COMPANION GAMES

Presents:

KREBIZ-2

INCLUDES - ADVANCED KREBIZ RULES:

FIGHTER SABOTS
THE KRILL SERIES FIGHTERS
CAPSULE AUXILIARY PACKS

HISTORICAL BACKGROUND FOR THE KREBIZ:

KREBIZ CAMPAIGN NOTES
KREBIZ TIMELINE
KREBIZ PLANETARY SYSTEM
MORE HISTORICAL SCENARIOS

TECHNICAL INFORMATION INCLUDING:

SHIP DESCRIPTIONS FOR AN ADDITIONAL 85 KREBIZ UNITS
THE ALL-NEW KREBIZ KRAKEN OLDSTYLE DREADNOUGHT
THREE ADDITIONAL KREBIZ REFITS
KREBIZ DEFENSE SATELLITES
KREBIZ BASES

ALSO INCLUDED: 30 PAGES OF COMPANION SSDS
DISPLAYING 35 KREBIZ UNITS

The material contained in this product is expansion material for use with the game STAR FLEET BATTLES (the starship combat game created by Amarillo Design Bureau and published by Task Force Games). This product is not sponsored by, or affiliated with Paramount Pictures, Amarillo Design Bureau or Task Force Games. This is an independent product created solely by Companion Games. You must have STAR FLEET BATTLES Captain's Basic Set and Companion Games' Krebiz-1 to use this product.

INTRODUCTION

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

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

Note: If you do not have Captain's Basic Set, Krebiz-1 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: (RH-1) should be inserted at the end of the R section (Race History section) of your rulebook, behind the last RH-1 rule. The rule pages give suggested places to locate each page of this book. 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-1, KREBIZ-3 & KREBIZ-4

If a rule is cited somewhere in this text and you cannot locate it, it might be in one of these 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. 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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THE KREBIZ CAMPAIGN GAME

The War of Annihilation Campaign Game was to be presented in this product, however after the recent revisions, playtesting and expansion that it underwent, the campaign game grew to over 12 pages. If we presented it here, 10 SSDs would have been eliminated from this product, and then you wouldn't have all the ships needed to play the campaign. We therefore, moved the Campaign to the product Krebiz-3.

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.

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SUBMISSIONS

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

RULE	DESCRIPTION	LOCATION
MR-1	Argonian Hull Rotation	Argonians-1
MR-2	Argonian Impulse Movement	Argonians-1
DW-1	Sabot Heavy Weapon	Krebiz-1
DW-2	Energy Flux Heavy Weapon	Argonians-1
DW-3	Argonian Plasma Phasers	Argonians-1
DW-4	Phaser-MR: Mid-Range Phasers	In-Coming Fire #3
SW-1	Bi-Tritium Boomerang Torpedoes	Indirigans-1
SW-2	Fuser Mechanisms	Indirigans-1
SW-3	Fighter Boomerangs	Indirigans-2
SW-4	Boomerang Racks	Indirigans-2
SW-5	Advanced Technology Boomerangs	Indirigans-2
ER-1	Krebiz Special Rules	Krebiz-1
ER-2	Strobe Defense System	Argonians-1
ER-3	Legendary Spies	In-Coming Fire #3
FR-1	Krebiz Fighter Rules	Krebiz-2
FR-2	Argonian Fighter Rules	Argonians-2
FR-3	Indirigan Fighter Rules	Indirigans-2
TR-1	Argonian Nebula	Argonians-1
TR-2	Medically Infectious Zone	Argonians-1
RH-1	Krebiz Ships	Krebiz-1,2,3
RH-2	Argonian Ships	Argonians-1,2,3
RH-3	Indirigan Ships	Indirigans-1,2
RH-4	Vektrean Mercenaries Preview	In-Coming Fire #3
HC-1	Krebiz Campaign Notes	Krebiz-2
HC-2	Krebiz Campaign Game Pt-1	Krebiz-3
HC-3	Scavenger Hunt, Campaign Pt-2	Krebiz-3
XR-1	Krebiz X-1 Rules	Krebiz-3
XR-2	Argonian X-1 Rules	Argonians-3
XR-3	Indirigan X-1 Rules	Indirigans-2

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

PHOTOCOPIES

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

OTHER PRODUCTS

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

Current products:	Pages	Price
Argonians-1	48	$8.50
Argonians-2	48	$8.50
Argonians-3*	48	$8.50
Argonian Countersheet		$2.50
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
Krebiz-4*	48	$8.50
Krebiz Countersheet		$2.50
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 (September 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 deserve it:

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Non-Computer Art: Ryan C. Gable.

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

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

Ground Base Ideas, Bases have Heavy Sabots instead of PH-4s, Defsats, Minesweeper, Extended History, Capsule Auxiliary Packs, Campaign Game: John Kasper.

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Proofing & Content Editing: John M. Hammer.

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

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

C. Henry Schulte

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Insert pages 3-4 of this book between pages 10 & 11 of Krebiz-1.

MORE KREBIZ REFITS

(RH-1.R8) KRAKEN CRUISER REFIT

The loss of the three kraken cruisers was a devastating blow to the Krebiz fleet. Had these units been available the battleships formed by adding a capsule would most likely have been enough to fend off the Klingons. If a kraken were available in Y135 it would have been refitted as follows:

The 4 'belly' phaser-2s would be converted to phaser-1s. Four PH-3s and extra impulse power would also be added. Finally, the ADD ammunition would be increased to defend against greater drone use by the Krebiz' