it could not establish a series and would have to fire all its SABOTs in a single volley (or hold them until a control box is repaired). If a series were in effect when the ship went uncontrolled it could finish that series during that turn as the effects (of uncontrolled status) do not start until the beginning of the next turn (G2.20). If the series were started late in the turn and intended to continue into the next turn (I.e. impulses 31, 32, 1, 2 etc.) only one firing could take place on the first impulse.

(DW-1.32) SABOT COMBAT TABLE
See the chart at the bottom of this page.

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

(DW-1.33) LOCK-ON: The standard lock-on rules (D6.11) are used.
(DW-1.331) SABOTs can be fired with passive fire control; the standard rules apply, see (D19.0).
(DW-1.332) SABOTs can be fired with low-power fire control; the standard rules apply, see (D6.7).
(DW-1.333) A series would not be affected if a lock-on were lost in the middle of the series. NOTE: Subsequent SABOT firings after lock-on were lost are affected by the standard lock-on rules (D6.12), but they would still strike the activated target shield if hitting or continue the beacon (DW-1.411) if missing.

(DW-1.4) SERIES

SABOT weapons are most effective when fired in sequential volleys one impulse after the other. A SABOT must successfully hit its target before it can be considered a volley.

(DW-1.41) FIRST VOLLEY: If the first SABOT fired hits, then a sequential series has been initiated. This SABOT is called the first volley. If the first SABOT misses, no series has been initiated and any subsequent SABOT would also be fired as an attempt to score a hit as a first volley. The first successful volley always strikes the facing shield. This shield is called the 'activated target shield'.
(DW-1.411) Definition of Beacon: The impact described in (DW-1.41) ionizes the outer layer of the activated target shield to a given frequency. This acts as a 'beacon' for subsequent volleys. This beacon lasts for one impulse (until the end of 6D2, the direct fire weapons stage, of the following impulse). This allows subsequent SABOTs to damage the same shield as prior SABOTs did, even if the target changes shield facing.
(DW-1.412) If the activated target shield is down, was dropped or was destroyed the beacon forms in the ion cloud where the shield used to be and will function normally. Exception: See (DW-1.61) for a target ship which did not power its shields.
(DW-1.413) A Wild Weasel has no effect on the beacon. It remains intact for the remainder of the series. SABOTs fired after the WW is launched are affected by (J3.23).

(DW-1.42) SECOND VOLLEY: If a subsequent SABOT is fired on the impulse immediately following the first volley and its to-hit roll is successful then it is termed the second volley.
(DW-1.421) This second volley strikes the activated target shield, even if the target has turned and the activated target shield is not facing the firing ship.
(DW-1.422) If the SABOT should miss it still adds enough ionization to the outer layer of the shield to maintain its designation as the activated target shield, i.e. It extends the beacon another impulse so another attempt at a second volley may be made.

(DW-1.43) THIRD VOLLEY: If a subsequent SABOT is fired on the impulse immediately following the second volley and its to-hit roll is successful then it is termed the third volley.
(DW-1.431) This third volley strikes the activated target shield, even if the target has turned and the activated target shield is no longer facing the firing ship.
(DW-1.432) If the SABOT should miss it still adds enough ionization to the outer layer of the shield to maintain its designation as the activated target shield, i.e. It extends the beacon another impulse so another attempt at a third volley may be made.

(DW-1.44) FOURTH VOLLEY: If a subsequent SABOT is fired on the impulse immediately following the third volley and its to-hit roll is successful then it is termed the fourth volley.
(DW-1.441) This fourth volley strikes the activated target shield, even if the target has turned and the activated target shield is no longer facing the firing ship.
(DW-1.442) If the SABOT should miss it still adds enough ionization to the outer layer of the shield to maintain its designation as the activated target shield, i.e. It extends the beacon another impulse so another attempt at a fourth volley may be made.
(DW-1.443) There is no 'fifth volley'. Any subsequent sequential firings beyond the fourth volley would be treated as another fourth volley.

(DW-1.45) RESTRICTIONS: There are several restrictions which apply to SABOTs fired in a series.
(DW-1.451) Each SABOT fired must have the target within its firing arc at the time it is fired. A SABOT which is out of arc cannot be fired at the target as part of the series unless it is brought into arc before the end of the series.
(DW-1.452) If one of the SABOTs missed then the volley that followed would not increase a level. EXAMPLE: If SABOT 1 hit as volley 1, but SABOT 2 missed then SABOT 3 would function as another attempt at volley 2.
(DW-1.453) Use of four successive volleys is not required. Some or all of a ship's SABOTs could be fired on the same impulse.
(DW-1.454) If one SABOT is fired as the first volley, all SABOTs fired on the following impulse are considered second volleys in that series. EXAMPLE: On impulse 1 one SABOT is fired. On impulse 2 two SABOTs are fired. Both of these are treated as a second volley to the SABOT fired on impulse 1. A SABOT fired on impulse 3 would be a third volley. Obviously this example assumes that all of the SABOTs hit.
(DW-1.455) If a beacon has been established on impulse N, a subsequent SABOT fired on impulse N+1 must (if it hits) strike the activated target shield. There must be one impulse between firings for a subsequent SABOT to function as a first volley of its own, i.e. If you fired and hit on impulse #7, and did not fire on impulse #8, a shot that hit on impulse #9 would be the first volley of a new series.
(DW-1.456) If the target ship turns there will be no effect on the SABOT. The volley number will not be reset to the first volley. The activated target shield will not change to a different shield unless the Krebiz player ends the series by pausing one impulse between SABOT firings.
(DW-1.457) SABOTs fired from different ships do not increase the volley numbers of other SABOT firing ships. EXAMPLE: The CC Beastly Blood fires 1 SABOT and hits (1st volley) on impulse 20. On impulse 21, it fires another and hits (2nd volley). If the CL Flaming Dragon fires its first SABOT on impulse 22 and it hits, then it is treated as a first volley, not the third volley to the CC Beastly Blood. EXPLANATION: SABOTs of different ships are fired on different frequencies, to prevent harmonic interference, which would negate the weapon's effects (all damage). The Krebiz, therefore, had to modify their fire control chips with heterodyne circuits (which change the basic frequency by doubling it, halving it, etc.) to prevent this interference. Unfortunately this also prevented two ships from combining series. These frequencies can only be changed between scenarios. NOTE: Players need not worry about this

factor as Krebiz crews ensure that all ships entering a scenario (in fact, in the entire Krebiz fleet) are preset on different frequencies to prevent this problem.
(DW-1.458) The above applies to separating capsules also. If a capsule separates from its ship during a series, which ever one fired the last SABOT that hit in that series can continue the series after separation, assuming it still had unfired SABOTs. A capsule attached during a series could add its SABOTs to the current series of the ship.
(DW-1.459) NOTE: It is entirely possible that most of the SABOTs in a series might miss. In this event the fourth, third or even second volleys might not be achieved. The above examples tend to assume that all SABOTs hit for simplification of explanation. SABOTs which miss do not increase the volley number and therefore tend to prevent many of the above occurrences from applying frequently.

(DW-1.5) DAMAGE

To score damage the SABOT Volley Number must first be determined using the procedures in (DW-1.4). Once this has been accomplished determine how the damage is applied as follows:

(DW-1.51) RANGE: Use the chart in (DW-1.32) to determine the amount of damage for the current range. This is the total amount of damage to be applied on any specific volley, then use the appropriate rule below for the volley in question.

(DW-1.52) FIRST VOLLEY: Take 25% of the damage determined above and apply it to the facing shield. This shield is the activated target shield. The remaining 75% is divided among the other 5 shields of the target as equally as possible by applying 5 points (1 to each shield) at a time until there are less than 5 points left. These remaining points are applied 1 per shield at the target player's discretion.

(DW-1.53) SECOND VOLLEY: Take 50% of the damage determined in (DW-1.51) and apply it to the activated target shield (even if the target has turned and the activated target shield is no longer facing the firing ship). The remaining 50% is divided among the other 5 shields of the target as equally as possible using the procedure in (DW-1.52).

(DW-1.54) THIRD VOLLEY: Take 75% of the damage determined in (DW-1.51) and apply it to the activated target shield (even if the target has turned and the activated target shield is no longer facing the firing ship). The remaining 25% is divided among the other 5 shields of the target as equally as possible using the procedure in (DW-1.52).

(DW-1.55) FOURTH VOLLEY: Take 100% of the damage determined in (DW-1.51) and apply it to the activated target shield (even if the target has turned and the activated target shield is no longer facing the firing ship). No points (0%) are applied to the remaining five shields. Any volleys that followed would be treated as if they were additional fourth volleys.

(DW-1.56) INTERNAL DAMAGE: Internal damage caused by a SABOT is allocated as a separate volley of internals on the DAC. This damage is added to any Hellbore damage suffered on that same impulse and is resolved in the same way as Hellbore damage.

(DW-1.57) FRACTIONS: It would be rare for the computations in (DW-1.52 - DW-1.54) to generate fractions, however there are some rare occasions where this might occur (firing at a cloaked ship for example). See (A3.5) for the standard procedures regarding fractions.

(DW-1.58) INTEGRATED EXAMPLE: A Klingon D7 is approaching a Krebiz battlecruiser and the Krebiz opens fire at range five.

Impulse 12: At range 5 there is a 1-4 chance to hit with a SABOT and a hit would cause 12 damage. The Krebiz fires and hits with a 2. This is the first volley and a series has been initiated. Three points (25%) would be applied to the target's facing shield (the D7's Number 1 shield). The remaining 75%, 9 points, would be divided among the other 5 shields as equally as possible (2, 2, 2, 2, 1 in any order) at the target player's option. Should any of these be on a down shield then they are treated as internals.

Impulse 13: The Klingon moves forward and the range changes to 4, a 1-4 would hit. The Krebiz rolls a 4 and hits again. This is the second volley. It would also result in 12 damage, 6 damage to the activated target shield (the Klingon's #1 shield even if he should turn away or bring a new shield to face the Krebiz ship) and 6 damage would be applied to the other 5 shields (2,1,1,1,1 in any order) at the target player's option. Should any of these be on a down shield then they are treated as internals.

Impulse 14: The Klingon moves forward and the range changes to 3, allowing a 1-5 chance to hit. The Krebiz rolls a 6 and misses. This causes no damage, but the beacon is maintained so that the Krebiz player may attempt another third volley.

Impulse 15: Neither unit moves, range stays at 3. The Krebiz rolls a 5 and hits. This is the third volley. It produces 16 damage, 12 to the activated target shield and 4 points to the other 5 shields (1,1,1,1,0 in any order) at the target player's option. Should any of these be on a down shield then they are treated as internals.

NOTE: If the Krebiz player had also hit on impulse 14, then the fourth volley would have resulted in 16 damage to the activated target shield and 0 damage to the remaining 5 shields.

(DW-1.59) GENERAL REINFORCEMENT: The target player can use any points of general reinforcement to offset the damage caused by the SABOT at his option, but all general reinforcement points must be used against the first volley (unless there are more points than needed to stop the entire volley) before any damage can be scored on the shields or specific reinforcement. EXAMPLE: In the example given in (DW-1.58, on Impulse 12) if the Klingon had 2 points of general reinforcement he could have blocked the remaining shield damage of one assigned by him to a down shield with 1 point of general reinforcement, but would have to use the other point of general reinforcement now, rather than wait until the next impulse when that shield might take more damage. See (E11.39) for a similar situation.

(DW-1.6) NON-STANDARD TARGETS

(DW-1.61) TARGETS WITHOUT SHIELDS: If the SABOT is fired at a target which has no shields all of its damage will take effect (if a to hit die roll is successful) immediately as a direct fire weapon. Examples include shuttles, fighters, monsters, ships with unpowered shields, etc. The beacon (DW-1.411) is never established in these cases and volley numbers are irrelevant; simply apply the full damage as a single, directional volley of internals.

(DW-1.62) INTERCEPTORS: Interceptors and other units having two shields are treated as an Andromedan, see (DW-1.66).

(DW-1.63) X-SHUTTLES: X-Shuttles and other units having one 360 degree shield are (if a successful to-hit die roll is made) struck on that shield for full damage and the remainder is treated as a single non-directional volley of internals (damage to the X-shuttle).

(DW-1.64) DRONES: The SABOT is penalized by 4 points of ECM when firing at drones, see (FD1.52).

(DW-1.65) PLASMA TORPEDOES: If a SABOT is fired at a plasma torpedo it will have no effect on that plasma torpedo.

(DW-1.66) ANDROMEDANS: If an Andromedan is hit with a SABOT apply damage that would be on shields 1, 2 and 6 to the forward PAs, the rest to the rear PAs.
(DW-1.661) Displacement has no effect on the continuation of a series except that it may cause the target to be 'moved' out of the firing arcs of the remaining unfired SABOTs in a series.
(DW-1.662) A satellite ship with a series currently targeted on it which is beamed back aboard its mother ship causes that series to end, i.e. a SABOT could not be fired at the satellite ship on the impulse when this occurred. A SABOT fired at the mother ship would start a new volley.

(DW-1.67) DOCKING: If a unit with a series targeted on it docks inside another unit the series is ended. If it externally docks to another unit the series will continue on the original target.

(DW-1.7) OVERLOADS

(DW-1.71) ENERGY: Allocate 7 rather than 4 energy to each SABOT to be overloaded All overload energy must be applied on the turn that the SABOT is to be fired. This may be either allocated or reserve energy. A standard load that is being held could be overloaded with allocated or reserve power by adding 3 energy. There are no partially overloaded SABOTs. If only one or two points of extra power were added the SABOT would function as a standard load.

(DW-1.72) HOLDING: Overloads cannot be held. They must be fired on the turn that overload energy is applied or they are lost and arming must begin anew on the following turn.

(DW-1.73) FEEDBACK: At range 0 or 1 the SABOT firing ship will take 4 points of feedback damage for each overloaded SABOT which is fired and which hits. The damage is divided as follows: 2 points to the shield facing the target and 1 point to each shield adjacent to that shield. NOTE: This feedback damage is not deducted from the warhead.

(DW-1.8) COST OF REPAIR

The SABOT costs 12 continuous damage repair points to repair (Annex #9). It may not be hastily repaired.

(DW-1.9) INTERACTION WITH OTHER SYSTEMS

NOTE: Anything not specifically mentioned below would function normally according to the appropriate rules.

(DW-1.91) ESG: The SABOT does not interact with an ESG field. It cannot damage the field and is not inhibited by it.

(DW-1.92) WEB: A SABOT may be fired into or out of a web hex. It may not fire through a web hex. NOTE: While not directly affecting a SABOT a cast web which solidified between the target and firing ships would block subsequent volleys of a current series if the web is between the two ships after movement on the impulse following solidification.

(DW-1.93) STASIS: If the target is put in stasis, SABOTs which were fired at it would do no damage to the target (like all other weapons). If the ship placed in stasis had a beacon in affect when placed in stasis then the beacon would also be in stasis. When the stasis field is dropped the Krebiz could resume fire where he left off, as the beacon would remain for 1 impulse after the dropping of the stasis field.

(DW-1.94) CLOAKING DEVICE: A cloaking device will affect the SABOT as it affects all other weapons (G13.37). If the SABOT firing ship loses lock-on during a series its SABOTs would still function normally, but be subject to the penalties of not having a lock-on (D6.12). See (DW-1.57) also.

(DW-1.95) TERRAIN: Essentially all of the standard rules apply (as they would to a hellbore). If the line of fire is blocked by a planet (P2.32) etc. the SABOT cannot be fired and the current series is ended.

(DW-1.96) BASES: Krebiz bases did not have PH-4s; the Krebiz did not have the technology. Instead, SABOT weapons were used as the primary defense.

The positional stabilizers on the BATS, BS and GBS made the SABOT more effective (than a ship's SABOT), see the chart on the appropriate SSD. The net result was the subtraction of 4 from the true range (players do not need to do this, the chart on the SSD already accounts for this enhanced benefit). These weapons were designated "Heavy SABOTs" for clarification purposes (even though they are identical to the standard SABOT). Only bases (with stabilizers) gain this benefit. There is no extra arming costs or other penalties. NOTE: Overloads are still limited to a true range of 8.

(DW-1.97) OPTION MOUNTS: SABOTs require 1 option mount and cost zero BPV points. No SABOTs can be placed in wing mounts. They can be placed in side mounts.

(ER-1.0) KREBIZ SPECIAL RULES

The following rule sections cover special situations which may arise because of the unique nature of Krebiz ships. All the standard rules still apply, however the rules listed here clarify situations not covered by those rules and take precedence over rules listed elsewhere. If there is no rule listed here, the standard rules apply. Insert this rule at the end of the G section of your rulebook.

(ER-1.1) SPECIAL KREBIZ MOVEMENT RULES

All standard movement rules (acceleration, emergence deceleration, speed changes, etc.) still apply. The rules below cover previously undefined situations that can arise while playing the Krebiz.

(ER-1.11) HIGH ENERGY TURNS: When a ship/capsule combination uses an HET, the breakdown bonus of the ship is used. The capsule retains its breakdown bonus for use if, and only if, it separates. This breakdown bonus (the capsule's) cannot be used to HET the ship/capsule combination. Should a capsule, which has already used it's bonus, be attached to a ship which has not, the combination will be able to use the ship's bonus should it HET.

(ER-1.12) BREAKDOWN (Involuntary Separation): Section (C6.56) Effects of Breakdown on Tugs (C6.56), applies (in a slightly different way) to ship/capsule combinations:
(ER-1.121) If a ship/capsule combination suffers a breakdown, roll a second die for the capsule. If this result is within the breakdown range for the ship/capsule combination then the capsule has involuntarily separated. The Krebiz Player must use the capsule's breakdown bonus to prevent this separation.
(ER-1.122) If the capsule separates involuntarily apply one point of damage to both the ship and the capsule, for each point of speed of the combined unit prior to breakdown.
(ER-1.123) If the capsule becomes detached from the ship (as a result of (ER-1.121)), it will tumble. The ship section automatically tumbles if involuntary separation occurs.
(ER-1.124) Seeking weapons that were targeted on the ship/capsule prior to breakdown, retain the ship as their target.
(ER-1.125) All other breakdown rules (C6.54 & C6.55) still apply to both the ship and capsule.
(ER-1.126) The capsule and ship cannot move for 16 impulses after a breakdown, whether separating or not.

(ER-1.2) KREBIZ ARMOR

All Krebiz ships have armor. This armor functions exactly the same as described in (D4.12) with one exception. Each armor section on a Krebiz ship SSD is designated with a firing arc. This arc designates which direction fire must come from for that bank of armor to protect the ship, i.e. The FH armor will protect the ship from any damage coming from the FH arcs.

(ER-1.21) FORWARD ARMOR: The FH armor on a Krebiz ship will protect against any internals coming through a down forward shield (1, 2 or 6), but not against internals coming through a rearward shield (3, 4 or 5).

(ER-1.22) AFT ARMOR: The RH armor on a Krebiz ship will protect against any internals coming through a down rearward shield (3, 4 or 5), but not against internals coming through a forward shield (1, 2 or 6).

(ER-1.23) LS/RS ARMOR: On ships with left side / right side armor there are some hexes where either bank of armor could protect the ship (front center line or rear center line). In this case, the Krebiz player can determine which bank of armor was hit. Both banks cannot take damage from the same volley coming through one shield.

(ER-1.24) CAPSULES: The armor of the ship also protects the capsule, i.e. neither the ship nor the capsule can take internal damage (from the DAC) until at least one bank of armor is destroyed.

(ER-1.25) DAMAGE PROCEDURE: The damage taken by each shield is resolved separately, one at a time. First allocate damage to the shield until it goes down. If there are more damage points remaining, allocate them to the appropriate bank of armor (not both!). If there is still one or more damage points remaining use the DAC to resolve it (them). If this were the first volley there should be a bank of armor intact and a bank destroyed. NOTE: All the 'FH' armor on an SSD is considered one bank of armor, even if there are two groups of 'FH' armor (both groups combined are considered the forward bank). This also applies to both groups of RH armor.

(ER-1.26) RESERVE POWER: Reserve power used to mitigate damage (H7.134) by specific reinforcement must be used on an impulse when the shield is still partially up, i.e. it cannot be used to stop damage against armor if the shield (through which fire came) was already down. However, general reinforcement would work in this case.

(ER-1.27) SPEARFISH DRONES: The damage scored as internals would damage armor first (if there are armor boxes left in the appropriate bank) before scoring internals by the DAC.

(ER-1.28) INTEGRATED EXAMPLES:
(ER-1.281) EXAMPLE 1: A Krebiz claw CA is struck by 4 phaser-1s, 1 phaser-G and 3 Hellbores at a range of 3 on the number 1 shield. The phasers were fired first and the Hellbores second. After rolling the dice the phasers caused a total of 30 damage and the Hellbores (all overloaded) caused 66 damage. Damage is resolved as follows: The number 1 shield takes 18 damage and goes down. At this point the Krebiz player uses reserve power to mitigate damage, stopping 4 points. The forward armor then takes 8 damage (this is all of the phaser damage). Half of the hellbore damage (33) is applied to the front shield (now down) destroying the last 8 forward armor and causing 25 regular internals. The remaining 33 points are spread among the other five shields (two shields take 6 and three shields take 7).

(ER-1.3) ANTI-DRONES

Krebiz do not use type-VI drones and do not carry them in their ADD racks. The ADD racks carry and fire standard ADD ammunition only. NOTE: Captured or purchased ADDs (but not type-VI drones) can function in these racks.

(ER-1.4) HULL

Hull on Krebiz ships is marked aft and forward in the usual manner (G3.0). Hull boxes on the capsule are hit on forward hull hits while hull boxes on the ship are hit on aft hull hits. If the capsule is separated, hull boxes on both the ship and the capsule are hit on center hull hits (G3.23), I.e. Both forward and aft hull hits. The SSDs for separated units shows this as center hull, while the SSD for combined units shows it as forward and aft hull.

(ER-1.5) KREBIZ CAPSULES

In Y160 the Krebiz developed the command capsule. These capsules had shields and were capable of independent operation. They could affix themselves to the hull of the old style Krebiz ships as needed, but often functioned independently.

(ER-1.51) MOVEMENT COST: All Krebiz capsules are movement cost 1/5 when detached from their main ship, unless stated elsewhere. Those capsules with no center warp engines must travel at impulse speed (0 or 1).

(ER-1.52) LANDING: All Krebiz capsules can land on planets by use of powered landings (P2.434).

(ER-1.53) NIMBLE: Krebiz capsules are not nimble when separated from their ship. NOTE: some ship/capsule combinations are nimble.

(ER-1.6) CAPSULE SEPARATION

Krebiz capsule separation functions identically to ship separation (G12.0). The following additional rules apply to Krebiz ships.

(ER-1.61) TYPES OF SEPARATION: There are three types of capsule separation:
(ER-1.611) Involuntary capsule separation due to breakdown is defined in (ER-1.12).
(ER-1.612) Emergence separation is defined in (D21.43) and (D21.54). Use the standard procedures.
(ER-1.613) Voluntary separations can only be done at the start of the turn and are treated as undocking (C13.21). The Krebiz player must announce the separation during the Speed Determination Phase and performs it during the Initial Activity Phase. The separated sections then operate individually. To voluntarily separate a capsule must have at least one engine box (warp or impulse), one control box and three other boxes. Rules (G12.122) through (G12.125) still apply.

(ER-1.62) SEPARATED SECTIONS: The capsule and ship must immediately function as two different units after a separation has occurred. It is recommended that when a separation occurs, SSDs for the separated units be taken out and used. Previous damage should be transferred to the separated SSDs as it was scored initially.
(ER-1.621) Consult the SSD for the appropriate capsule to determine the cost of shields, life support, etc. NOTE: fire control, weapons and all other systems cost the same as they would normally, i.e. Krebiz capsules do NOT use 'PF rules.'
(ER-1.622) Shields on a separated capsule remain as they were before separation occurred, i.e. if three of them were down before separation, then three are down after separation. These shields are functional during separation and do not need to be dropped. NOTE: The ship (old style hull) cannot raise any shields at any time as it has no such equipment.
(ER-1.623) Firing arcs for weapons on separated capsules remain the same, they are not expanded when separated.
(ER-1.624) Reattachment is treated as docking (C13.0).
(ER-1.625) Energy allocation is conducted separately for separated capsules and cruisers.
(ER-1.626) The movement cost of the ship might decrease during separation (for example: a claw dropping a DN capsule). The capsule movement cost will definitely decrease. This should be noted during energy allocation. Consult the Fleet Data Table for the movement cost of capsules, ships and capsule/ship combinations.
(ER-1.627) Seeking Weapons: During voluntary separations, seeking weapons that were targeted on the cruiser/capsule will accept the cruiser as their target.

(ER-1.63) COMMANDER'S OPTIONS: A record must be kept of where commander's option items are located (on the capsule or the ship) so that when a separation occurs there will be no doubt as to which unit these items are on. See (G22.13) for legendary officers.
(ER-1.631) Note the size class limitations on T-Bombs (M3.13). Size class 5 Capsules cannot carry T-Bombs.
(ER-1.632) If the ship/capsule has an outstanding or poor crew then both will have the same after a separation. If (at a later point) a different ship/capsule combination is formed with one of these units then consult (U7.94).

(ER-1.64) DESTROYED CAPSULE: If all boxes on the SSD of a capsule attached to a ship are destroyed, the capsule does not explode. Such a capsule can be released without damaging the ship, in which case the capsule would be considered destroyed and cannot be recovered or repaired later. If a 'destroyed' capsule is not dropped, it can be repaired by any of the various repair rules and systems. Such a capsule could be detached while the ship is docked or in a repair facility and would, itself, be considered docked to that facility. If a capsule is destroyed while not attached, it explodes with the force listed on the Fleet Data Table.

(ER-1.7) KREBIZ UNITS NEVER BUILT

The Krebiz did not build Battleships, Space Control Ships, Starbases (they do have ground bases and smaller orbiting bases), X-Ships, Maulers, Carriers (except for one carrier to hold captured or purchased fighters and one light carrier for prototype fighters), Freighters, PF Tenders, Fast Patrol Ships (they did purchase some from the WYN and may have obtained several through the Klingons or Kzinti when the political winds were blowing in the most favorable of directions), interceptors (as with PFs), or fighters (some were captured and purchased, and some prototypes were tested).

Many of the ships mentioned above do exist in conjectural form in Krebiz-3 for use in campaign games.

(RH-1.0) THE KREBIZ

Background material by: Jack Rigley, C. Henry Schulte and John E. Kasper. Insert at end of the R section.

(RH-1.A) BACKGROUND

The Krebiz consist of one sentient race, located in a home system consisting of three habitable planets. There are a total of six planets, six satellites and seven asteroid belts in the Krebiz System. Two of the planets and one of the satellites are class-M. The fifth planet is a huge gas giant, so large it could actually be considered a small sun. This protostar radiates infrared light. This system is in the center of the Klingon-Kzinti neutral zone.

The map below (at bottom) shows the location of the Krebiz with respect to their immediate neighbors.

The Krebiz are a race of crustaceans, most generally looking similar to terran soft shell crabs, except their shells are extremely solid. Their shelled forms are about five feet in diameter and approximately three feet high. They have six, rather short, less armored legs which can lift their bodies no more than one foot off the ground.

The Krebiz homeworld is actually a satellite orbiting the fifth planet, a large gas giant (consult (HC-1.1) for more information on the Krebiz System). This satellite, their home planet, has huge tides due to the gravitational forces, caused by the near proximity to the gas giant. These tides caused huge tidal flats to form, separating the saline oceans from the more arid land surfaces. Primeval Krebiz lived on these tidal flats, spending more and more time on land. This eventually lead to a full fledged terrestrial existence.

Due to the arid nature of the terrestrial surfaces of Krebizar, the homeworld, the ancient Krebiz were limited to living in the tidal flats. They required moist air for their gill-like lungs. As they evolved, they adapted to the dry air gaining access to the nine continents of Krebizar.

Modern Krebiz, as they prefer to call themselves, are non-aquatic, having evolved from the the creatures which left the seas of the Krebiz homeworld, millions of years ago. They still prefer humid air and their homes, buildings, and starships have climate controls which keep the air extremely humid, by human standards.

The unique size and shape of the Krebiz makes for interesting boarding party actions. The hallways on the Krebiz ships are four feet high. Humanoids have to be transported over while hunched over or laying on their backs. The Krebiz' shells are thick and hard, preventing edged weapons from being of much use. Hand phasers and disruptors would work normally, however. In addition to these factors, the Krebiz see primarily in the infrared spectrum, thus their corridors are dimly light, almost black to humanoids. This does not affect boarding party actions in any way, as each race has preplanned methods of operation versus the Krebiz and their unique circumstances.

When the Krebiz achieved space travel, they quickly colonized their star's second and third planets (both class-M). It is believed that this occurred several thousand years before man ever left earth.

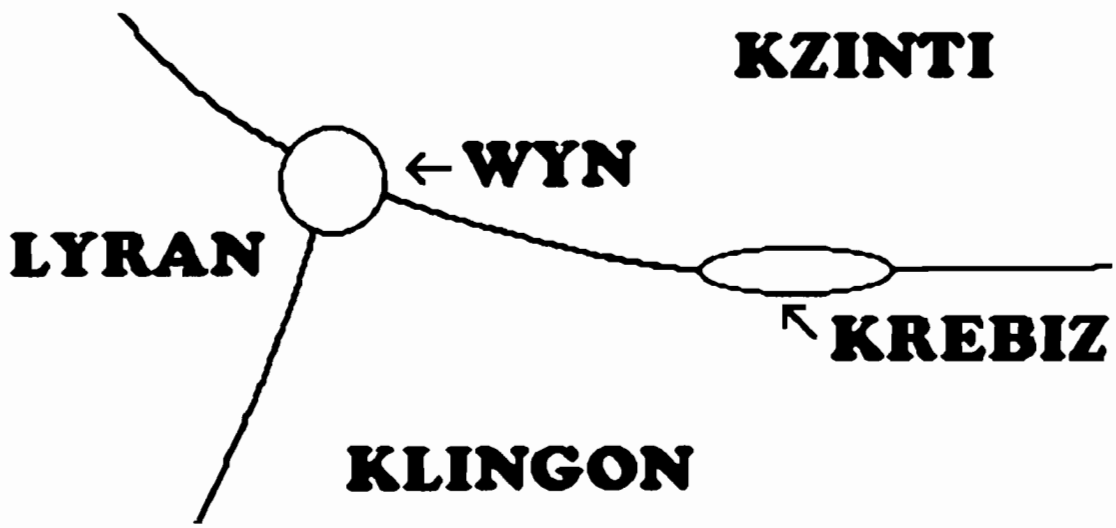
There are two distinct races of Krebiz, although they are the same species. The blue shelled Krebiz and the red shelled. There is little strife between the two races and there is no history of malevolence between them, whatsoever.

Krebiz are slow in their ways, not accepting new technology or new ways. They seem to always reject change of any kind. This was ultimately the cause of their downfall. When the first sublight ships were built many of the Krebiz shunned the space program. After several hundred years it was finally accepted.

This happened again when warp power had been developed; the populace rejected change. The Krebiz had developed warp power several hundred years before any of their neighbors did, however it took them that long to convince the taxpayers, who were ultimately the ones funding the space program, that it was necessary.

The first warp powered Krebiz ships were not seen until several years after all the neighboring races had converted their starships to warp power. The Krebiz went from being extremely far ahead to extremely far behind.

During the many Klingo-Kzinti Wars the Krebiz system was ravaged time and time again. Both the Klingon and the Kzinti empires seized control of the Krebiz System several times. Peace treaties (more accurately surrender treaties) kept the Krebiz from building new starships. They were only allowed to replace those ships that were lost, destroyed or decommissioned.



The Krebiz would always surrender. This allowed them to keep their small fleet intact, in essence the only way they could survive. These ships were needed, mainly for trade between the three Krebiz worlds and Klingon or Kzinti colonies, but also for local defense.

The Krebiz originally constructed five classes of starships: the kraken dreadnought (Krebiz-2), the claw cruiser, the mandible light cruiser, the pincer destroyer and the clipper frigate. For approximately two hundred years these ships were sufficient. As time progressed, however, these old-style cruisers became weaker compared with the ships of the Krebiz' neighbors. A minor refit to the cruiser hull was not sufficient to bring the Krebiz ships up to par. The Krebiz had not developed shield technology and if they didn't soon, they would be destroyed. It took considerable time and effort by the Krebiz Fleet Directorate to convince the Krebiz people that armor just didn't cut it anymore. The crimes committed by the oppressive governments (Klingon & Kzinti) ruling them finally convinced a majority of the Krebiz people.

In Y160 the Krebiz developed shield technology and built their first command capsule. This could have occurred as early as Y140, but even when facing near annihilation by far superior foes, the Krebiz stuck to their slow unchanging ways. Undoubtedly their government had to shove this strange technology down the peoples' shells.

The command capsules were the only way to improve the starships the Krebiz had, as the basic hulls had already been maximized. Construction of these capsules was simple: they could be built on the planet surface, launched into space and could connect themselves onto the old-style cruiser hulls.

These capsules gave tremendous diversity to the small Krebiz fleet. After the advent of command capsules, ship classes were determined by the type of capsule that a cruiser carried. The ships, the rear portion minus the capsule, were usually referred to as cruisers.

The Klingons mounted a major offensive against the Krebiz in Y185 called the Krebiz Police Action (Klingon name). In Y186 the Krebiz could no longer withstand the onslaught, and finally fell to Klingon oppression in the War of Annihilation (Krebiz name). See (HC-2).

(RH-1.R0) KREBIZ FLEET REFITS

The Krebiz had several refits applied to some of their cruisers. Not all ships received the refit, some did not receive it until after receiving their capsule.

(RH-1.R1) CLAW CRUISER REFIT

The claws were the strongest ships the Krebiz had. As the drone power of the Klingons and Kzinti improved the claws were becoming more and more outmatched. The 'belly' phaser-2s were converted to phaser-1s. A pair of PH-3s, increased ADD ammunition and extra impulse power was added, to help ease the situation until capsules became readily available. New claw cruisers built after Y135 automatically receive this refit.

(RH-1.R2) MANDIBLE CRUISER REFIT

The mandibles were the next strongest ships, but also had a problem with drone defense. The 'belly' phaser-2s were also converted to phaser-1s. A pair of PH-3s, increased ADD ammunition and extra impulse power were also added to this cruiser. New mandible cruisers built after Y135 automatically receive this refit.

(RH-1.R3) PINCER CRUISER REFIT

The pincer cruiser did not have tremendous room for expansion. Many Krebiz engineers recommended that pincer captains crawl out of their shells and find larger ones (referring to the pincers). It would be easier than trying to add a refit to it. The 'belly' phaser-2s were the only thing which could be refitted (converted to phaser-1s). New pincers built after Y135 automatically receive this refit.

(RH-1.R4) CLIPPER CRUISER REFIT

The clipper cruiser had less room for expansion than the pincer did. Krebiz engineers could only gnash their mandibles when instructed to refit the clipper. The clipper's 'belly' phaser-2s were converted to phaser-1s. New clipper cruisers built after Y135 automatically receive this refit.

(RH-1.R5) COMMAND CAPSULE REFIT

While not actually a refit, the attaching of a capsule to a cruiser was often referred to as a command capsule refit. Many Krebiz captains disliked capsules at first, not liking the idea of relying on energy fields instead of good old armor.

This refit should more properly be compared to a tug attaching a pod.

(RH-1.R6) WARP ENGINE REFIT

The conversion of sublight cruisers to warp cruisers is occasionally referred to as the warp engine refit. All the Krebiz sublight ships were converted to warp technology by Y75. There are separate SSDs for the sublight and warp ships. Players might wish to experiment with command capsules on sublight ships.

(RH-1.R7) X-1 TECHNOLOGY REFIT

There are no X-Ships in this product, but this refit is listed here to eliminate confusion in this rule section and ease integration with Krebiz-2 & 3.

The X-1 cruiser refit was incorporated in new construction only. The old cruiser hulls were incapable of further modification.

The Armor system was improved using inertial dampeners, power surge directors, anti-lock thrusters, helium gas inflating bags and other similar systems to improve the defensive potential of what was mostly armor plating on earlier ships. It takes two points of damage to destroy one armor box on Krebiz X-1 ships. See (XR-1) for more information.

Additionally, the cruisers themselves were given limited shields, which worked in conjunction with those of the capsule.

The SABOT weapon was greatly improved! With this new technology, the 100% damage bracket is reached in only three volleys. Standard load SABOTs could be armed and fired in one turn. See (XR-1).

All of the other regular X-1 improvements were also added: more power & weapons, better batteries, 2 HET bonuses etc.

NOTE: Since the Krebiz were destroyed in Y186, these units were never built, and therefore, X-1 Krebiz ships are purely conjectural as is this refit.

KREBIZ DEFENSE FLEET CRUISERS

(RH-1.2) CLAW SUBLIGHT CRUISER (CA-S)

These cruisers were the original ships designed by the Krebiz in year Y(-300) (three hundred years before the SFB game's timeline). The ship changed little over that time period. In Y65 the Krebiz finally accepted warp technology and added it to the claw. See (RH-1.6) for a description of the warp ship.

This ship does not have shields. As an experiment, players could attach a capsule to the sublight claw, giving it shields, However, historically this never occurred. The armor banks were sufficient for nearly three hundred years, however, when other races developed shield technology these ships fell behind quickly.

This ship has one spare shuttlecraft. All its shuttles are sublight only. SSD is in Krebiz-3.

(RH-1.3) MANDIBLE SUBLIGHT CRUISER (CL-S)

These cruisers were the original ships designed by the Krebiz three hundred years before the SFB game's timeline begins. The ship changed very little over that time period.

In Y65 the Krebiz finally accepted warp technology, which had been developed sixty years earlier, and adapted it to the mandible. See (RH-1.7) for a description of the warp powered version of this ship.

This ship does not have shields. Players could attach a capsule to it, giving it shields as an experiment.

This ship has one spare shuttlecraft. All its shuttles are sublight only. SSD is in Krebiz-3.

(RH-1.4) PINCER SUBLIGHT DESTROYER (DD-S)

Like the mandible and claw, these cruisers were also built hundreds of years before the SFB game's timeline begins. In Y65 the Krebiz adapted warp power to the pincer. See (RH-1.8) for a detailed description of the warp powered version of the pincer destroyer.

This ship did not have shields. Players could attach a capsule to it, giving it shields.

This ship has sublight shuttles only, with one spare shuttlecraft. SSD is in Krebiz-3.

(RH-1.5) CLIPPER SUBLIGHT FRIGATE (FF-S)

Like the other sublight ships the Krebiz constructed, these cruisers were built hundreds of years before the SFB game's timeline. About Y65 the Krebiz applied warp technology to the clipper.

This ship did not have shields. This ship has sublight shuttles only, with one spare.

This Krebiz ship (and its variants) was the only one capable of landing on planets. It uses powered landings. The clipper receives the small target modifiers (E1.7). The warp powered version is nimble. See (RH-1.9) for a description of that cruiser. SSD is in Krebiz-3.

(RH-1.6) CLAW OLD HEAVY CRUISER (CA-0)

This cruiser is the warp powered version of the CA-S (RH-1.2). All sublight claws were converted to warp by Y75.

Due to treaties with both the Klingons and Kzinti, the Krebiz were not allowed to build any new ships unless one was lost or destroyed. It also placed restrictions on refits and new technology. The treaty with the Klingons in Y82 limited the Krebiz to 5 claws.

In Y135 the Krebiz broke the treaties and applied refits to their claws. Not all these ships received the refit and for some time, the Krebiz were unable to expand their defensive fleet, due to the diplomatic pressures from both borders.

After the introduction of capsules capable of attaching to the claw, the ships became much more formidable.

The claw does not have shields. If the capsule is dropped the shields go with it. This cruiser has 1 spare shuttle. Consult the description of the individual capsules for more information.

(RH-1.7) MANDIBLE OLD LIGHT CRUISER (CL-0)

Due to treaties with both the Klingons and Kzinti, the Krebiz were not allowed to build any new ships unless one was lost or destroyed. The treaty with the Klingons in Y82 limited the Krebiz to 8 mandibles. In Y135 the Krebiz broke the treaties and applied refits to these ships. Not all mandibles received the refit.

This ship is the warp powered version of the CL-S, sublight light cruiser. It was a functional ship, having 100% of the claw's offensive weaponry, but at a lower movement cost.

After the introduction of capsules capable of attaching to the mandible, these ships became much more powerful. Claws and mandibles can share capsules (I.e. heavy capsules could be carried by either the claw or the mandible). On many occasions capsules were exchanged between these two ship types.

The mandible does not have shields. If a carried capsule is dropped the shields go with the capsule. This ship has 1 spare shuttle. Consult the description of the individual capsules for more information.

(RH-1.8) PINCER OLD DESTROYER (DD-O)

The pincer is actually the old-style destroyer. Many of these ships were sublight and were eventually converted to warp. After the invention of capsules the pincer and its capsule were retitled, based on which capsule was carried.

Due to treaties with both the Klingons and Kzinti, there were never more than 10 pincers at any given time, and usually there were less. In Y135 the Krebiz applied refits to the pincers. Not all the ships received the refit.

The pincer does not have shields. If the capsule is dropped the shields go with it. The pincer has 1 spare shuttle. Consult the description of the attached capsule for more information.

(RH-1.9) CLIPPER OLD FRIGATE (FF-O)

Many of these ships were sublight ships which were eventually converted to warp technology. Due to the treaties, there were never more than 15 Clippers at any given time, and usually, there were less. In Y135 the Krebiz applied refits to the clippers. Not all the ships received the refit, and some did not receive it until after the capsule refit.

The clipper is nimble and, therefore, capable of landing on planets. Consult the SSD for a chart of nimble ship benefits. Some capsules are too large and prevent the nimble benefits from being used; consult the capsule descriptions and the SSDs of these combined units.

This ship does not have shields. If the capsule is dropped the shields go with it. The clipper has 1 spare shuttle. Consult the description of the attached capsule for more information.

KREBIZ DEFENSE FLEET CAPSULES

(RH-1.10) DREADNOUGHT CAPSULE (C-DN)

The dreadnought capsule and claw cruiser combination is the most powerful ship the Krebiz built. There were times when this capsule acted alone as a light cruiser. It has one spare administrative shuttle.

Because of the box-like nature inherent to capsules, the firing arcs do not expand when this capsule (or any other capsule for that matter) is separated from its cruiser, nor does its tum mode improve.

When the dreadnought capsule is placed on a mandible cruiser, other special restrictions apply. Consult (RH-1.60) for a description of these restrictions.

(RH-1.11) BATTLECRUISER CAPSULE (C-BC)

The battlecruiser capsule was first built in Y177 in a vain attempt to prepare for the impending Klingon invasion. Six of these were built. Three of these, once attached, remained in service until destroyed in the Klingon invasion.

There were numerous arguments among Krebiz Admiralty about weather these ships should remain independent of their cruiser, like the dreadnought capsule (used in a limited manner, as PFs). This eventually proved unsuccessful, however, as three of the original six C-BCs were destroyed. There was talk of adding a warp pack and extra equipment, to make this ship function as a standard PF. This historically never happened, however, (RH-1.PF1 in Krebiz-2) describes this conjectural unit and flotilla SSDs are provided in Krebiz-3.

When attached to a mandible cruiser the combination has some special restrictions, see (RH-1.61).

(RH-1.12) COMMAND CRUISER CAPSULE (C-CC)

The command cruiser was the predominant cruiser/capsule combination in the Krebiz fleet. It conducted most of the missions of exploration, defense, escort, and on rare occasion convoy raider. The command capsule was rarely used alone as they were needed on their assigned cruisers.

Both mandibles and claws regularly carried these capsules. As the Klingon invasion approached, the three C-BCs took assignments which had previously been occupied by C-CCs, the extra power, shields and weapons being paramount.

(RH-1.13) HEAVY CRUISER CAPSULE (C-CA)

The heavy cruiser capsule was roughly equivalent to the command cruiser capsule above, and performed basically the same missions. Six were originally constructed, but were found to be lacking somewhat. After the original six no more were built and the Krebiz fleet switched to building the superior C-CC and C-BC.

(RH-1.14) CARRIER CAPSULE (C-CV)

Only one of these was constructed, to carry captured fighters. The sole carrier capsule, the Hungry was carried by both a claw and mandible at different times during its service.

This capsule had two spare fighters of the type being carried. The SSD does not provide the fighters, you must use those provided with Module J. SSD is in Krebiz-2.
Consult (RH-1.54) and (RH-1.64) for a more complete description of this unit.

(RH-1.15) DIPLOMATIC CAPSULE (C-CD)

The Krebiz race survived as long as it did due to the tremendous diplomatic skills of its ambassadors. They could make outlandish proposals to their opponents and somehow make them believe they were getting a fantastic deal. Both the Klingons and Kzintis attended negotiations held on board this capsule. The diplomatic capsule was the prime vessel for that purpose.

(RH-1.16) MEDIUM CRUISER CAPSULE (C-CM)

The Krebiz medium cruiser capsule maximized the pincer hull. The original design included a second SABOT in the capsule, however the prototype broke off the arms of the pincer which carried it, destroying them both. The design was then modified to this version. The pincer's arms had to be reinforced to carry this capsule.

Clipper cruisers, however, were able to carry the capsule with less difficulty. It seemed that the original design of clipper arms was strong enough. Note: The clipper loses it's nimble benefits when carrying this capsule.

Even with the design fluke mentioned above, it was extremely rare for a clipper cruiser to carry the C-CM. The three built were usually assigned to pincer cruisers.

(RH-1.17) LIGHT CRUISER CAPSULE (C-CL)

There were usually three or four light cruiser capsules in use on pincer or clipper hulls at any given time, and several more based on the planets.

It was considered the workhorse capsule for the pincer hull, but too large for regular assignment to clippers. The clipper loses nimble benefits when carrying this capsule.

(RH-1.18) GALACTIC SURVEY CAPSULE (C-GS)

Due to a lack of available claws or mandibles the Krebiz elected to build a galactic survey capsule for use with the pincer and clipper. It performed well and acted as a scout during wartime.

The C-GSC was loosely based on the C-CM. Clipper cruisers lose nimble benefits when carrying this capsule.

(RH-1.19) DESTROYER CAPSULE (C-DD)

There were rarely any of these in use, except for wartime. The destroyer capsules were stationed on the Krebiz planets until needed for special missions. On rare occasion these capsules would be used as extra-large shuttlecraft between the three Krebiz worlds.

During war, as the light and medium cruiser capsules were destroyed, destroyer capsules were often sent as replacements if there were no other available light or medium capsules. They were usually assigned to clippers if an opening existed.

(RH-1.20) SCOUT CAPSULE (C-SC)

The scout capsule did not get much more space time than the destroyer capsules did, unless of course, there was a unique occurrence that needed scientific study.

It performed acceptably in the wartime missions often required of scout class ships. Having only two special sensors was occasionally found to be inadequate, however both cruisers which carried the scout capsule had a pair of SABOT weapons, and many Krebiz captains preferred this, more offensive, arrangement.

(RH-1.21) FRIGATE CAPSULE (C-FF)

The clipper frigate cruiser was found to be inadequate, even in frigate roles. The addition of this capsule helped to rectify the situation. It did not act alone as it was a sublight unit, except as a shuttle between Krebiz planets.

This was one of the first capsule designs built. It was found to be extremely weak compared to other capsules, however, it was very inexpensive and remained in production until the Klingon invasion.

(RH-1.22) PRIORITY TRANSPORT CAPSULE (C-CTP)

This capsule was extremely powerful for a transport capsule. Many heavy cruiser captains wanted this capsule instead of the C-CA assigned to them. It could take more punishment, but had the same weaponry.

Two of these capsules were built, and near the end of the Klingon invasion both were serving in combat duty for lost C-CAs.

This capsule is sublight only, therefore it was not used for inter-system deliveries unless attached to a mandible or claw. SSD is provided in Krebiz-2.

(RH-1.23) HEAVY TRANSPORT CAPSULE (C-CTA)

As Krebiz trade flourished the C-CT was found inadequate and was enlarged. By Y170 all C-CTs had become C-CTAs. This unit is similar to the cargo pods of other races.

The primary use of the C-CTA was for transport of construction materials from the surface of the Krebiz planets to the FRDs orbiting those planets. This material was needed to repair armor, which could not be repaired by the cruisers themselves.

During peace, this capsule made many trips, attached to a claw or mandible, to Klingon or Kzinti trading outposts or colonies.

(RH-1.24) TRANSPORT CAPSULE (C-CT)

The transport capsule had the same uses as the CTL, but was capable of carrying greater amounts of cargo. It was used less often though, as fewer claws or mandibles were readily available.

By Y170 all five C-CTs had been enlarged to C-CTAs for added cargo space.

(RH-1.25) LIGHT TRANSPORT CAPSULE (C-CTL)

Used for transport between Krebiz planets and Klingon or Kzinti outposts. During peace, CTLs conducted a major portion of Krebiz trade while attached to a pincer or clipper.

Light transport capsules were extremely efficient, as they could land on planets to load and unload cargo, then leave orbit and attach to their cruiser. Clippers and pincers both carried this capsule often.

(RH-1.26) TROOP TRANSPORT CAPSULE (C-TT)

This capsule was primarily used for transport of personnel between Krebiz planets. It did participate in a ground assault on a Klingon fighter base resulting in the capture of Klingon fighters.

There were only two of these capsules built, however, they were used much more often than the commando capsule. Has 20 BPs, 2 Commando, 2 HWS, 1 GCV, 1 GAS and 1 HTS included in the BPV. No spare shuttles.

(RH-1.27) COMMANDO CAPSULE (C-COM)

This capsule was intended for ground assault missions. Only one was built.

Has 32 BPs, 2 Commando, 2 HWS, 2 GCV, 2 GAS and 1 HTS included in the BPV. No spare shuttles. SSD is provided in Krebiz-2.

(RH-1.28) HEAVY REPAIR CAPSULE (C-RH)

This capsule is primarily used to take repair capabilities to ships which need it. Armor can not be repaired by cruisers themselves. It must be repaired at a base, or by this capsule.

This capsule was developed for that purpose: To enable repairs of armor without having to bring the cruiser into a base. This capsule can repair armor; use the standard repair procedures.

The heavy repair capsule was capable of servicing only claw and mandible cruisers. One cruiser can be serviced at a time. SSD is provided in Krebiz-2.

(RH-1.29) LIGHT REPAIR CAPSULE (C-RL)

This capsule was primarily used to take repair capabilities to ships in the field, much like the heavy repair capsule described above. Since armor can only be repaired at a base and not by the cruisers themselves, this capsule was developed to enable those repairs without having to bring the cruiser in to a FRD or base. This capsule can repair armor; use the standard repair procedures.

The light repair capsule was capable of servicing only pincer and clipper cruisers. Only one cruiser can be serviced at a time. SSD is provided in Krebiz-2.

(RH-1.30) MINE SWEEPING CAPSULE (C-MS)

This capsule has the same functions as the mine sweepers of other races.

The Krebiz could foresee the impending invasion of the Klingon Empire as early as Y175. In Y176 they designed this capsule to begin laying mine fields throughout the Krebiz System in hopes of better defending against the Klingons.

The mine sweeping capsule should actually be called a mine laying capsule, as it rarely swept any mines during its entire service time. SSD is provided in Krebiz-2.

(RH-1.31) LIGHT CARRIER CAPSULE (C-CVL)

In Y175 the Krebiz developed plans for two different fighter classes (RH-1.F6 & RH-1.F7). To pay for these fighters the Krebiz sold six SABOT weapons to the pirates. This capsule was designed and built to carry those fighters. Only one capsule of this type was built. It could be mounted on either a pincer or clipper. This unit is a true carrier. Spare Shuttles: 1 Krill-S or Krill-F. SSD in Krebiz-2.

(RH-1.32) HOSPITAL CAPSULE (C-H)

This capsule became a necessity soon after Klingon occupation of the Krebiz system. It functioned by itself or attached to a pincer or clipper cruiser. The functions of this unit are obvious. SSD in Krebiz-3.

(RH-1.33) ESCORT CAPSULE (C-E)

This conjectural capsule would modify a pincer or clipper into an escort for the CVA or SCS carrier groups utilized by a major race. The unit could service Krill fighters but did not carry its own See also (RH-1.174) & (RH-1.184). No spare shuttles or fighters. The SSD is in Krebiz-3.

(RH-1.34) BATTLE CONTROL CAPSULE (C-B)

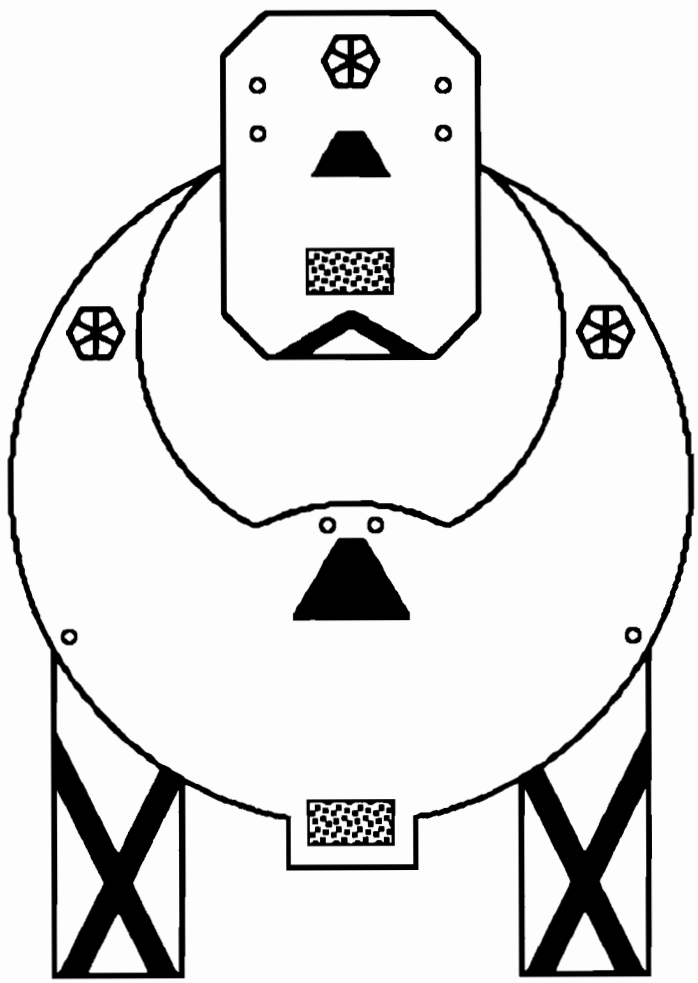
This conjectural capsule would modify a kraken, claw or mandible into a battle control ship. The unit could carry and service Krill fighters. It is a true carrier. It is based on the C-DN. See also (RH-1.91), (RH-1.151) & (RH-1.161). The SSD is in Krebiz-3.

(RH-1.35) SPACE CONTROL CAPSULE (C-SCS)

This conjectural capsule would modify a kraken, claw or mandible into a space control ship. It is based on the C-DN. The unit could carry and service Krill fighters and also had mech-link tractors to service Battle PFs or interceptors (RH-1.PF1). It is a true carrier. See also (RH-1.92), (RH-1.152) & (RH-1.162). The SSD is in Krebiz-3.

(RH-1.36) HEAVY CARRIER CAPSULE (C-CVA)

This conjectural capsule would modify a kraken, claw or mandible into a heavy carrier. It is based on the C-DN. The unit could carry and service Krill fighters. It is a true carrier. See also (RH-1.93), (RH-1.153) & (RH-1.163). The SSD is in Krebiz-3.



KREBIZ PINCER LIGHT CRUISER

KREBIZ SHIP NAMES:

The Krebiz named their ships in an unusual manner, both the capsule and main hull were given names. When they were attached the combined name was used. Example: The dreadnought capsule *"Rotten"* served most of its time attached to the claw cruiser *"Molester"*, thus the combination was called the *"Rotten Molester."*

0 KRAKEN CRUISER HULLS*: Kraken, Terror, Behemoth
5 CLAW CRUISER HULLS: Blood, Pinch, Scorpion, Maw, Fang, Maverick, Molester
8 MANDIBLE CRUISER HULLS: Salute, Wagon, Shell, Ocean, Beach, Witch, Warlock, Mandible, Courier
10 PINCER CRUISER HULLS: Beast, Dragon, Giant, Monster, Demon, Devil, Goddess, Heathen, Primate, Lancer, Terminator, Light, Hurt, Healer
15 CLIPPER CRUISER HULLS: Believer, Fowl, Roc, Condor, Shark, Hammerhead, Whale, Porpoise, Boat, Sail, Salt, Tempest, Gull, Tornado, Brute, Evil, Clipper, Gap, Hole, Blade, Mount, Creature
2 DREADNOUGHT CAPSULES: Rotten, Foul
6 BATTLECRUISER CAPSULES: Foolish, Angry, Freakish (three others destroyed, names unknown)
8 COMMAND CRUISER CAPSULES: Beastly, Dark, Light, Colored, Shady, Fluorescent, Ghostly, Ghastly, Ogreish
8 HEAVY CRUISER CAPSULES: Speedy, Quick, Hard, Soft, Soulful, Sorry, Sickly, Studious, Stupendous, Salty
1 CARRIER CAPSULE: Hungry
1 DIPLOMATIC CAPSULE: Dirty
3 MEDIUM CRUISER CAPSULES: Spiteful, Spirited, Special
6 LIGHT CRUISER CAPSULES: Floating, Free, Festive, Fermenting, Flaming, Feasting
2 GALACTIC SURVEY CAPSULES: Voyaging, Searching
10 DESTROYER CAPSULES: Drowning, Diseased, Demure, Denatured, Detonating, Deceptive, Dwarfish, Direct, Diverted, Deranged, Developed
3 SCOUT CAPSULES: Clear, Opaque, Translucent
10 FRIGATE CAPSULES: Soaring, Singing, Scouting, Sputtering, Spitting, Spewing, Spending, Shouting, Shooting, Splitting, Savage, Streaking, Devastating
1 COMMANDO CAPSULE: Fiendish
2 TROOP TRANSPORT CAPSULES: Lucky, Destructive
10 LIGHT TRANSPORT CAPSULES: Holding, Friction, Loaded, Red, Blue, White, Green, Violet, Purple
0 TRANSPORT CAPSULES*: (Use the first five names listed as C-CTAs; since after Y170 all five C-CTs became C-CTAs.)
8 HEAVY TRANSPORT CAPSULES: Malignant, Fused, Bruised, Damaged, Protected, Jutting, Cutting, Carrying
2 PRIORITY TRANSPORT CAPSULES: Valuable, Priceless
2 HEAVY REPAIR CAPSULES: Frothing, Feuding
2 LIGHT REPAIR CAPSULES: Flat, Flooding
1 MINE SWEEPER CAPSULE: Fuming
1 LIGHT CARRIER CAPSULE: Krilled
1 HOSPITAL CAPSULE: Caring
2 DEFENSE SATELLITE MAINTENANCE CAPSULES: Modifying, Replacer

The number preceding the unit represents the Y180 Order of Battle. See also (HC-1.14).

* These ships no longer existed in Y180, but are listed here since at one time they did.

It should be noted that this list is not, by any means, complete. Many other ship names not listed here were used. Extra names are replacements for lost units. Some of these ships were not built, but records indicate they were scheduled for construction.

KREBIZ TACTICAL CONCEPTS:

GUARANTEED MIZIA

When playing the Krebiz (or Pirate or Wyn armed with SABOT weapons) fire one SABOT and all available phasers (and other direct-fire weapons) on the same impulse (hopefully knocking down the target's facing shield). On the following impulses use sequentially fired SABOTs. These will hit the target's down shield, even if the target ship should turn away or bring a new shield to bear. These multiple volleys will cause plenty of first row "Mizia" type hits, striping the target of power and weapons.

WALKING THE LINE IN A PINCER

The pincer cruiser (this works for the clipper also) has a unique armor arrangement. Fire from the forward (or aft) center line can be placed on either the LS or RS armor bank (not both, see (ER-1.23)). While this in itself is not powerful, a slight shift in movement (on the impulse after damage is taken) to one side or the other can bring the other armor bank to bear. This gives the pincer (or clipper) a more effective forward damage tolerance. Kraken, claw and mandible cruisers do not have this forward defensive capability.

It should be noted that volleys on two separate impulses coming from the forward center line, could be scored on different armor banks also. This effectively increases the head-on damage that a pincer (or clipper) can take.

In a limited manner, this tactic applies to Krebiz bases, which have three of these armor-borders.

BAD SHIELDS GET WORSE

If the target ship has several down shields which are not facing your Krebiz ship consider firing all of your SABOTs simultaneously (on the same impulse) as a first volley. This will cause the splashed damage to strike the non-facing down shields, scoring several volleys of internal hits.

Note if the facing shield is nearly down this tactic will be irrelevant and sequential volleys would probably be better.

MAKING THE BEST BUY

When buying ships for a scenario consider some of the following options:

1. Take a C-CTP instead of the C-CA, it has the same weapons arrangement, but can take a lot more damage with all that cargo.

2. Consider taking a pincer cruiser instead of the clipper when carrying the following: C-CM, C-CL or C-GSC. The lost nimble benefits and lack of HET bonus will likely cost you the battle.

3. In addition, consider taking a DDL instead of a CM-C, NCL-C or GSCL and applying the saved points toward another ship.

Please note that this page is an extract of the RH-1 rules section of the product Krebiz-2 which lists all the capsule/cruiser combinations. The reason for this is that the ships described here have their SSDs in this product (Krebiz-1). Instead of giving you 6 pages of RH-1 rules for ships that are not even in this book and deleting 6 other SSDs, we placed this extract here and gave you this page and 5 extra SSDs. All of the ship/capsule combinations not listed here are described in, and have their SSDs enclosed in, products Krebiz-2 and Krebiz-3. If you Have Krebiz-2, those rules supersede the rules on this page.

KREBIZ SHIP COMBINATIONS

(RH-1.50) DREADNOUGHT (DN)

The dreadnought capsule and claw cruiser combination is the most powerful ship the Krebiz built. These were kept near the Krebiz Home World until needed to defend against Klingon or Kzinti invasion. For more information consult the descriptions of the claw cruiser (RH-1.6) and the dreadnought capsule (RH-1.10).

(RH-1.52) COMMAND CRUISER (CC)

The command cruiser was the predominant ship in the Krebiz fleet. It conducted most of the missions of exploration, defense, escort, and on rare occasion, raider. It consisted of the command capsule and the claw cruiser combination. The tournament cruiser is based on this design and that of the BC. The SSD for this unit is in Krebiz-2.

(RH-1.53) HEAVY CRUISER (CA)

The heavy cruiser combination was roughly equivalent to the command cruiser combination above, and performed basically the same missions. In addition there were always two CAs on routine patrol around the three Krebiz homeworlds to protect against piracy and invasion.

(RH-1.55) DIPLOMATIC CRUISER (CD)

The Krebiz designed this combination for diplomatic missions to the Klingons, Kzinti, Federation and Wyn. In Y185 the only diplomatic capsule "Dirty" was attached to the cruiser "Pinch" and sent to the Federation in an effort to become a member race.

The Federation believed this to be a tactic to draw the alliance back into war with the Klingons and the Coalition. They denied the Krebiz membership.

(RH-1.61) LIGHT BATTLECRUISER (BCL)

The light battlecruiser combination consisted of the battlecruiser capsule and a mandible cruiser. The BCL suffered some of the problems of weak cruiser arms also. It does not get an HET bonus. The SSD for this unit is in Krebiz-2.

(RH-1.62) LIGHT COMMAND CRUISER (CCL)

The light command cruiser was probably the most used combination of capsules. It should truly be termed the workhorse of the Krebiz fleet. As the heavier capsules were being built and assigned to claws, more of the C-CCs were assigned to available mandibles.

(RH-1.68) CARGO TRANSPORT (CT-M)

This cruiser/capsule combination mounted a cargo capsule (C-CT) on a claw or mandible. It was used primarily for cargo transport between Krebiz, Klingon and Kzinti worlds. On rare occasion trade also occurred with the Lyrans and Wyn. The designation '-M' signifies the CT as being carried by a mandible, no designator would indicate a claw cruiser as the carrying unit.

(RH-1.70) MEDIUM CRUISER (CM)

The Krebiz medium cruiser maximized the pincer Hull. Larger capsules broke the arms of the pincer at warp speeds. Other data same as pincer and C-CM.

(RH-1.71) LIGHT CRUISER (CL)

There were usually 2 or 3 light cruiser capsules in use on pincer cruiser hulls at any given time, and several more on the planets. Other data same as the pincer cruiser (RH-1.8) and light cruiser capsule (RH-1.17).

(RH-1.72) GALACTIC SURVEY CRUISER (GSC)

Due to a lack of available claws the Krebiz elected to build a galactic survey capsule for use with the pincer. It performed well and acted as a scout during wartime.

(RH-1.76) LIGHT CARGO TRANSPORT (CTL)

This combination consisted of a pincer and a light cargo capsule (C-CTL). Used for transport between Krebiz planets and Klingon or Kzinti outposts, CTLs conducted a major portion of Krebiz trade. The SSD for this unit is in Krebiz-2.

(RH-1.83) LIGHT DESTROYER (DDL)

The light destroyer is based on the clipper cruiser with the addition of the destroyer capsule. This was the most common capsule used on clippers besides the C-CTL. During wartime, the clipper hulls would drop the light cargo transports (C-CTLs) and take these capsules.

The destroyer capsules were stationed on the Krebiz planets until needed in wartime or for special missions. There were, however, occasions where maneuvers were conducted to practice emergency liftoffs and attachments. This was done to keep the crews ready for the inevitable attack.

(RH-1.84) SCOUT FRIGATE (SCF)

The scout frigate was used more than the scout was. When there was a unique occurrence that needed scientific study, the scout frigate was usually sent.

(RH-1.85) NEW FRIGATE (FF)

The clipper frigate was found to be inadequate, even in frigate roles. The addition of this capsule helped to rectify the situation. These were based on planets while C-CTLs were in primary use.

(RH-1.200) TOURNAMENT SHIP (TBC)

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

Insert these scenarios at the end of the SH section of your rulebook.

(HS-1.0) THE UNEXPECTED SURPRISE Y160

In Y160 the Klingons sent Commodore K7 Ulliey Krait and a detachment to attack one of the Krebiz outlying planets. The Fourth Klingo-Kzinti War was being fought and the Krebiz system was the target. The Krebiz usually remained neutral, but the Klingons had reason to believe that the Krebiz were assisting the currently losing Kzintis. The raid was a warning to the Krebiz to watch their step.

Klingon intelligence had advised Krait that the Krebiz were constructing a number of 'small ships' on the planet surface. It was not known what they were.

As it turns out the 'small ships' were the Krebiz capsules with the new shield technology that the Krebiz had been lacking. None of the capsules had left the planet surface yet, and were not fully tested. When Krebiz long range scanners detected the Klingon force it was decided to launch the capsules into space. Combat would prove to be the ultimate test.

(HS-1.1) NUMBER OF PLAYERS: 2; The Klingon and the Krebiz.

(HS-1.2) INITIAL SET UP:
TERRAIN: There is a one hex class M planet in hex 3606.
KLINGON: D-7C in hex 0328, heading B, Speed Any, WS-3, Commodore K7 Ulliey Krait.

The following ships are deployed within 3 hexes of Commodore Krait's ship.

D-7 heading B, speed any, WS-3.
D-6 heading B, speed any, WS-3.
F-5 heading B, speed any, WS-3.
E-4 heading B, speed any, WS-3.

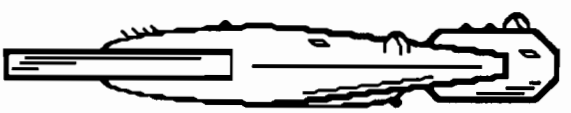
KREBIZ: 3 claws (CA-O) and 3 pincers (DD-O) within 2 hexes of the planet, heading any, speed 1, WS-1. The following capsules are on the planet surface:
2 C-CC, 2 C-CA, 2 C-CL, 2 C-DD AND 2 C-FF. All are heading any, speed 0, WS-0.

(HS-1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

(HS-1.4) SPECIAL RULES:
(HS-1.41) MAP: Use a floating map.
(HS-1.42) SHUTTLES AND PFs: There are no PFs, fighters or multi-role shuttles (MRS) in this scenario. Players might choose to add these items. No shuttles in the historical scenario had Warp Booster Packs (J5.0) as they had not been invented yet.
(HS-1.421) If using the optional MRS shuttles (J8.0), the D-7C, D-7, D-6, and the 3 claws (CA-O) could each have an MRS purchased under (HS-1.431).
(HS-1.422) If you are playing the historical scenario ignore this rule as no fighters were present. If you wish to use fighters consult (HS-1.61). If using EW fighters consult (S1.3).
(HS-1.423) There are no PFs in this scenario, but players might choose to add them (HS-1.62).
(HS-1.43) COMMANDER'S OPTION ITEMS:
(HS-1.431) Each ship can purchase additional or special equipment as Commander's Option Items up to 20% of the Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(HS-1.432) All drones are speed-12. The Klingons can purchase special drones up to the historical percentages as part of the Commander's Option Items.
(HS-1.44) None of the Klingon ships have refits. The Krebiz claws and pincers have refits (RH-1.R1) & (RH-1.R3).
(HS-1.45) The inactive capsules must obey certain restrictions until they are "released." They may not move in any way, arm any weapons (except for the phaser capacitor), operate EW systems, operate shields at other than "minimum" level. They cannot reinforce shields, operate tractors, use reserve power, activate transporters and only half of their boarding parties are available for use. Their fire control is inactive and cannot be turned on until the capsule is "released."
(HS-1.46) The inactive ships are released as follows: At the beginning of every turn (Including Turn 1) before energy allocation, a die is rolled for each inactive capsule. If the die roll is a "1" or "2" the capsule is "released" for the turn and may operate normally. Any other result means the capsule is not released. Note that even after a capsule is released, it will still have to arm weapons, leave the planet surface and build up speed. Unreleased ships roll again at the beginning of each turn.
(HS-1.47) Do not use (D18.0) but instead use the rules stated above.
(HS-1.48) The planet has 1 hex of atmosphere around it, see (P2.5).

(HS-1.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2), except the Krebiz suffer a devastating defeat if all their ships are destroyed, captured, or disengage while the Klingons have at least one ship on the map.

(HS-1.6) VARIATIONS: The scenario could be played again under different conditions by making one or more of the following changes:
(HS-1.61) Substitute a D-6V for the D-6 and attach a C-CV to one of the claws (CA-O) in orbit. Each carrier has a squadron of 12 fighters.
(HS-1.62) Attach two PFs to the D-7C. allow 2 of the capsules to have already left the planet and attached themselves to their cruisers.
(HS-1.63) Delete the E-4 and one pincer (DD-O), or add one of each for a slightly larger force.
(HS-1.64) Replace some of the ships with equivalent hull types and use the tactical intelligence rules (D17.0).
(HS-1.65) For a smaller scenario delete the D-7, E-4, one claw cruiser (CA-O), one pincer destroyer (DD-O) and one of each capsule type on the planet.



SIDE VIEW: KREBIZ CLAW BATTLECRUISER

(HS-1.7) BALANCE: The scenario can be balanced between players of different skill level by one or more of the following:
(HS-1.71) Delete the E-4 or one pincer (DD-O).
(HS-1.72) Add the B refit or the K refit to one or more of the Klingon ships. Greatly favors Klingons.
(HS-1.73) Delete the refits on one or more Krebiz ships. Favors Klingons.
(HS-1.74) Allow the capsules to be released on a die roll of "1", "2" or "3". Favors Krebiz.

(HS-1.8) TACTICS:
KLINGON: Destroy as many cruisers as possible before the capsules get attached. Consider destroying capsules as they leave the planet surface, or destroy inactive capsules on the planet surface if no other target presents itself.
KREBIZ: Pray! If several capsules are released on the first turn wait behind the planet and get them attached. If not, consider engaging the Klingons and using the capsules as limited PFs, trying to attach them later if possible. Don't give up until the last capsule falls; you cannot win if you disengage.

(HS-1.9) HISTORICAL OUTCOME: The D-7C was destroyed and Commodore K7 Ulliey Krait died aboard her. He surely would have been court martialed had he survived. The Krebiz were able to hold off the Klingons and only lost 3 cruisers (1 claw and 2 pincers).

(HS-2.0) LETS YOU-N-HIM FIGHT Y165

A standard tactic used by Krebiz captains is to attempt to get the Klingons and the Kzintis to fight each other. One such incident occurred in Y165 near the end of the Fourth Klingo-Kzinti War. The Krebiz Light Cruiser *'Feasting Heathen'* under Lt. Commander "Shell of the Deep" was on routine patrol and observed a Klingon and a Kzinti about to enter combat. The Krebiz Council dictates that the Krebiz would help whichever side was currently losing the war, as a means to keep them even. He sent a subspace message to Krebiz Headquarters and awaited a reply.

(HS-2.1) NUMBER OF PLAYERS: 3; The Klingon, The Kzinti and the Krebiz.

(HS-2.2) INITIAL SET UP:
KLINGON: D-7B hex 1330 heading A, speed any, WS-3.
KZINTI: BC in hex 1301 heading D, speed any, WS-3.
KREBIZ: 1 CL in hex 4116 heading E or F, speed any, WS-3. Lt. Commander "Shell of the Deep".

(HS-2.3) LENGTH OF SCENARIO: The scenario continues until all ships belonging to all players, but one, have been destroyed, captured or disengaged.

(HS-2.4) SPECIAL RULES:
(HS-2.41) MAP: Use a floating map.
(HS-2.42) SHUTTLES AND PFs: There are no PFs or fighters in this scenario. No shuttles in the historical scenario had Warp Booster Packs (J5.0).
(HS-2.421) If using the optional MRS shuttles (J8.0), each ship could purchase an MRS under (HS-2.431).
(HS-2.43) COMMANDER'S OPTION ITEMS:
(HS-2.431) Each ship can purchase additional or special equipment as Commander's Option Items up to 20% of the Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(HS-2.432) All drones are speed-12 except for purchased speed increases (FD10.65). The Klingon and Kzinti can purchase special drones up to the historical percentages as part of the Commander's Option Items.
(HS-2.44) The Klingon ship has the B refit. The Krebiz ship has the (RH-1.R3) Refit. The Kzinti ship has the C-14 Refit (R5.R1).
(HS-2.45) At the beginning of the scenario the Krebiz player draws a card from an ordinary playing deck keeping it hidden from the other players and himself. He places it face down under the map edge. At the end of Turn 2 He is allowed to look at it. If it is red he will side with the Klingon, if it is Black he will side with the Kzinti. He may not fire on the ship he sides with unless fired upon by that ship, or until the beginning of turn 5.
(HS-2.46) The Klingon and Kzinti cannot fire on the Krebiz until he fires a weapon at them, or until the beginning of turn 5 whichever comes first. At the beginning of this turn both may fire on the Krebiz even if he has sided with one of them.

(HS-2.5) VICTORY CONDITIONS: The scenario should continue until only one ship remains. This ship is the winner with a Decisive Victory. The ship first destroyed or forced to disengage suffers a Crushing Defeat. The second ship suffers a Marginal Defeat if forced to disengage and a Crushing Defeat if destroyed.

(HS-2.6) VARIATIONS: The Scenario could be played again under different conditions by making one or more of the following changes:
(HS-2.61) Replace some of the ships with equivalent hull types and use the Tactical Intelligence rules (D17.0).
(HS-2.62) For a smaller scenario use frigates or destroyers, for a larger one use heavy cruisers.

(HS-2.7) BALANCE: The scenario can be balanced between players of different skill level by one or more of the following:
(HS-2.71) Lower the weapon status or starting speed of one of the ships.
(HS-2.72) Add or delete refits.
(HS-2.73) Allow one side to use faster drones.

(HS-2.8) TACTICS:
KLINGON & KZINTI: Concentrate on each other until turn 3 then avoid the Krebiz until turn 5 when you become free to fire at him. After turn 5 concentrate on whichever opponent is stronger.
KREBIZ: Try to position yourself where you will be able to fire on turn 3. Do as much damage as you can on your "enemy" but watch your back on turn 5 when you have another opponent.

(HS-3.0) RUNNING THE GAUNTLET Y165

by John E. Kasper, PA

In Y165, the Krebiz attempted to join the Federation. After lengthy negotiations, their petition was rejected. Despite its failure, the attempt greatly angered the Klingons. In retaliation for the perceived insult to their Empire, two Klingon fleets joined forces to set up an ambush for the Krebiz diplomatic cruiser, *'Dirty Pinch'*, as it headed for home after the negotiations ended. A Klingon spy received information regarding the route the 'Dirty Pinch' would take back to Krebiz territory and dutifully notified his superiors.

(HS-3.1) NUMBER OF PLAYERS: Two or more; the Krebiz player and one or more Klingon players.

(HS-3.2) INITIAL SETUP

TERRAIN: Use the Asteroid Field or Asteroid Belt map or set up a (P3.0) asteroid field. The edge of the asteroid area is 240 hexes in direction A from the XX30 hex row.

KLINGON: Klingon player sets up first. He sets up one or more ships as determined in (HS-3.46). Randomly select which of the six sections of the map each starting ship is in. The ship(s) is/are hiding in the asteroids (D20.0). No active fire control, heading at player selection, speed 0, WS–III.

KREBIZ: The *'Dirty Pinch'* enters fro m anywhere on the XX30 hex row, heading A, speed last turn 10, WS–I. If the Klingons have any ships moving (HS-3.473), the 'Dirty *Pinch'* may start at WS–II and any speed from 0 to 20 as desired (if the Klingon selects a 10 bonus) or at WS–III and any speed desired (if the Klingon selects a 30 bonus). Captain Alnid–Swimmer is a Legendary Captain. Lieutenant Cloud–Dancer is a Legendary Navigator. The *'Dirty Pinch'* has some special equipment, see (HS-3.45).

KLINGON REINFORCEMENTS: see (HS-3.47).

(HS-3.3) LENGTH OF SCENARIO: The scenario continues until the *'Dirty Pinch'* is either destroyed or disengages by distance in direction A while in the asteroid field or by acceleration or distance after exiting the field.

(HS-3.4) SPECIAL RULES

(HS-3.41) MAP: Use a floating map. The first 240 hexes (eight maps) crossed are ASTEROID FIELDS or ASTEROID BELTS. The *'Dirty Pinch'* can only disengage in direction A.

(HS-3.42) SHUTTLES AND PFs: No shuttles have WBPs. There are no PFs.

(HS-3.421) MRS shuttles may be used if the players agree, limited by (J8.5) and (HS-3.431).

(HS-3.422) One of the fighters on the D6V is an EW fighter only if ECM rules are being used. See (HS-3.45) for Krebiz fighter options.

(HS-3.423) There are no PFs in this scenario.

(HS-3.43) COMMANDER'S OPTION ITEMS:

(HS-3.431) Each ship can select additional or special equipment as Commander's Option Items (e.g. T–bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. For the purposes of this rule, the BPV of the *'Dirty Pinch'* is 173.

(HS-3.432) All drones are "Slow", speed 8 or "Moderate", speed 12. "Medium" speed 20 drones are available for purchase as limited drones. Each drone–armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(HS-3.44) REFITS: Klingon ships have the refits indicated in (HS-3.46). Ships marked with [U] have one UIM module. The *'Dirty Pinch'* has all refits.

(HS-3.45) KREBIZ MODIFICATIONS: Captain Alnid–Swimmer knew that this would be a difficult mission. Several means of adding extra weapons to the *'Dirty Pinch'* were considered. The Krebiz player can select two of the packages listed below. (The same package could be selected twice, if desired.)

PACKAGE 1: Add a MINE RACK in one of its shuttle bays (M9.16). A mix of large and small explosive mines is selected by the Krebiz player to fill the rack. The shuttle normally in that bay is carried on a shuttle mech. link (J1.562).

PACKAGE 2: Add a Type–F DRONE RACK in one of its shuttle bays (FD3.6). One set of reloads. Use Klingon percentages for special drones. The shuttle normally in that bay is carried on a shuttle mech. link.

PACKAGE 3: Add a Fighter on a mech. link. Fighter selection is limited by (G15.71), Daven Cartel, 75% column. This mech. link is limited by (K1.8).

(HS-3.46) KLINGON OPERATIONS: The Klingons didn't know exactly where the *'Dirty Pinch'* would cross the asteroid field. To make sure they caught it, the ships of their fleets (part of F&E Northern Fleet, (703.0)) were deployed over a large portion of the belt, near the Krebiz expected route. Those ships included: D7C; D7B[U]; D7B; 2x D6B; D6DB; D6V[U] w/ E3E, E4E, 5x Z-1, 5x Z-2; 2x F5C; 3x F5; F5B; F5S; E4; E4B. The Klingon player uses the following procedure for his initial setup.

STEP 1: The Klingon player secretly divides his available ships into 11 groups, numbered 2 to 12, and records this in writing.

STEP 2: The Krebiz player rolls two dice. The total indicates which Klingon ship(s) is/are guarding the area that the Krebiz first enter. The remaining smaller numbers are the Left Reinforcements. The remaining larger numbers are the Right Reinforcements. EXAMPLE: If the Krebiz player rolled a 4, the ship or ships that the Klingon player had put in group 4 would be set up for tum 1. The ship(s) in group 3 would be the first reinforcement arriving from the Left. The ship(s) in group 2 would be the second Left Reinforcement. There would be no third Left Reinforcement. The ship(s) in group 5 would be the first Right Reinforcement, etc.

(HS-3.47) KLINGON REINFORCEMENTS: The other Klingon ships began moving towards the *'Dirty Pinch'* as soon as it was obvious where it would enter the asteroids. The Klingon player must keep two running totals. After each impulse, add the appropriate amount from the chart below to each total.

KREBIZ HEADING:	A*	B*	C	D	E	F*
ADD TO LEFT TOTAL:	.5	2	4	6	2	0
ADD TO RIGHT TOTAL:	.5	0	2	6	4	2

If the Krebiz speed is less than 16, double the added amount for the headings marked with a "*". If the Krebiz speed is 16 or greater, double the added amount for the headings NOT marked with a "*". When one of the totals reaches 50, the first reinforcement from that side enters the map. Thereafter, every time one of the totals increases by 50, the next available reinforcement from that side enters the map.

(HS-3.471) Left Reinforcements arrive at the 01XX edge of the map; Right Reinforcements arrive at the 42XX edge of the map. The ships arrive in the hex with the same last two numbers as the hex containing the Krebiz ship.

(HS-3.472) The first reinforcement on each side is at speed 20 (if it arrives during turn 2 or at speed 31 if it arrives during turn 3 or later), WS–III. Later reinforcements are at speed 31, WS–III. In all cases, facing is at Klingon player's option. Energy allocation forms need not be completed until a unit enters the map, but must provide enough energy for moving at that speed for the entire turn.

(HS-3.473) The Klingon player can accelerate the arrival of his reinforcements by two methods. Either, neither, or both can be used.

METHOD 1: Have the off board ships start moving before the *'Dirty Pinch'* enters the asteroids. PROCEDURE: Before energy allocation of Turn 1, inform the Krebiz player that the Klingon ships have been seen moving towards him. The Klingon player can either add 10 or 30 to both the Left and Right totals. Adjust the Krebiz WS level as noted in (HS-3.2).

METHOD 2: The 2nd and later reinforcements on each side can be accelerated by telling their captains to take chances with the asteroids. The Klingon player may do this up to 4 times on each side. PROCEDURE: Add 8 to the running total for the selected side. SIDE EFFECT: Each ship arriving from that side thereafter must roll for asteroid damage. The Klingon player determines which shield (6,1,or 2) is subject to damage, then rolls one die on table (P3.2) for each acceleration he used. They needn't all hit the same shield. Assume speed 31 and no shield reinforcement. Die roll to shield assignments must be declared prior to rolling.

(HS-3.474) TACTICAL INTELLIGENCE: (Optional) The Krebiz player doesn't know exactly which Klingon ships are positioned to stop him. At any given time, he has Level S5 (D17.0) information on all Klingon ships, except those hidden by (D20.0). At the time a reinforcement ship enters the map, the Krebiz player has Level E information on that ship. At the same time, the Krebiz player has Level C information on the next reinforcement on that side.

(HS-3.5) VICTORY CONDITIONS: The Krebiz player wins if any of the following conditions exist:

The *'Dirty Pinch'* escapes by any means.

The *'Dirty Pinch'* is destroyed, but Klingon ships of equal or greater BPV value are captured.

If the *'Dirty Pinch'* is destroyed and a greater BPV value of Klingon ships are destroyed in the process, the scenario is a technical Victory for the Krebiz. The *'Dirty Pinch'* becomes a martyr of sorts.

Any other result is a Klingon victory.

(HS-3.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(HS-3.61) Up to two of the Klingon ships (not the command ships) can be replaced by equivalent Romulan, Lyran, or Frax ships conducting joint operations.

(HS-3.62) The Klingon fleet could be replaced entirely by a Kzinti or Frax fleet. The Kzinti would use a portion of the Duke's fleet:

DN; BC; CC; CV (12x AAS); CVL (9x AAS); CVE (6x AAS); 3x CL; 4x FF; DF; SF; TUGC.

The Frax would use: 2x CC; 6x CA; 7x FF.

(HS-3.63) Answer Captain Alnid–Swimmer's prayers: Replay the scenario with a D7N and a Krebiz fleet of approximately 1700 BPV.

(HS-3.7) BALANCE: This scenario is intended to portray a historical situation, not provide a balanced fight with an even chance for the *'Dirty Pinch'* to escape. A more sporting chance can be created by using one or more of the following:

(HS-3.71) Add a second Krebiz ship.

(HS-3.72) Increase the total required in (HS-3.46) to 75 or 100.

(HS-3.73) Let the Krebiz player examine the Klingon ship distribution and select where he enters the asteroid field.

(HS-3.74) Vary the WS of the Krebiz or Klingon ships.

(HS-3.8) TACTICS:

KLINGON: Many of your ships are too weak to destroy the *'Dirty Pinch'* by themselves. If the Krebiz player is lucky enough to find a weak spot in your line, use T–bombs and tractor beams to slow him down until the heavier reinforcements arrive.

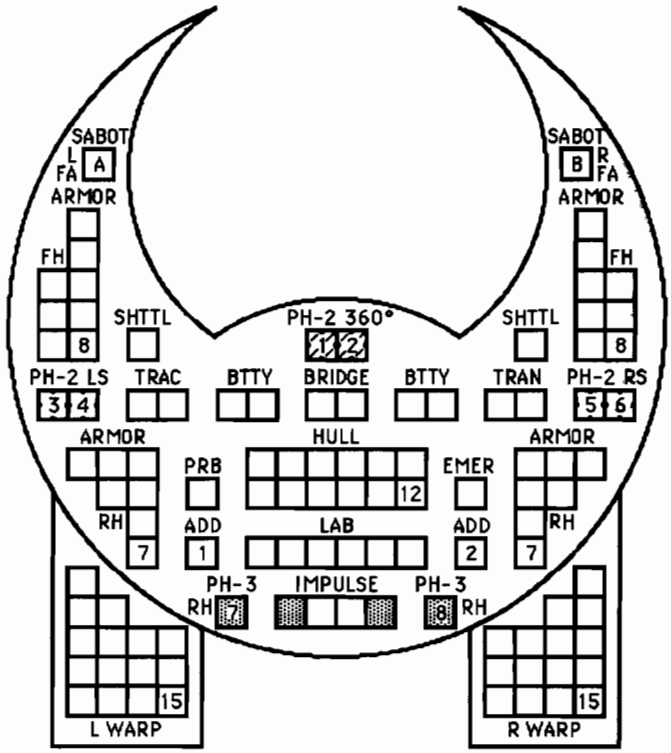
KREBIZ: Your basic tactic is simple: RUN! If you want to adopt a more risky, but potentially more interesting posture, make it a running fight. Start at speed 0, use TACs or an HET to turn around, then retrograde. You'll run into reinforcements sooner, but you will be able to use nearly all of your weapons.

(HS-3.9) HISTORICAL OUTCOME: Captain Alnid–Swimmer's ingenuity and Lieutenant Cloud–Dancer's skill made the asteroids fight for them. The *'Dirty Pinch'* escaped.

KREBIZ CLAW OLDSTYLE CRUISER

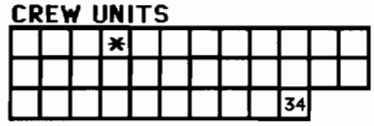
SHIP DATA TABLE

TYPE	=	CA-0
POINT VALUE	=	90
MOVEMENT	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.6
INTERNALS	=	78/108
REFIT	=	+13

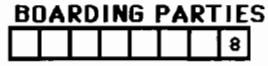


NOTES:
1. THIS SHIP DID NOT HAVE SHIELDS.
2. SHADED BOXES ARE THE REFIT.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

CREW UNITS



BOARDING PARTIES



TRANSPORTER MINES

R R R R D D D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 0

PROBES

1 5

SCANNER

0 0 1 9

DAM. CON.

4 2 2 0

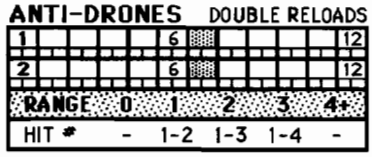
EX. DAM.

17

POWER CURVE

WARP	=	30
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	32
BATTERY	=	4
REF IMP	=	2

ANTI-DRONES DOUBLE RELOADS



SABOT COMBAT TABLE

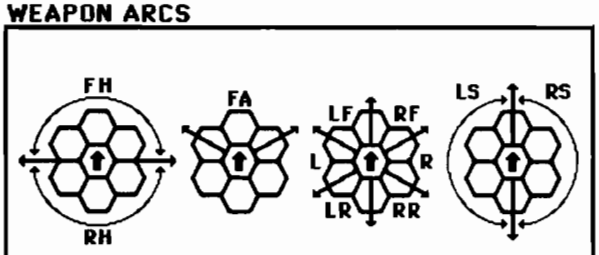
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE D

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

HET 5 5-6 BD

WEAPON ARCS



PHASER-1

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

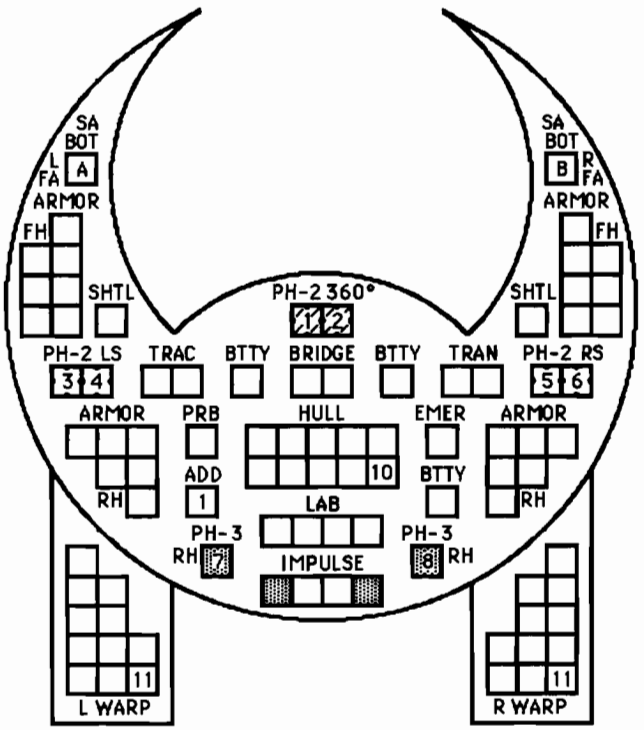
PHASER-2

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

PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

KREBIZ MANDIBLE
OLDSTYLE CRUISER



NOTES:
1. THIS SHIP DID NOT HAVE SHIELDS.
2. SHADED BOXES ARE THE REFIT.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

SHIP DATA TABLE

TYPE	=	CL-O
POINT VALUE	=	70
MOVEMENT	=	2/3
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.7
INTERNALS	=	64/90
REFIT	=	+12

CREW UNITS

			*								
				30							

BOARDING PARTIES

					6

TRANSPORTER MINES

R	R	R	R			D	D	D	D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	4	0

PROBES

1				5

SCANNER

0	0	1	9

DAM. CON.

4	2	2	0

EX. DAM.

			13

POWER CURVE

WARP	=	22
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	24
BATTERY	=	3
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS

1						6						12

RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

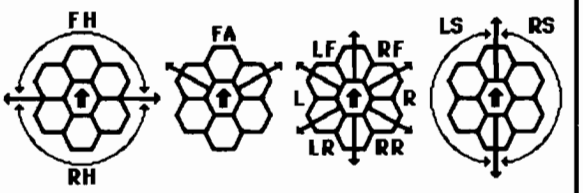
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE C

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

HET		BD
	3⅓ 5-6	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

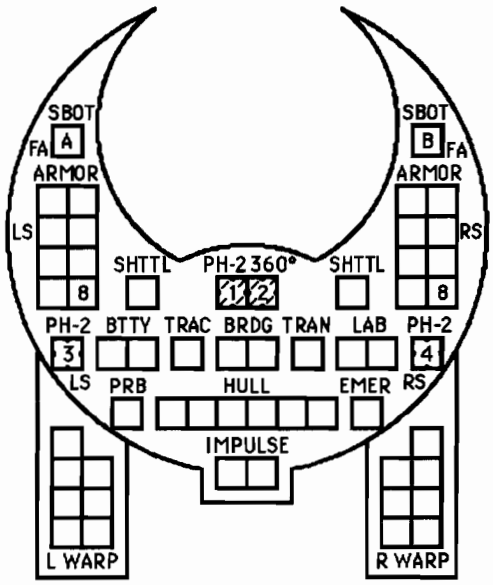
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KREBIZ PINCER
OLDSTYLE DESTROYER



SHIP DATA TABLE

TYPE	=	DD-0
POINT VALUE	=	55
MOVEMENT	=	1/3
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.8
INTERNALS	=	40/56
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

			*								
							20				

BOARDING PARTIES

					6

TRANSPORTER MINES

R	R			D	D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	4	2	0

PROBES

1				5

SCANNER

0	1	3	9

DAM. CON.

2	2	2	0

EX. DAM.

			8

POWER CURVE

WARP	=	14
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	16
BATTERY	=	2

NOTES:
1. THIS SHIP DID NOT HAVE SHIELDS.
2. SHADED PH-2s ARE PH-1s ON THE REFIT.

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

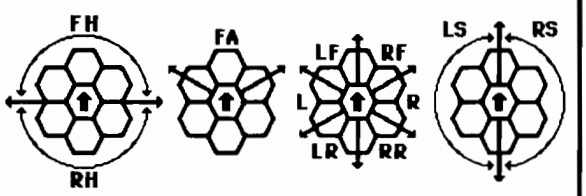
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE C

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

HET		BD	
	1⅔	6	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

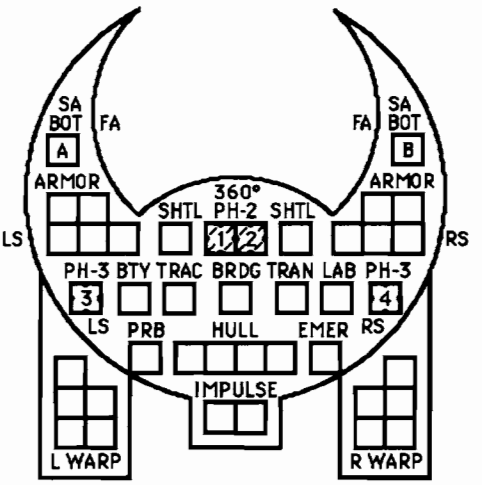
PHASER-3

DIE ROLL	RANGE 0	1	2	3-4	5-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1½	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KREBIZ CLIPPER OLDSTYLE FRIGATE



SHIP DATA TABLE

TYPE	=	FF-0
POINT VALUE	=	30
MOVEMENT	=	1/3
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.9
INTERNALS	=	31/41
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

			*								
			16								

BOARDING PARTIES

			4

TRANSPORTER MINES

R	R		D	D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	4	2	0

PROBES

1				5

SCANNER

0	1	3	9

DAM. CON.

2	2	2	0

EX. DAM.

		6

POWER CURVE

WARP	=	10
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	12
BATTERY	=	1

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

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
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).

SMALL TARGET MODIFIERS (E1.7).

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

NOTES:
1. THIS SHIP DID NOT HAVE SHIELDS.
2. SHADED PH-2s ARE PH-1s ON THE REFIT.
3. CAN MAKE POWERED LANDINGS.

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

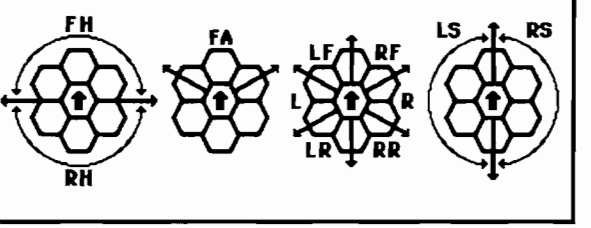
TURN MODE B

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

NIMBLE SHIP

HET			BD	
	*	1⅔ 6		

WEAPON ARCS



PHASER-1

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

PHASER-2

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

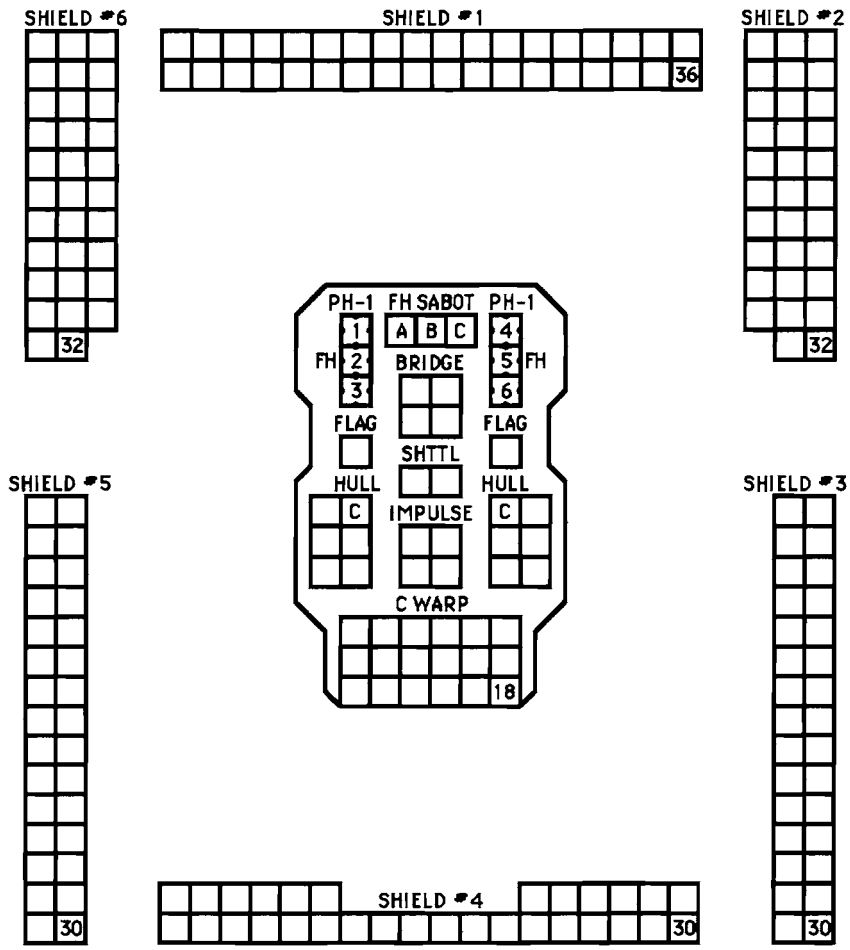
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.		⅓	⅔	1½	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KREBIZ DREADNOUGHT CAPSULE



NOTE: 1. THIS CAPSULE CAN LAND ON PLANETS BY POWERED LANDINGS.

SHIP DATA TABLE

TYPE	=	C-DN
POINT VALUE	=	122/61
MOVEMENT	=	1/2
SHIELDS	=	1+2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.10
INTERNALS	=	51

CREW UNITS

[ ][ ][ ][*][ ][ ][ ][ ][ ][ ][ ][ ]
[ ][ ][15]

BOARDING PARTIES

[ ][ ][ ][ ][ ][ ][ ][ ][10]

TRANSPORTER MINES

[R][R] [D][D]

SHUTTLES ONE BAYS

CNTR	HIT POINTS	TYPE

SENSOR

[6][5][0]

PROBES

[1][ ][ ][ ][5]

SCANNER

[0][5][9]

DAM. CON.

[6][4][0]

EX. DAM.

[ ][ ][ ][9]

POWER CURVE

WARP	=	18
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	22
BATTERY	=	0

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

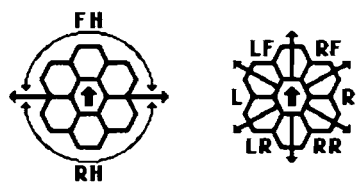
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET [ ][2½] BD [6][ ][ ]

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

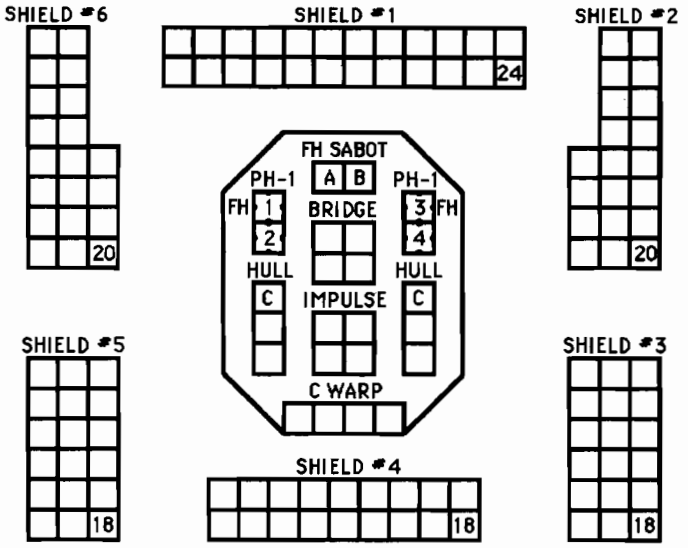
DIE ROLL	RANGE 0	1	2	3-4	5-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KREBIZ HEAVY CAPSULES

BATTLECRUISER



POWER CURVE

WARP	=	4
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	8
BATTERY	=	0

CREW * 8

HET 1

BOARDING PARTIES 6

BD-6

SHIP DATA TABLE

TYPE	=	C-BC
POINT VALUE	=	93/47
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.11
INTERNALS	=	24

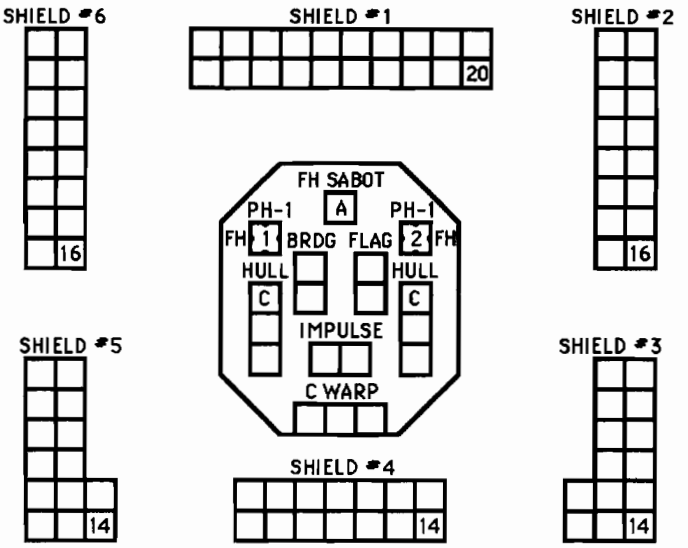
SENSOR 6 5 2 0

SCANNER 0 3 5 9

DAM. CON. 4 0

EX. DAM. 3

COMMAND



POWER CURVE

WARP	=	3
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	5
BATTERY	=	0

CREW * 8

HET 1

BOARDING PARTIES 4

BD-6

SHIP DATA TABLE

TYPE	=	C-CC
POINT VALUE	=	62/31
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.12
INTERNALS	=	18

SENSOR 6 2 0

SCANNER 0 3 9

DAM. CON. 4 0

EX. DAM. 2

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

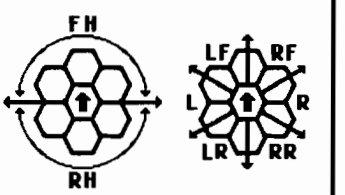
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

TURN MODE D

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

HET BD
SEE CAPSULES ABOVE

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

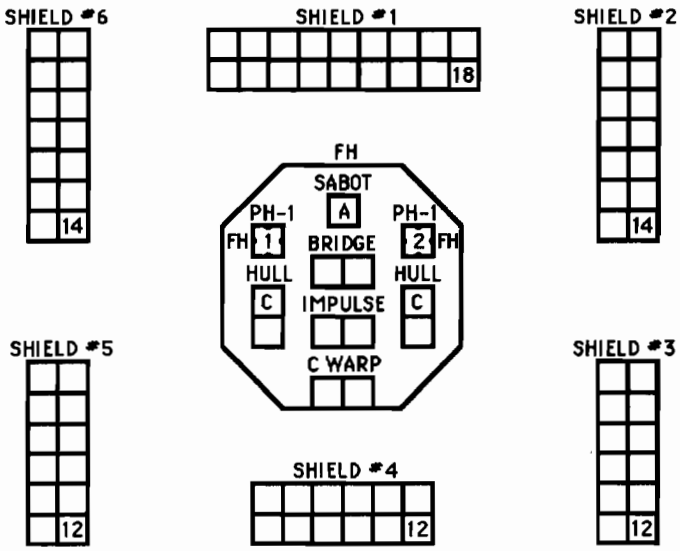
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/5 WARP MOVEMENT CHART

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

KREBIZ HEAVY CAPSULES

HEAVY



POWER CURVE

WARP	=	2
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	4
BATTERY	=	0

CREW [ ][*][ ][ ][ ][6]

HET [1]

BOARDING PARTIES [ ][2]

BD-6 [ ][ ]

SHIP DATA TABLE

TYPE	=	C-CA
POINT VALUE	=	46/23
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.13
INTERNALS	=	13

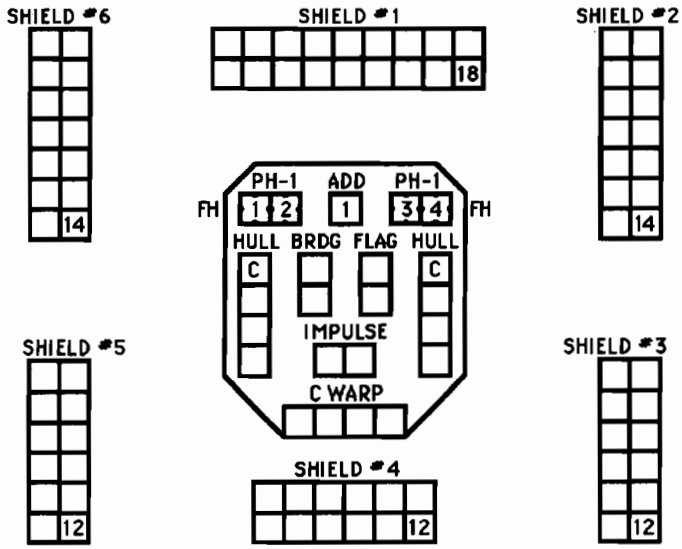
SENSOR [6][2][0]

SCANNER [0][3][9]

DAM. CON. [4][0]

EX. DAM. [ ][1]

DIPLOMATIC



POWER CURVE

WARP	=	4
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	6
BATTERY	=	0

CREW [ ][*][ ][ ][5]

BP [ ][ ][ ][4]

ANTI-DRONES DOUBLE RELOADS

RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

SHIP DATA TABLE

TYPE	=	C-CD
POINT VALUE	=	70/35
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.15
INTERNALS	=	23

HET [1]

BD-6 [ ][ ]

SENSOR [6][2][0]

SCANNER [0][3][9]

DAM. CON. [4][0]

EX. DAM. [ ][3]

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

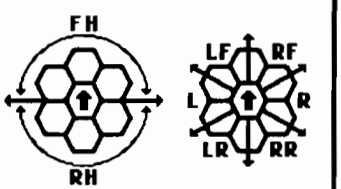
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

TURN MODE D

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

HET BD
SEE CAPSULES ABOVE

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

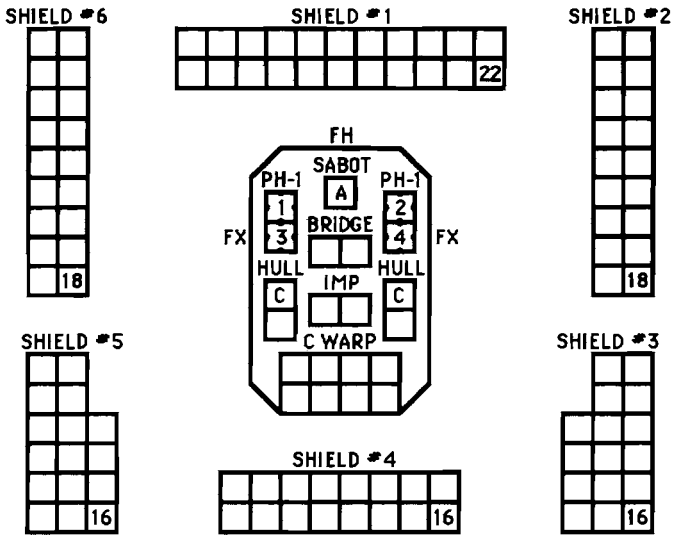
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/5 WARP MOVEMENT CHART

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

KREBIZ LIGHT CAPSULES

MEDIUM



POWER CURVE

WARP	=	8
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	10
BATTERY	=	0

CREW [ ][*][ ][ ][ ][ ][ ][ ][9]

HET [1]

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

BD-6 [ ][ ]

SHIP DATA TABLE

TYPE	=	C-CM
POINT VALUE	=	80/40
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.16
INTERNALS	=	21

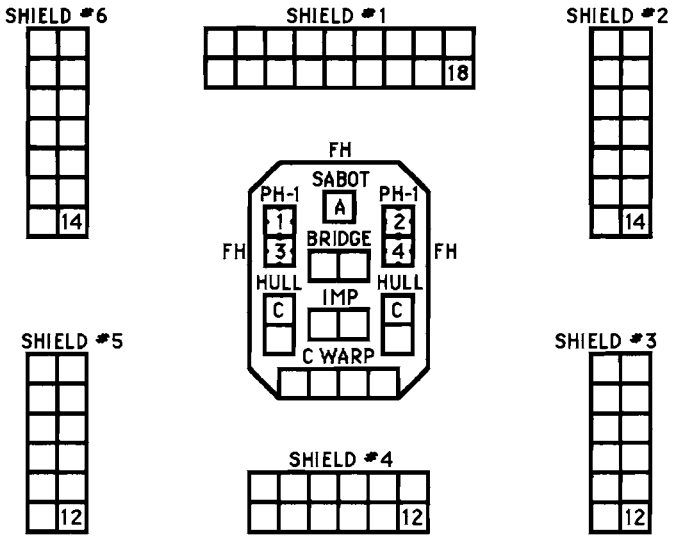
SENSOR [6][0]

SCANNER [0][9]

DAM. CON. [2][0]

EX. DAM. [ ][5]

LIGHT CRUISER



POWER CURVE

WARP	=	4
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	6
BATTERY	=	0

CREW [ ][*][ ][ ][ ][6]

HET [1]

BOARDING PARTIES [ ][ ][ ][4]

BD-6 [ ][ ]

SHIP DATA TABLE

TYPE	=	C-CL
POINT VALUE	=	59/30
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.17
INTERNALS	=	17

SENSOR [6][0]

SCANNER [0][9]

DAM. CON. [2][0]

EX. DAM. [ ][4]

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

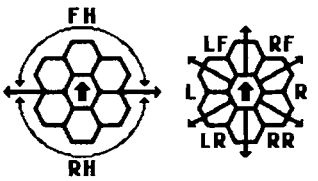
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

TURN MODE C

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

HET BD
SEE CAPSULES ABOVE

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

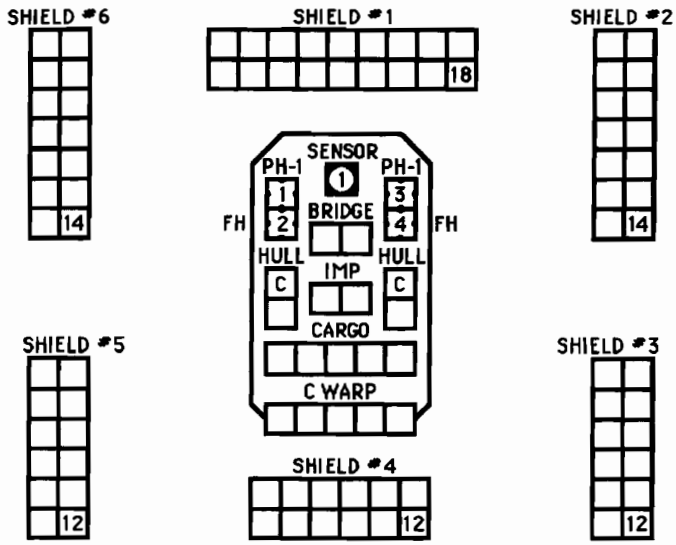
DIE ROLL	RANGE 0	1	2	3-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/5 WARP MOVEMENT CHART

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

KREBIZ LIGHT CAPSULES

GALACTIC SURVEY



POWER CURVE

WARP	=	5
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	7
BATTERY	=	0

CREW 6

HET 1

BOARDING PARTIES 4

BD-6

SHIP DATA TABLE

TYPE	=	C-6S
POINT VALUE	=	75/65
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.18
INTERNALS	=	23

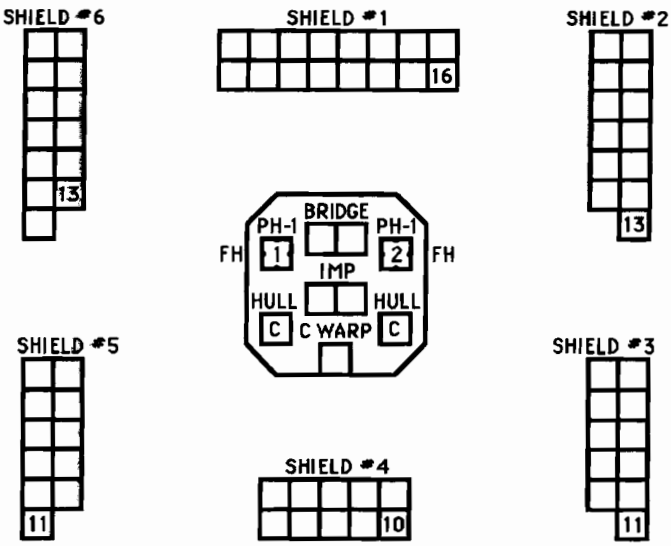
SENSOR 60

SCANNER 09

DAM. CON. 20

EX. DAM. 4

DESTROYER



POWER CURVE

WARP	=	1
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	3
BATTERY	=	0

CREW 6

HET 1

BOARDING PARTIES 2

BD-6

SHIP DATA TABLE

TYPE	=	C-DD
POINT VALUE	=	37/20
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.19
INTERNALS	=	9

SENSOR 60

SCANNER 09

DAM. CON. 20

EX. DAM. 2

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

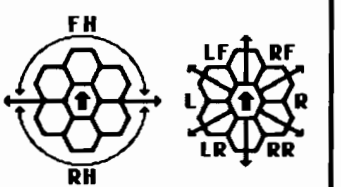
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.
3. THE SENSOR IS HIT ON A TORPEDO HIT.

TURN MODE C

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

HET	BD
SEE CAPSULES ABOVE	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

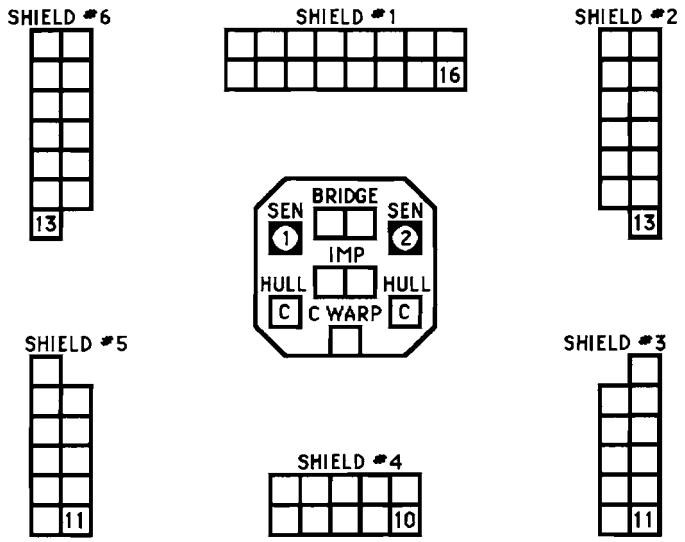
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/5 WARP MOVEMENT CHART

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

KREBIZ LIGHT CAPSULES

SCOUT



POWER CURVE

WARP	=	1
IMPULSE	=	2
APR	=	0
AWR	=	0
TOTAL	=	3
BATTERY	=	0

CREW 6

HET 1

BOARDING PARTIES 2

BD-6

SHIP DATA TABLE

TYPE	=	C-SC
POINT VALUE	=	60/50
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.20
INTERNALS	=	9

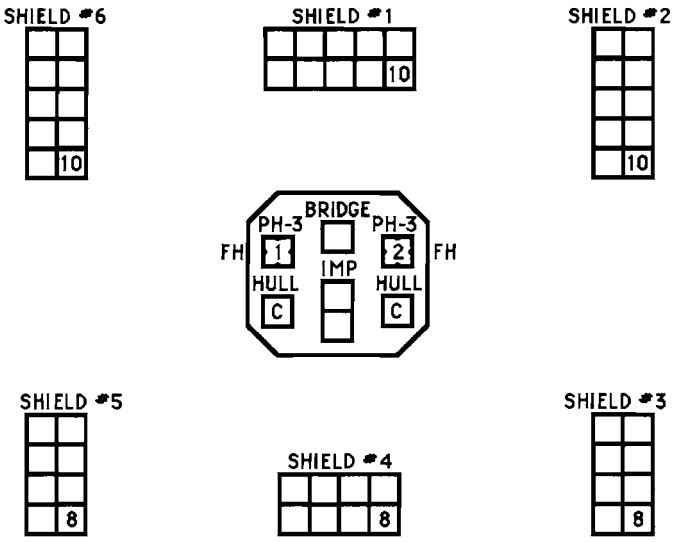
SENSOR 6 0

SCANNER 0 9

DAM. CON. 2 0

EX. DAM. 1

FRIGATE



POWER CURVE

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

CREW 4

HET 1

BOARDING PARTIES 2

BD-6

SHIP DATA TABLE

TYPE	=	C-FF
POINT VALUE	=	26/13
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.21
INTERNALS	=	7

SENSOR 6 0

SCANNER 0 9

DAM. CON. 2 0

EX. DAM. 1

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

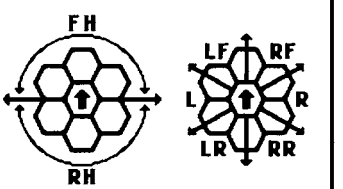
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

TURN MODE C

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

HET	BD
SEE CAPSULES ABOVE	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

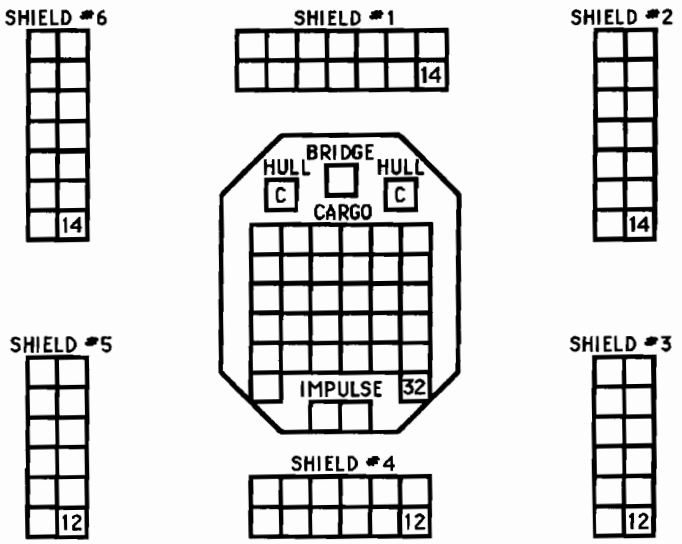
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/5 WARP MOVEMENT CHART

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

KREBIZ TRANSPORT CAPSULES

HEAVY



POWER CURVE

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

CREW

	*			5

BOARDING PARTIES

			4

SHIP DATA TABLE

TYPE	=	C-CTA
POINT VALUE	=	45/23
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.23
INTERNALS	=	37

SENSOR

6	0

SCANNER

0	9

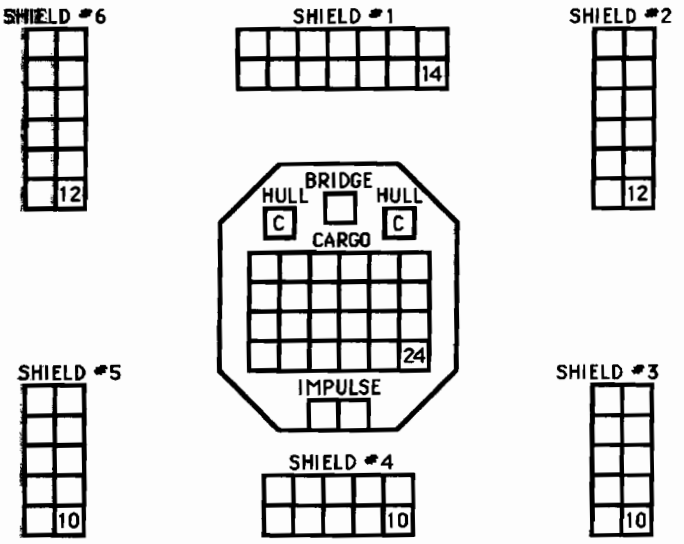
DAM. CON.

2	0

EX. DAM.

1

STANDARD



POWER CURVE

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

CREW

	*		4

BP

	2

SHIP DATA TABLE

TYPE	=	C-CT
POINT VALUE	=	35/18
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.24
INTERNALS	=	29

SENSOR

6	0

SCANNER

0	9

DAM. CON.

2	0

EX. DAM.

1

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

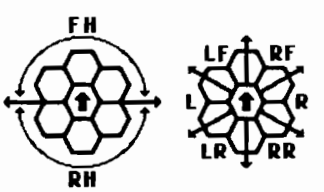
TURN MODE D

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

HET BD

CANNOT HET.

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

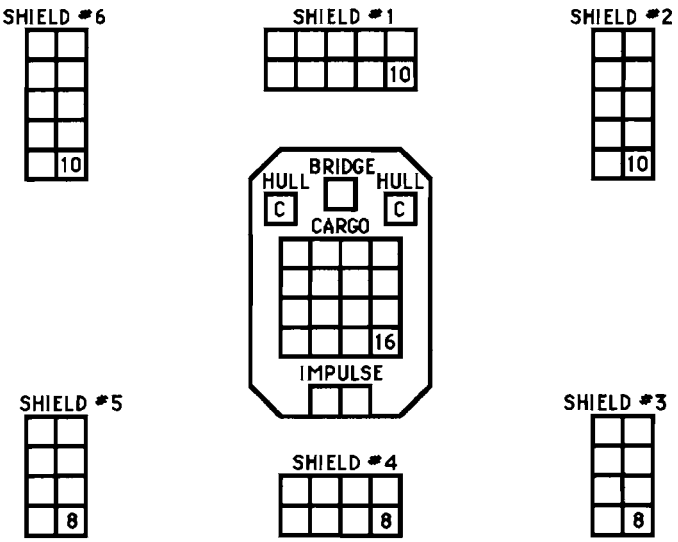
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/5 WARP MOVEMENT CHART

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

KREBIZ TRANSPORT CAPSULES

LIGHT



POWER CURVE

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

CREW [ ] * [ ] 4

BOARDING PARTIES [ ] 2

SHIP DATA TABLE

TYPE	=	C-CTL
POINT VALUE	=	29/15
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.25
INTERNALS	=	21

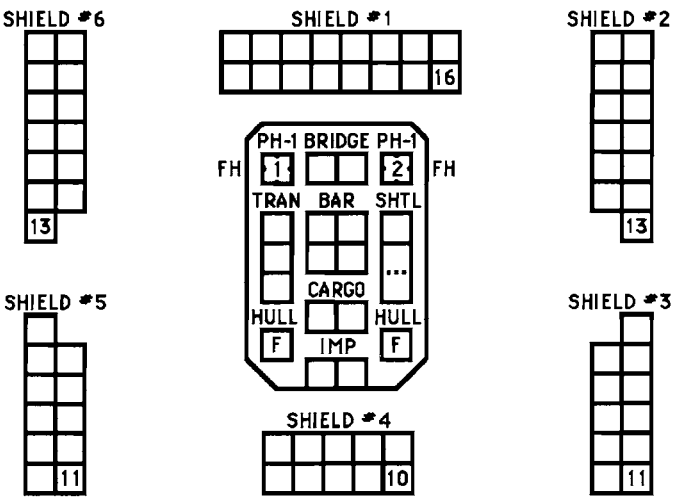
SENSOR 6 0

SCANNER 0 9

DAM. CON. 2 0

EX. DAM. 1

TROOP



CREW * 15

BOARDING PARTIES 14

SHUTTLES

CNTR	HIT POINTS	ONE BAYS TYPE
		HTS
		GAS

POWER CURVE

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

HWS [ ] 2

COMMANDO [ ] 2

HET 1

SENSOR 6 0

BD-6 [ ] [ ]

SCANNER 0 9

DAM. CON. 2 0

1 GCV

EX. DAM. 1

SHIP DATA TABLE

TYPE	=	C-TT
POINT VALUE	=	62/31
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.26
INTERNALS	=	20

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

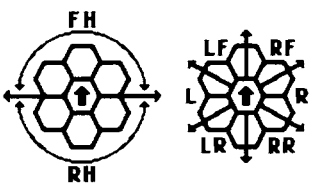
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

TURN MODE C

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

HET BD
SEE CAPSULES ABOVE

WEAPON ARCS



PHASER-1

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

PHASER-2

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

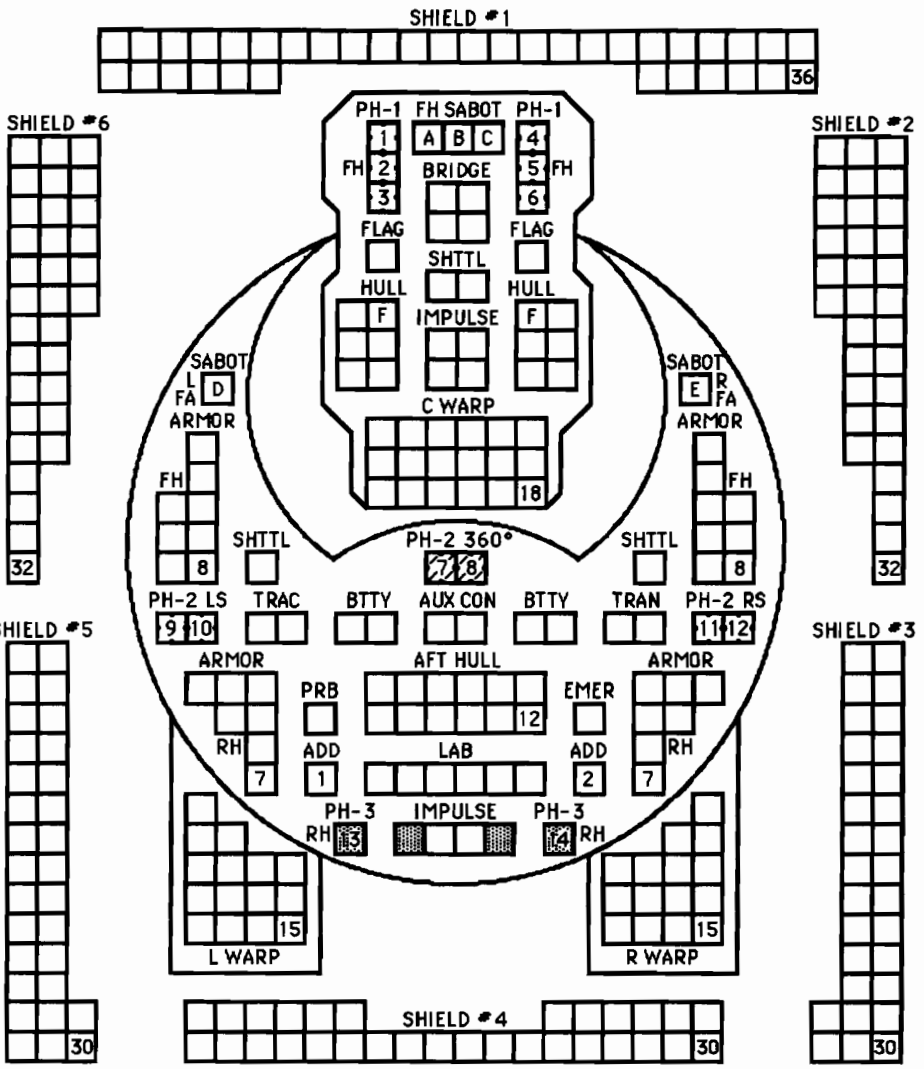
PHASER-3

DIE ROLL	RANGE 0	1	2	3-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/5 WARP MOVEMENT CHART

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

KREBIZ CLAW DREADNOUGHT



NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	212
MOVEMENT	=	1+1/2
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-1.50
INTERNALS	=	129/159
REFIT	=	+13
W/O CAPSULE	=	90

CREW UNITS

* 49

BOARDING PARTIES

18

TRANSPORTER MINES

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

SHUTTLES THREE BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

6 4 4 2 2 0

EX. DAM.

27

POWER CURVE

WARP	= 48
IMPULSE	= 6
APR	= 0
AWR	= 0
TOTAL	= 54
BATTERY	= 4
REF IMP	= 2

ANTI-DRONES DOUBLE RELOADS

1						6						12
2						6						12
RANGE	0		1		2		3		4+			
HIT #	-		1-2		1-3		1-4		-			

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

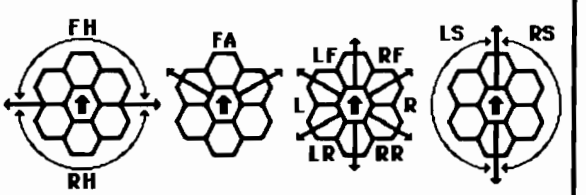
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 7½ 5-6 BD

WEAPON ARCS



PHASER-1

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

PHASER-2

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

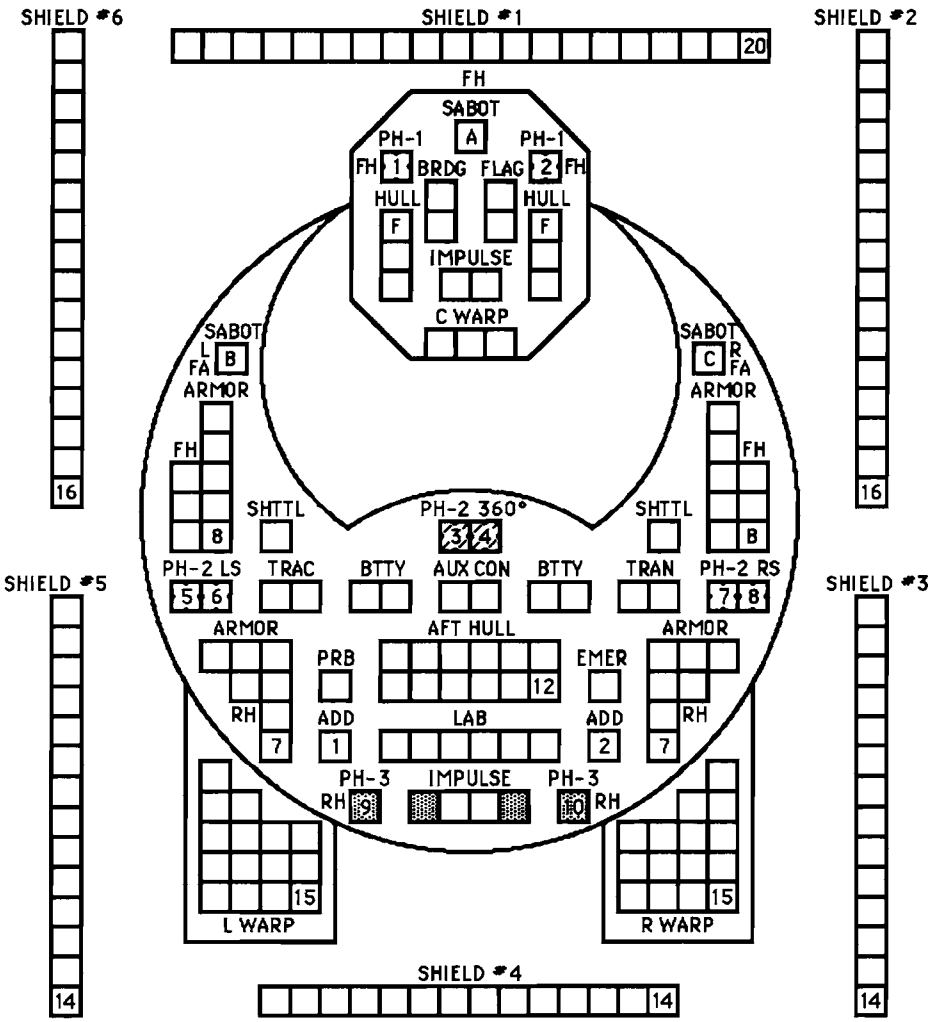
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1+1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

KREBIZ CLAW COMMAND CRUISER

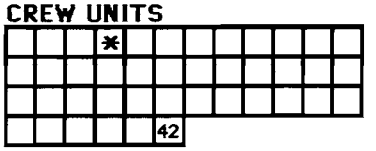


NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	152
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.52
INTERNALS	=	96/126
REFIT	=	+13
W/O CAPSULE	=	90

CREW UNITS



BOARDING PARTIES

TRANSPORTER MINES

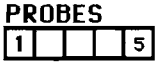
SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

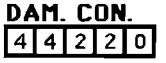
SENSOR

PROBES



SCANNER

DAM. CON.



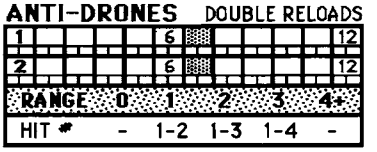
EX. DAM.

POWER CURVE

WARP	=	33
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	37
BATTERY	=	4
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS



SABOT COMBAT TABLE

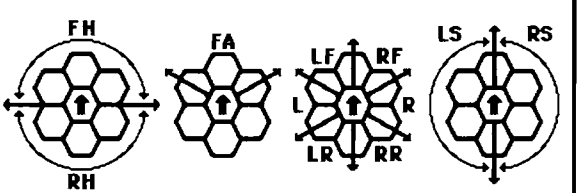
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE D

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

HET		BD
5	5-6	

WEAPON ARCS



PHASER-1

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

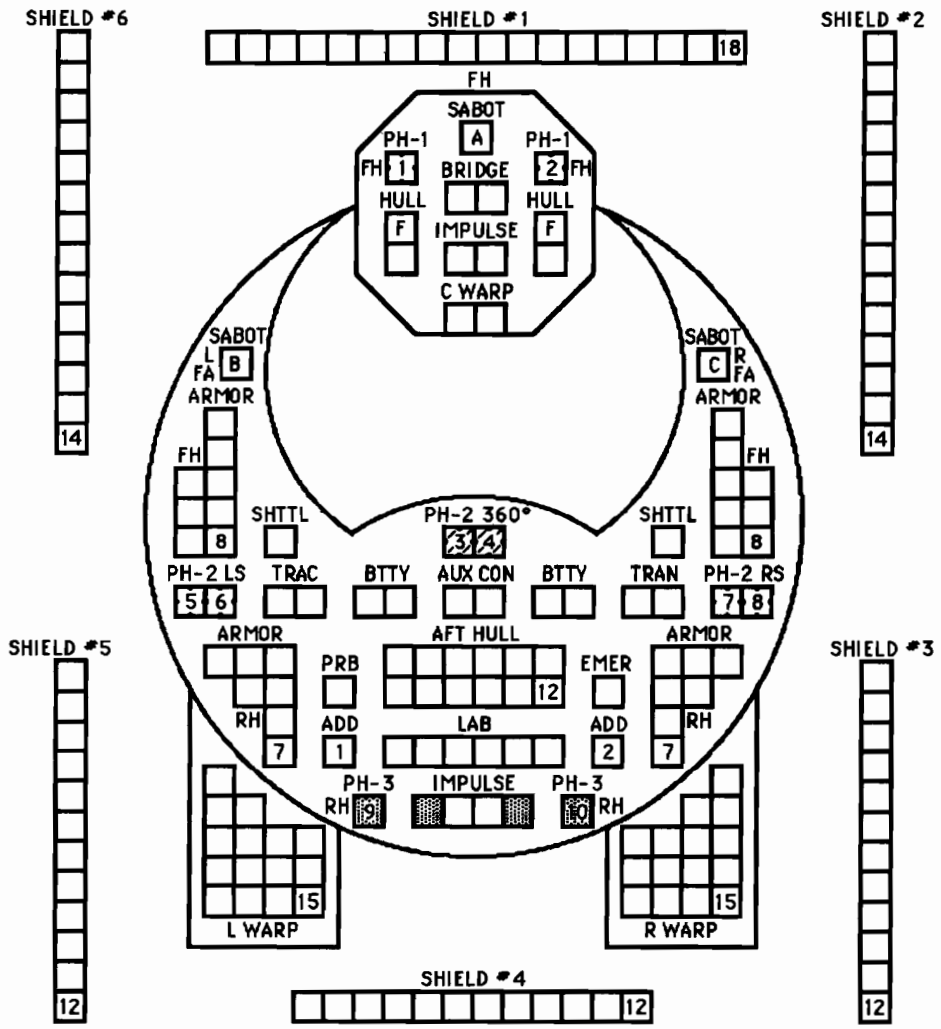
PHASER-2

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

PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

KREBIZ CLAW HEAVY CRUISER



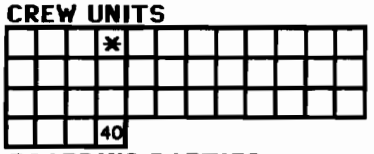
NOTES:

1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	136
MOVEMENT	=	1
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.53
INTERNALS	=	91/121
REFIT	=	+13
W/O CAPSULE	=	90

CREW UNITS



BOARDING PARTIES

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

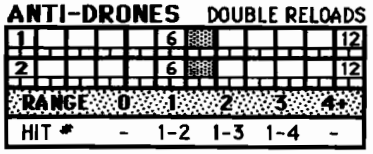
18

POWER CURVE

WARP	=	32
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	36
BATTERY	=	4
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS



SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

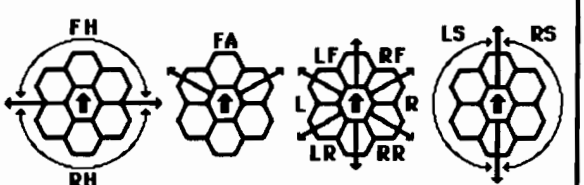
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 5 BD 5-6

WEAPON ARCS



PHASER-1

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

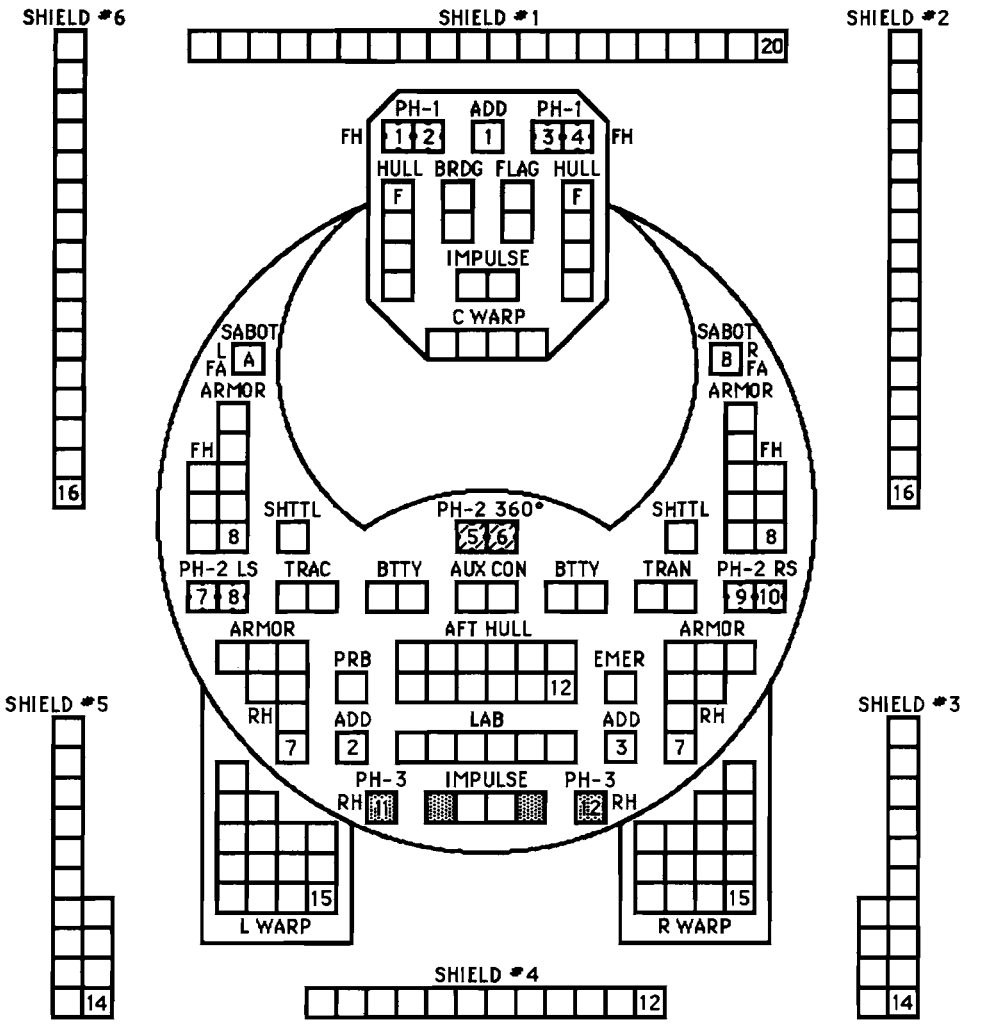
PHASER-2

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

PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

KREBIZ CLAW DIPLOMATIC CRUISER



NOTES:

1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION TO RACKS 2 & 3.

SHIP DATA TABLE

TYPE	=	CD
POINT VALUE	=	160
MOVEMENT	=	1
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.55
INTERNALS	=	101/131
REFIT	=	+13
W/O CAPSULE	=	90

CREW UNITS

* 39

BOARDING PARTIES

12

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

20

POWER CURVE

WARP	=	33
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	37
BATTERY	=	4
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS

1						12
2			6			12
3			6			12
RANGE	0	1	2	3	4+	
HIT #	-	1-2	1-3	1-4	-	

SABOT COMBAT TABLE

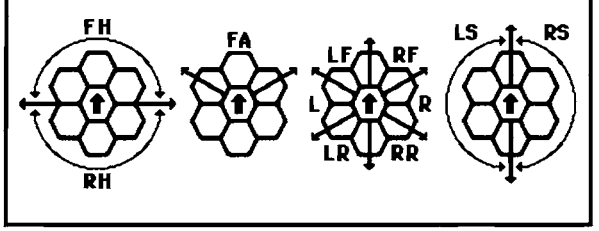
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE D

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

HET	BD
5	5-6

WEAPON ARCS



PHASER-1

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

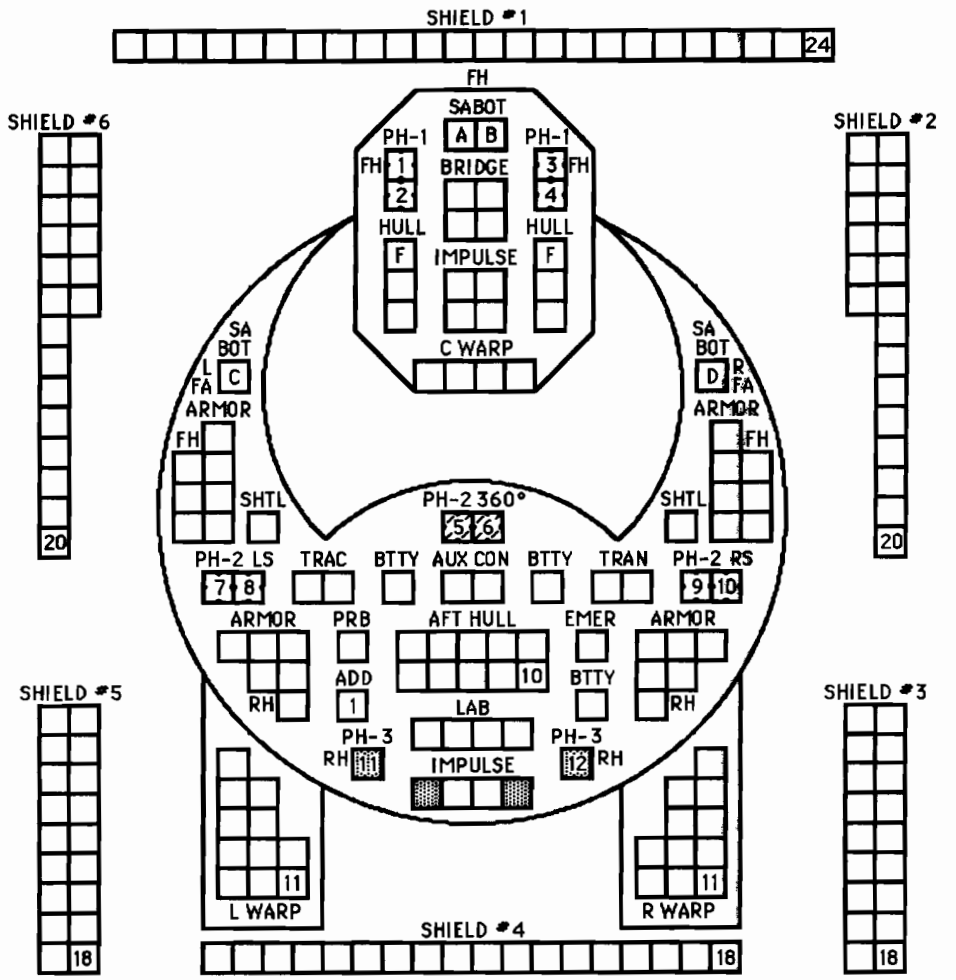
PHASER-2

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

PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

KREBIZ MANDIBLE
LIGHT BATTLECRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
6. THIS SHIP/CAPSULE COMBINATION DOES NOT GET A BREAKDOWN BONUS.

SHIP DATA TABLE

TYPE	=	BCL
POINT VALUE	=	163
MOVEMENT	=	2/3
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.61
INTERNALS	=	88/114
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

* 38

BOARDING PARTIES

12

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

17

POWER CURVE

WARP	=	26
IMPULSE	=	6
APR	=	0
AWR	=	0
TOTAL	=	32
BATTERY	=	3
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS

1 6 12

RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

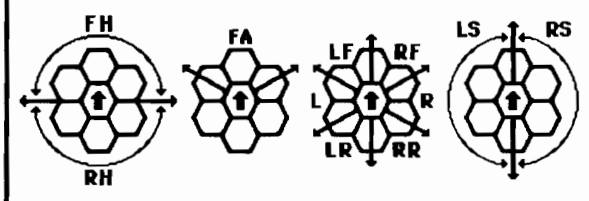
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET	BD
3⅓	3-6

WEAPON ARCS



PHASER-1

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

PHASER-2

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

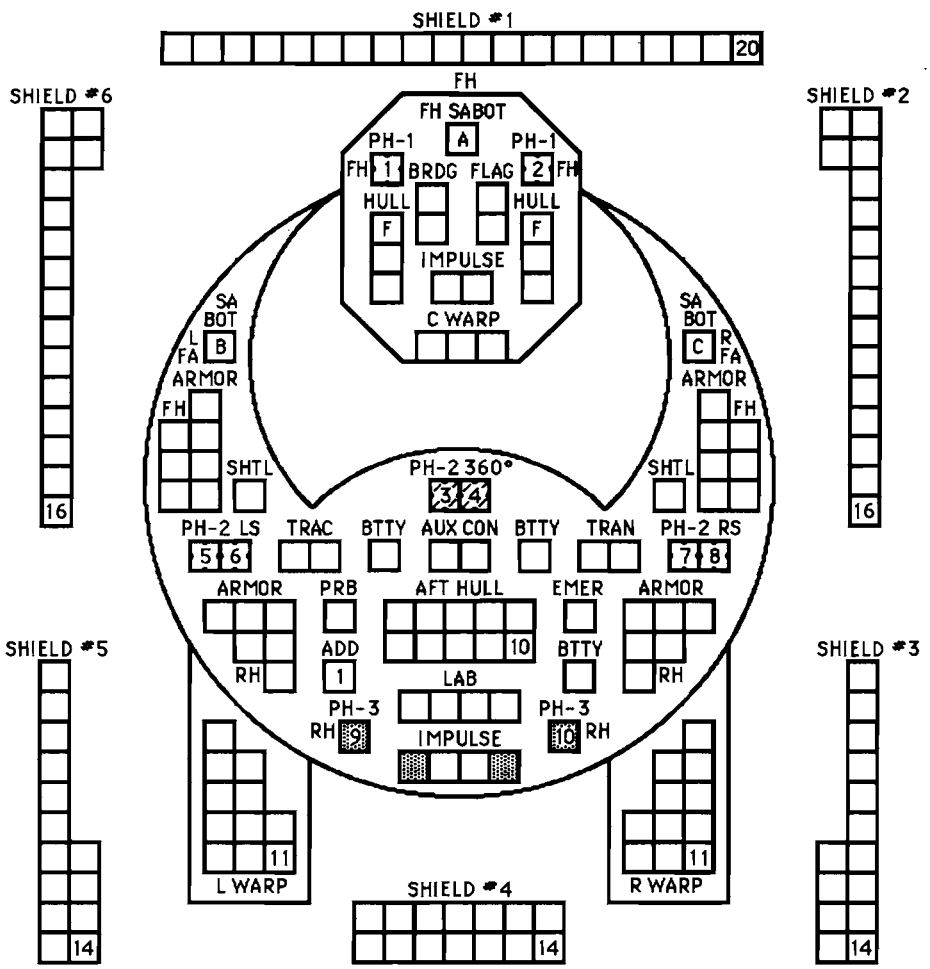
PHASER-3

DIE ROLL	RANGE 0	1	2	3-4	5-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KREBIZ MANDIBLE
LIGHT COMMAND CRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

SHIP DATA TABLE

TYPE	=	CCL
POINT VALUE	=	132
MOVEMENT	=	2/3
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.62
INTERNALS	=	82/108
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

38

BOARDING PARTIES

10

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

15

POWER CURVE

WARP	=	25
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	29
BATTERY	=	3
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS

1 6 12

RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

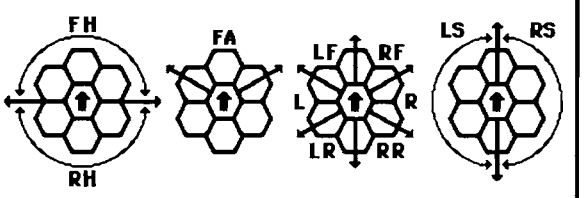
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET	BD
3⅓ 5-6	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

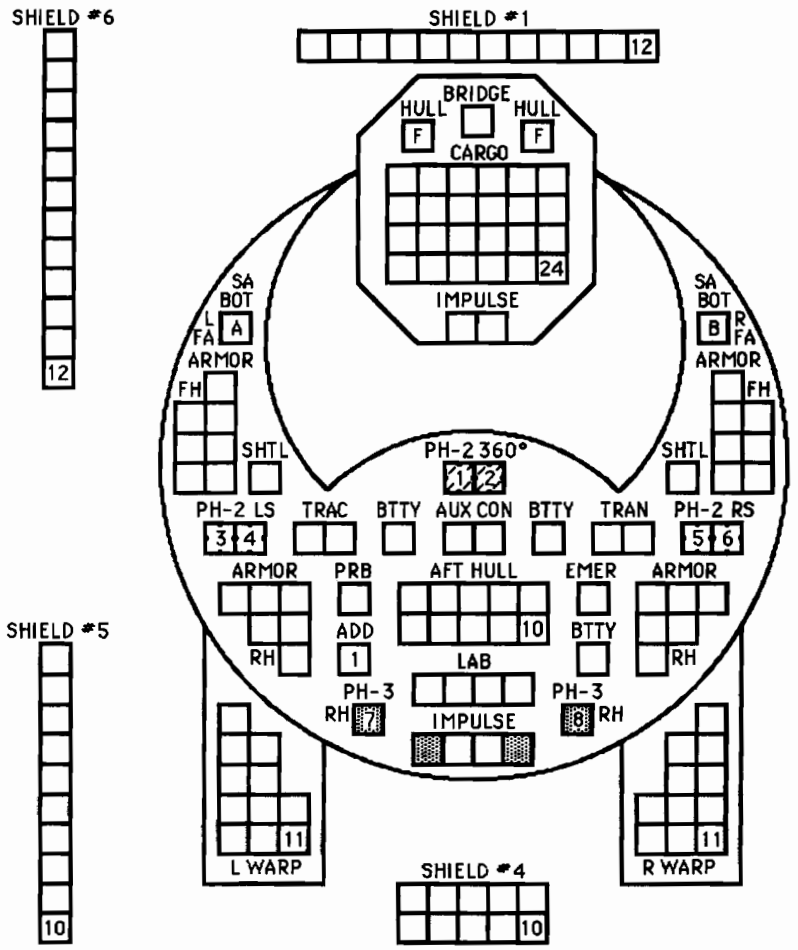
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KREBIZ MANDIBLE CARGO TRANSPORT



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

SHIP DATA TABLE

TYPE	=	CT-M
POINT VALUE	=	105
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.68
INTERNALS	=	93/119
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

* 34

BOARDING PARTIES

8

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

13

POWER CURVE

WARP	=	22
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	26
BATTERY	=	3
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS

1 6 12

RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

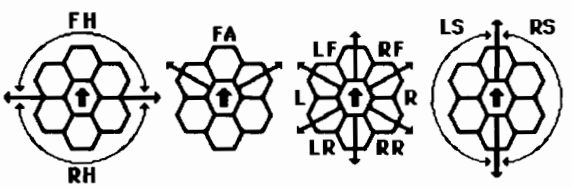
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 3⅓ 5-6 BD

WEAPON ARCS



PHASER-1

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

PHASER-2

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

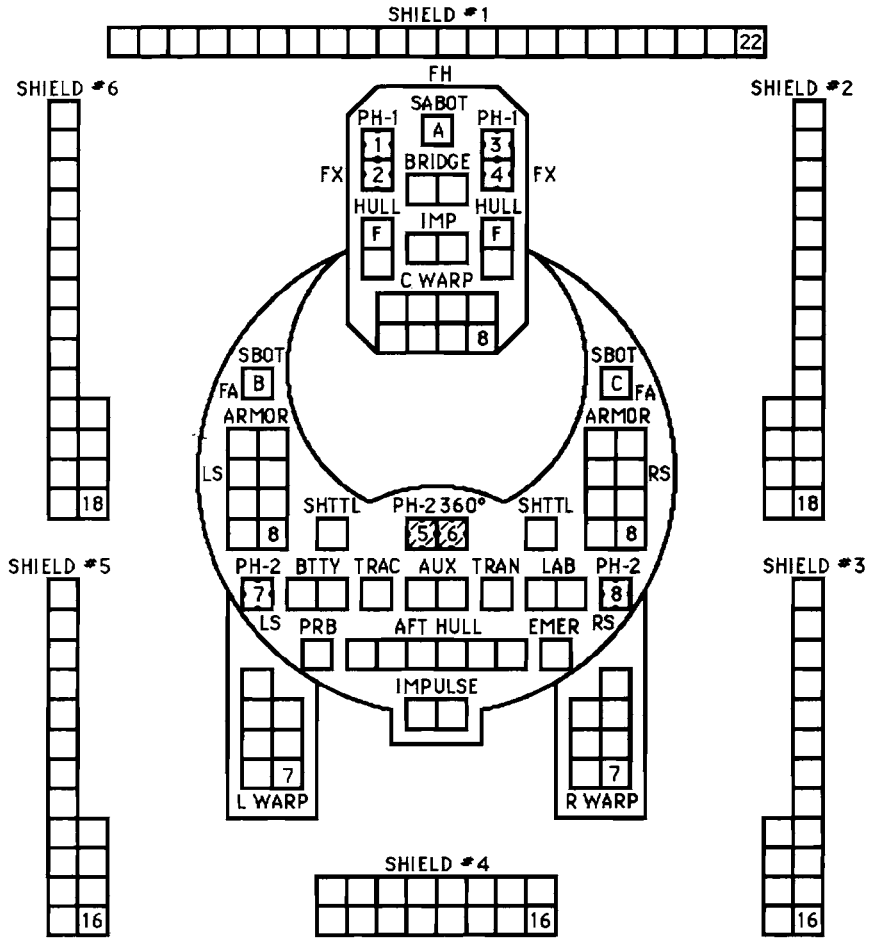
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KREBIZ PINCER MEDIUM CRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.

SHIP DATA TABLE

TYPE	=	CM
POINT VALUE	=	135
MOVEMENT	=	2/3
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.70
INTERNALS	=	61/77
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS

			*									
			29									

BOARDING PARTIES

												12

TRANSPORTER MINES

R	R	R	R			D	D	D	D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	4	2	0

PROBES

1				5

SCANNER

0	0	1	3	9

DAM. CON.

4	2	2	0

EX. DAM.

			13

POWER CURVE

WARP	=	22
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	26
BATTERY	=	2

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

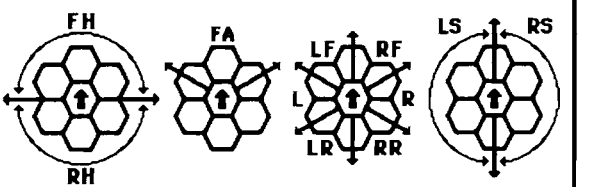
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE C

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

HET		BD	
	3⅓	6	

WEAPON ARCS



FX = L + LF + RF + R

PHASER-1

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

PHASER-2

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

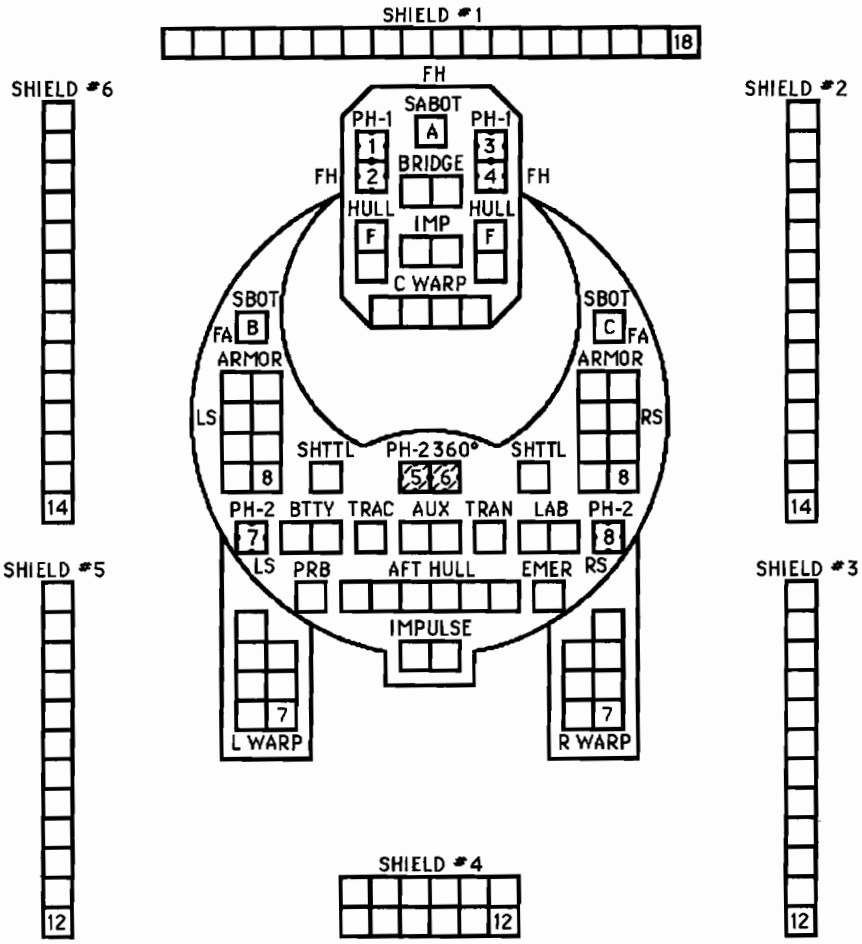
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KREBIZ PINCER LIGHT CRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	114
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.71
INTERNALS	=	57/73
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS

* | 26

BOARDING PARTIES

10

TRANSPORTER MINES

R R | D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 | 5

SCANNER

0 0 1 3 9

DAM. CON.

4 2 2 0

EX. DAM.

12

POWER CURVE

WARP	=	18
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	22
BATTERY	=	2

SABOT COMBAT TABLE

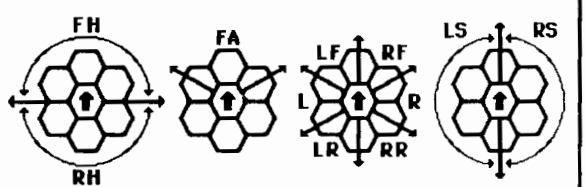
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE C

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

HET 2½ | BD 6

WEAPON ARCS



PHASER-1

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

PHASER-2

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

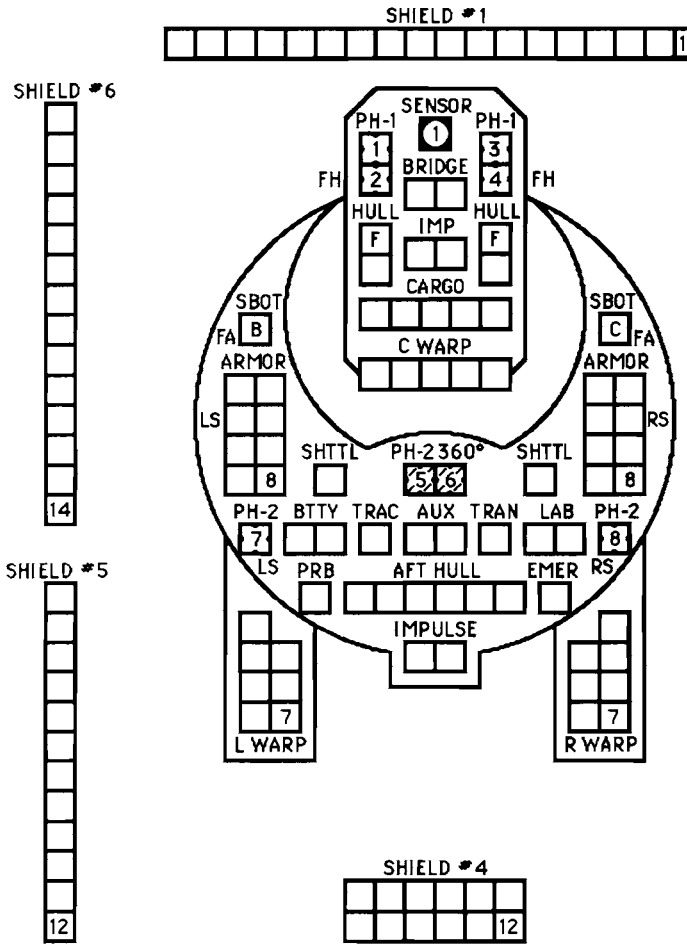
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KREBIZ PINCER
GALACTIC SURVEY CRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.

SHIP DATA TABLE

TYPE	=	6SC
POINT VALUE	=	130/120
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.72
INTERNALS	=	63/79
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS

* | 26

BOARDING PARTIES

10

TRANSPORTER MINES

R R | D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 2 2 0

EX. DAM.

12

POWER CURVE

WARP	=	19
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	23
BATTERY	=	2

SABOT COMBAT TABLE

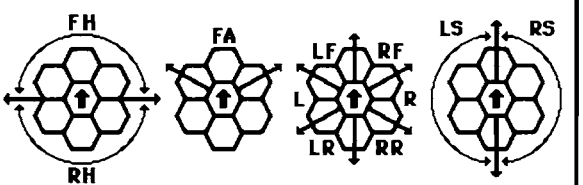
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE C

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

HET 2½ | BD 6

WEAPON ARCS



PHASER-1

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

PHASER-2

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

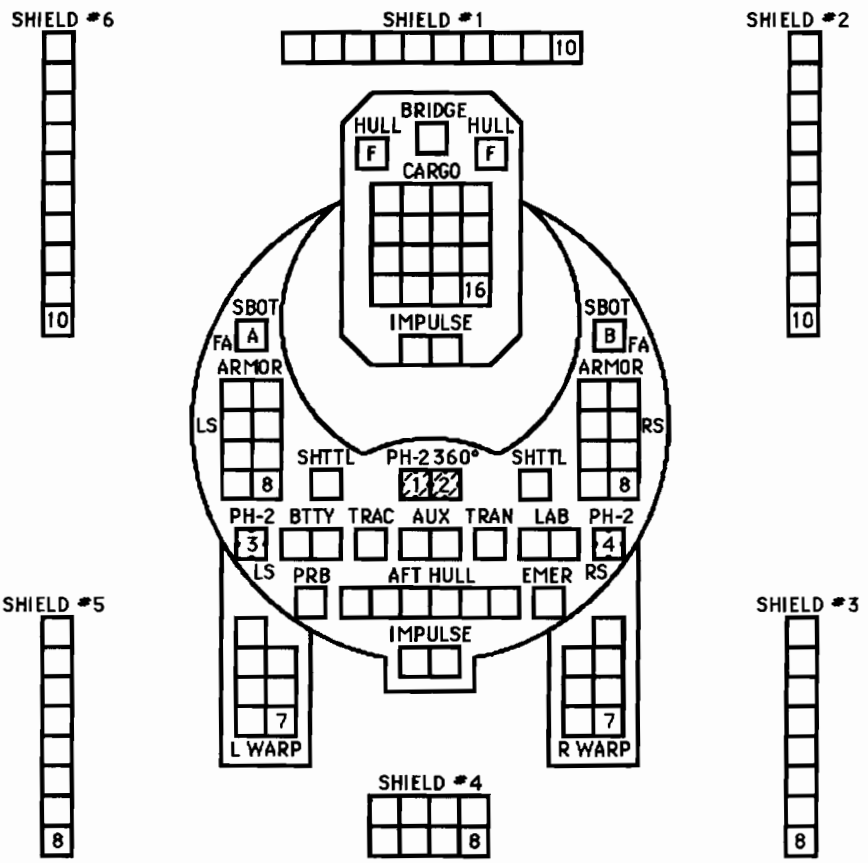
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KREBIZ PINCER
LIGHT CARGO TRANSPORT



NOTES: 1. THE CAPSULE IS IMPULSE MOVEMENT ONLY WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.

SHIP DATA TABLE

TYPE	=	CTL
POINT VALUE	=	84
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.76
INTERNALS	=	61/77
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS

			*							24

BOARDING PARTIES

							8

TRANSPORTER MINES

R	R					D	D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	4	2	0

PROBES

1				5

SCANNER

0	0	1	3	9

DAM. CON.

4	2	2	0

EX. DAM.

			9

POWER CURVE

WARP	=	14
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	18
BATTERY	=	2

SABOT COMBAT TABLE

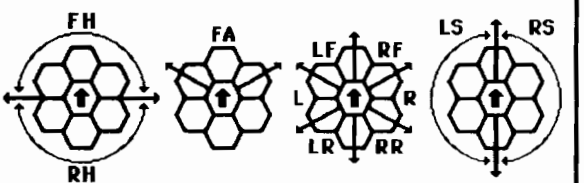
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE C

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

HET		BD	
2½		6	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

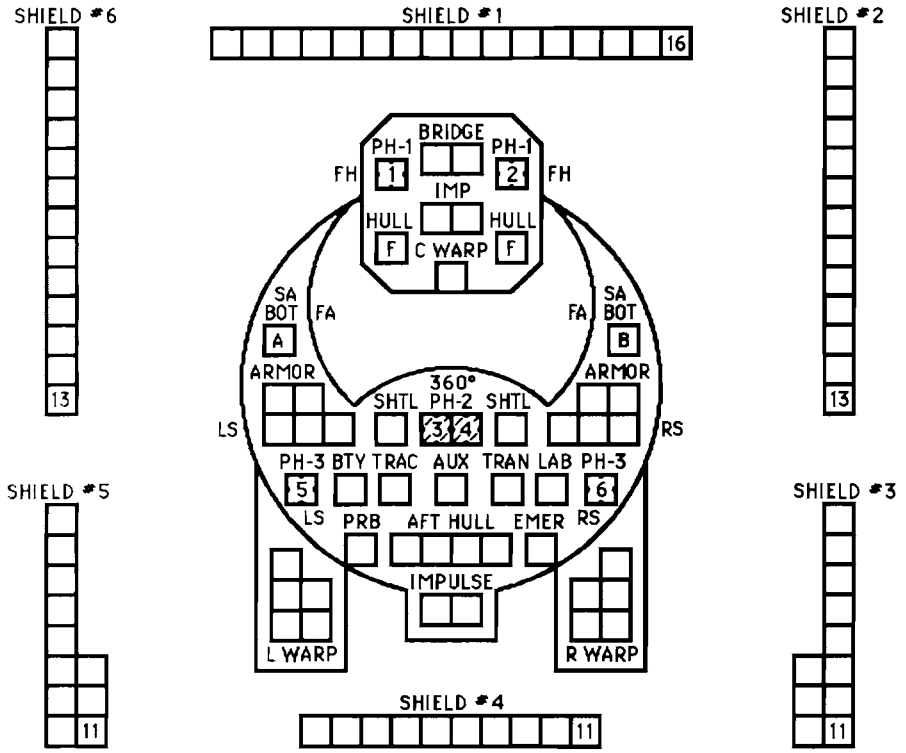
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KREBIZ CLIPPER LIGHT DESTROYER



SHIP DATA TABLE

TYPE	=	DDL
POINT VALUE	=	67
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.83
INTERNALS	=	40/50
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

[ ][ ][ ][*][ ][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][22]

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

TRANSPORTER MINES

[R][R] [D][D]

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

[6][6][4][2][0]

PROBES

[1][ ][ ][ ][5]

SCANNER

[0][0][1][3][9]

DAM. CON.

[4][2][2][0]

EX. DAM.

[ ][ ][ ][8]

POWER CURVE

WARP	=	11
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	15
BATTERY	=	1

NOTES: 1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. CAN MAKE POWERED LANDINGS.

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

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
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).

SMALL TARGET MODIFIERS (E1.7).

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

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

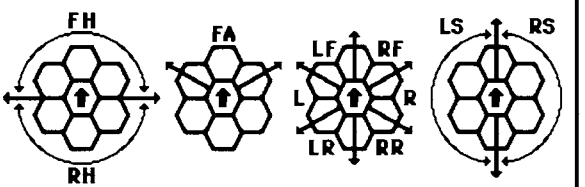
TURN MODE B

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

NIMBLE SHIP

HET			BD	
	*	1⅔	6	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

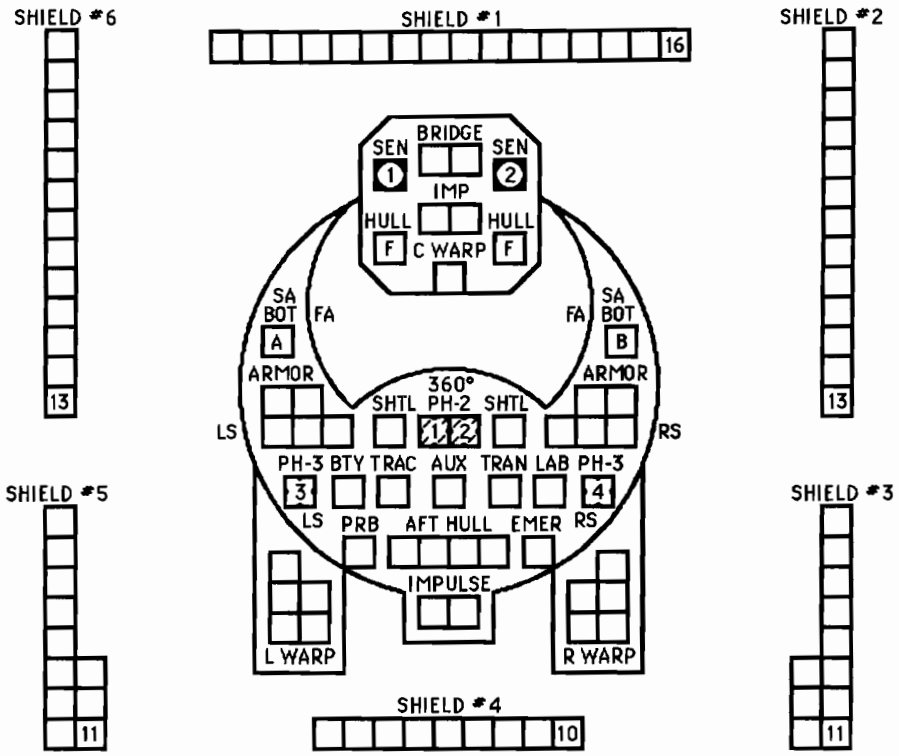
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1½	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KREBIZ CLIPPER SCOUT FRIGATE



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

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
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).

SMALL TARGET MODIFIERS (E1.7).

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

SHIP DATA TABLE

TYPE	=	SCF
POINT VALUE	=	90/80
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.84
INTERNALS	=	40/50
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

* 22

BOARDING PARTIES

6

TRANSPORTER MINES

R R D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 2 2 0

EX. DAM.

7

POWER CURVE

WARP	=	11
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	15
BATTERY	=	1

NOTES: 1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. CAN MAKE POWERED LANDINGS.

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

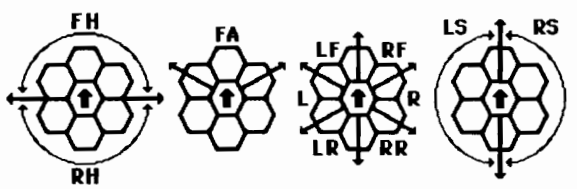
TURN MODE B

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

NIMBLE SHIP

HET			BD	
*	1⅔	6		

WEAPON ARCS



PHASER-1

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

PHASER-2

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

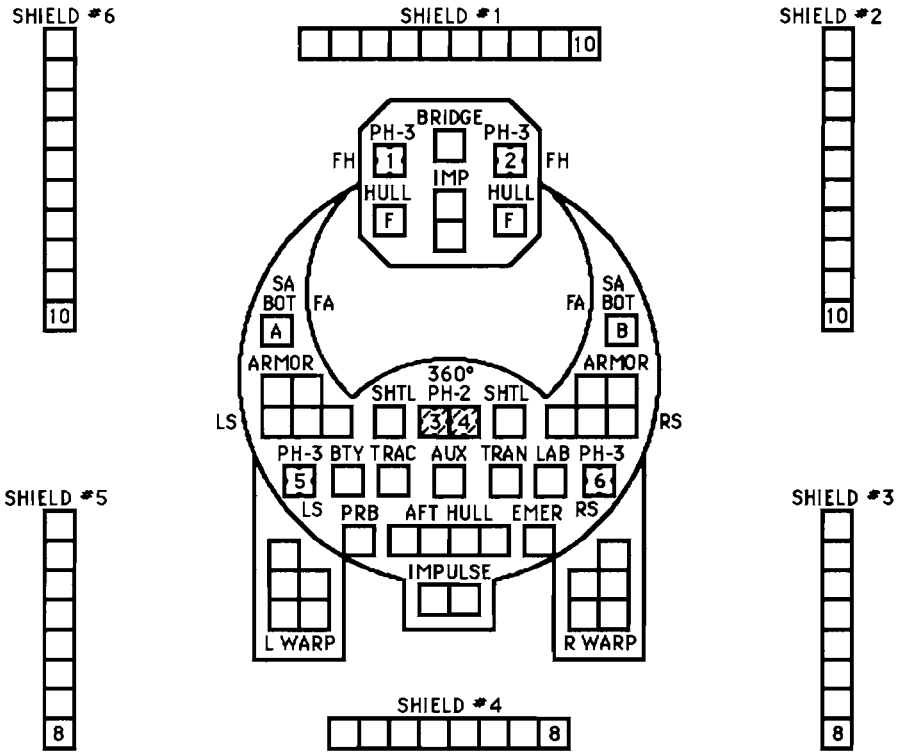
PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1½	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KREBIZ CLIPPER NEW FRIGATE



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

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
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).

SMALL TARGET MODIFIERS (E1.7).

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

SHIP DATA TABLE

TYPE	=	FFN
POINT VALUE	=	56
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.85
INTERNALS	=	38/48
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

* 20

BOARDING PARTIES

6

TRANSPORTER MINES

R R D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 2 2 0

EX. DAM.

7

POWER CURVE

WARP	=	10
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	14
BATTERY	=	1

NOTES: 1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. CAN MAKE POWERED LANDINGS.

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

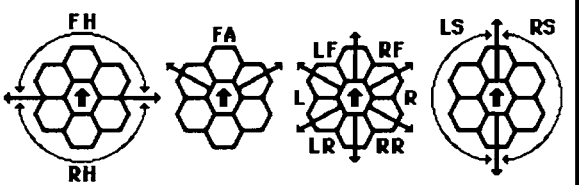
TURN MODE B

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

NIMBLE SHIP

HET			BD	
	*	1⅔	6	

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1½	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KREBIZ FLEET DATA TABLE

Ship Type	Rule No.	Year in Srvc	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttls	R0.6 Size Class	C3.3 Turn Mode	C13.3 docking points	F&E Cmnd Rating	Notes
KREBIZ DEFENSE FLEET											
DN-O	37	65	120	5-6	1.50	1	2	D	9	8	
CA-O	6	65	90	5-6	1.00	1	3	D	7	7	
CL-O	7	65	70	5-6	.67	1	3	C	6	6	
DD-O	8	65	55	6	.33	1	4	C	5	5	
FF-O	9	65	30	6	.33	1	4	B	3	3	
CLAW CRUISER COMBINATIONS											
DN	50	176	212	5-6	1.50	2	2	D	10	10	
BC	51	177	183	5-6	1.00	1	3	D	9	9	
CC	52	160	152	5-6	1.00	1	3	D	8	9	
CA	53	160	136	5-6	1.00	1	3	D	8	8	
CV	54	169	162	5-6	1.00	1+2	3	D	9	9	V
CD	55	164	160	5-6	1.00	1	3	D	8	9	
CT	58	160	125	5-6	1.00	1	3	D	8	8	TG
CTA	57	168	135	5-6	1.00	1	3	D	8	8	TG
CTP	56	170	140	5-6	1.00	1	3	D	8	8	TG
ComCA	59	167	174	5-6	1.00	1+0	3	D	9	9	T
CRH	150	160	140/130	5-6	1.00	1	3	D	8	8	
MANDIBLE CRUISER COMBINATIONS											
DNL	60	176	192	3-6	1.00	2	2	D	9	9	ML
BCL	61	177	163	3-6	1.00	1	3	D	8	8	ML
CCL	62	160	132	5-6	1.00	1	3	D	7	8	
NCA	63	160	116	5-6	1.00	1	3	D	7	7	
CVL	64	169	142	5-6	1.00	1+2	3	D	8	8	V
CDL	65	164	140	5-6	1.00	1	3	D	7	8	
CT-M	68	160	105	5-6	1.00	1	3	D	7	7	TG
CTA-M	67	168	115	5-6	1.00	1	3	D	7	7	TG
CTPL	66	170	120	5-6	1.00	1	3	D	7	7	TG
ComCL	69	167	154	5-6	1.00	1+0	3	D	8	8	T
CRH-M	160	160	120/110	5-6	1.00	1	3	D	7	7	
PINCER CRUISER COMBINATIONS											
CM	70	177	135	6	.67	1	3	C	6	6	
CL	71	160	114	6	.50	1	4	C	5	5	
GSC	72	171	130/120	6	.50	1	4	C	5	5	
DDA	73	160	92	6	.33	1	4	C	5	5	
SC	74	160	115/105	6	.33	1	4	C	5	5	
FFB	75	160	81	6	.33	1	4	C	4	4	
CTL	76	160	84	6	.50	1	4	C	5	5	TG
TT	77	160	117	6	.33	1	4	C	5	5	T
CRL	170	160	100/90	6	.33	1	4	C	5	5	
CVL-P	172	175	100	6	.33	1+1	4	C	5	5	V
CH	173	165	105	6	.33	1	4	C	5	5	
MSH	171	160	102	6	.50	1	4	C	5	5	MS, MW
CLIPPER CRUISER COMBINATIONS											
CM-C	80	177	110	3-6	.50	1	4	C	5	5	ML
NCL	81	160	89	3-6	.33	1	4	C	4	4	ML
GSCL	82	171	105/95	3-6	.33	1	4	C	4	4	ML
DDL	83	160	67	6	.33	1	4	C	4	4	N
SCF	84	160	90/80	6	.33	1	4	C	4	4	N
FFN	85	160	56	6	.33	1	4	C	3	3	N
CTL-C	86	160	59	6	.33	1	4	C	4	4	N, TG
TTL	87	160	92	6	.33	1	4	C	4	4	N, T
CRL-C	180	160	75/65	6	.33	1	4	C	4	4	N
CVL-C	182	175	75	6	.33	1+1	4	C	4	4	N, V
CHL	183	165	65	6	.33	1	4	C	4	4	N
MSL	181	160	77	6	.33	1	4	C	4	4	N, MS, MW
KREBIZ CAPSULES											
C-DN	10	176	122/61	6	.50	1	4	D	3	3	
C-BC	11	177	93/47	6	.20	0	5	D	2	2	
C-CC	12	160	62/31	6	.20	0	5	D	1	2	
C-CA	13	160	46/23	6	.20	0	5	D	1	1	
C-CV	14	169	72/36	6	.20	0+2	5	D	2	2	V
C-CD	15	164	70/35	6	.20	0	5	D	1	2	
C-CM	16	177	80/40	6	.20	0	5	C	2	2	
C-CL	17	160	59/30	6	.20	0	5	C	1	1	
C-GS	18	171	75/65	6	.20	0	5	C	1	1	
C-DD	19	160	37/20	6	.20	0	5	C	1	1	
C-SC	20	160	60/50	6	.20	0	5	C	1	1	
C-FF	21	160	26/13	-	Δ	0	5	-	0	0	
C-CTP	22	170	50/25	-	Δ	0	5	-	1	1	TG
C-CTA	23	168	45/23	-	Δ	0	5	-	1	1	TG
C-CT	24	160	35/18	-	Δ	0	5	-	1	1	TG
C-CTL	25	160	29/15	-	Δ	0	5	-	1	1	TG
C-TT	26	160	62/31	-	Δ	0	5	-	1	1	T
C-Com	27	167	84/42	-	Δ	0	5	-	2	2	
C-RH	28	160	50/40	-	Δ	0	5	-	1	1	
C-RL	29	160	45/35	-	Δ	0	5	-	1	1	
C-MS	30	160	47/24	-	Δ	0	5	-	1	1	MS, MW
C-CVL	31	175	45/23	-	Δ	0+1	5	-	1	1	V
C-H	32	165	35/18	-	Δ	0	5	-	1	1	
C-DSM	205	160	50/25	-	Δ	0	5	-	1	1	
KREBIZ SUBLIGHT CRUISERS											
DN-S	38	-300	60	-	Δ	1	2	-	9	7	
CA-S	2	-300	45	-	Δ	1	3	-	7	6	
CL-S	3	-300	35	-	Δ	1	3	-	6	5	
DD-S	4	-300	27	-	Δ	1	4	-	5	4	
FF-S	5	-300	15	-	Δ	1	4	-	3	2	

KREBIZ ANNEXES

ANNEX #6A SHIP MODIFICATIONS COST

6 120° SABOT
7 180° SABOT

ANNEX #7A COLOR OF COUNTERS

KREBIZ COUNTERS HAVE A BLACK SHIP ON A PURPLE BACKGROUND.

ANNEX #7B SHIPS ABLE TO LAND ON PLANETS

FF-O, FF-S, DDL, SCF, FFN, CTL-C, TTL, CRL-C, MSL, CVL-C, CHL, ALL Capsules

ANNEX #7D LIST OF SYSTEMS DEFINED AS WEAPONS

THE SABOT IS ALWAYS DEFINED AS A WEAPON.

ANNEX #7E HIT CONVERSION CHART

HIT FROM CHART	SCORED ON
TORPEDO	SABOT

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASIFICATIONS

Kreb DN-O: DN-O, DN-S
Kreb DNH: BB, BBB, BBS, BBV
Kreb DN: DN, DNB, SCS, DNV
Kreb DNL: DNL, DNBL, SCSL, DNVL
Kreb CA-O: CA-O, CA-S
Kreb CA: CA, BC, CC, CV, CD, CT, CTA CTP, ComCA, CRH
Kreb CL-O: CL-O, CL-S
Kreb CL: BCL, CCL, NCA, CVL, CDL, CT-M CTA-M, CTPL, ComCL, CRH-M
Kreb DD-O: DD-O, DD-S
Kreb DD: CL, FFB, SC, CTL, DDA, GSC CM, TT, CRL, MSH
Kreb FF-O: FF-O, FF-S
Kreb FF: CM-C, NCL, GSCL, DDL, SCF FFN, CTL-C, TTL, CRL-C, MSL

KREBIZ STANDARD TECHNOLOGY

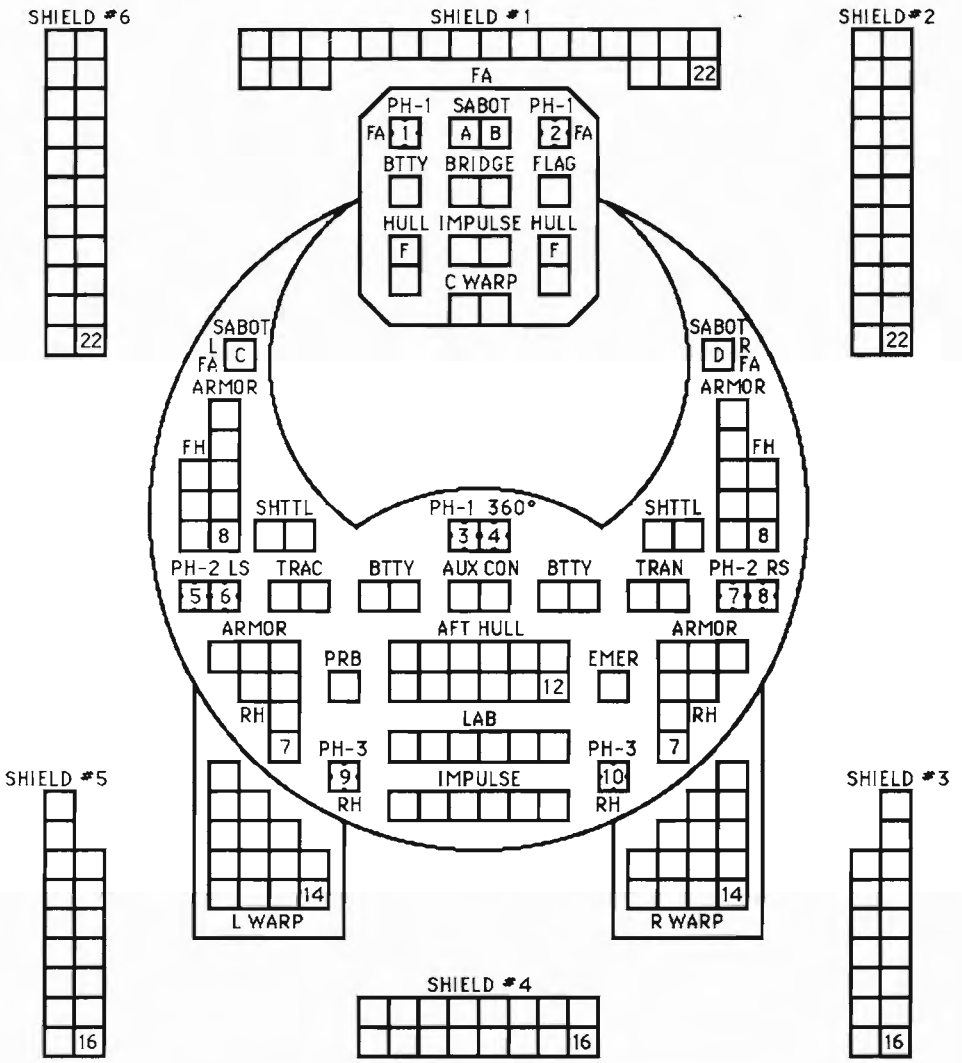
ADD
PHASERS-1/2/3
SABOT

KREBIZ KNOWN FOREIGN TECHNOLOGY

TYPE-VI DRONES

The abbreviations in the Notes column are defined on the 'official' Master Ship Chart.
Historically, all of the sublight cruisers had been converted to warp power by Y75; they never carried capsules.
For crew units & boarding parties, see the SSD for the unit in question.
The explosion strength is in the last excess damage box on each unit's SSD.

KREBIZ CLAW TOURNAMENT SHIP



NOTES:
1. CAPSULE CANNOT SEPARATE IN TOURNAMENT PLAY.
2. THE SHIELDS ARE ON THE CAPSULE.
3. HAS NO OVERLOAD ENERGY AT THE START OF THE ROUND.

SHIP DATA TABLE

TYPE	=	TBC
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.200
INTERNALS	=	94/124

PLAYER	
ROUND	
TOURNEY	

BOARDING PARTIES

12

GUARDS

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

18

POWER CURVE

WARP	=	30
IMPULSE	=	8
APR	=	0
AWR	=	0
TOTAL	=	38
BATTERY	=	5

SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

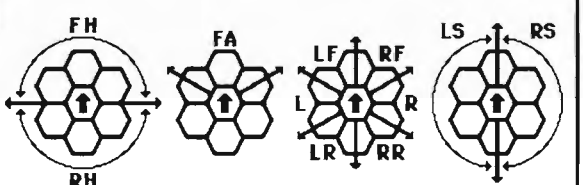
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 5 5-6 BD

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

KREBIZ-1

INCLUDES - THE FOLLOWING KREBIZ RULES:

THE KREBIZ: The Krebiz are a race of crustaceans, most generally looking similar to terran soft shell crabs, except their shells are extremely solid. Their shelled forms are about five feet in diameter and approximately three feet high. When the Krebiz achieved space travel, they quickly colonized their star's second and third planets (both class-M). It is believed that this occurred several thousand years before man ever left earth. Krebiz are slow in their ways, not accepting new technology or new ways. They seem to always reject change of any kind. This happened when warp power had been developed; the populace rejected change. The Krebiz had developed warp power several hundred years before any of their neighbors did, however it took them that long to convince the taxpayers, who were ultimately the ones funding the space program, that it was necessary. The first warp powered Krebiz ships were not seen until several years after all the neighboring races had converted their starships to warp power. The Krebiz went from being extremely far ahead to extremely far behind.

THE SABOT: Krebiz Shield Attenuated Boring Torpedoes (SABOTs) are carried by Krebiz ships. They are considered the heavy weapons of the ship. This weapon requires two consecutive turns to arm. SABOTs are fired in sequential volleys which force more and more damage onto one target shield. This shield is hit even if the target should turn away bringing a new shield to bear.

CAPSULE SEPARATION: The Krebiz originally constructed five classes of starships: the kraken dreadnought, the claw cruiser, the mandible light cruiser, the pincer destroyer and the clipper frigate. For approximately two hundred years these ships were sufficient. As time progressed, however, these old-style cruisers became weaker compared with the ships of the Krebiz' neighbors. A minor refit to the cruiser hull was not sufficient to bring the Krebiz ships up to par. The Krebiz had not developed shield technology and if they didn't soon, they would be destroyed. It took considerable time and effort by the Krebiz Fleet Directorate to convince the Krebiz people that armor just didn't cut it anymore. The crimes committed by the oppressive governments (Klingon & Kzinti) ruling them finally convinced a majority of the Krebiz people. In Y160 the Krebiz developed shield technology and built their first command capsule. This could have occurred as early as Y140, but even when facing near annihilation by far superior foes, the Krebiz stuck to their slow unchanging ways. Undoubtedly their government had to shove this strange technology down the peoples' shells. The command capsules were the only way to improve the starships the Krebiz had, as the basic hulls had already been maximized. Construction of these capsules was simple: they could be built on the planet surface, launched into space and could connect themselves onto the old-style cruiser hulls. These capsules gave tremendous diversity to the small Krebiz fleet. After the advent of command capsules, ship classes were determined by the type of capsule that a cruiser carried. The ships, the rear portion minus the capsule, were usually referred to as cruisers.

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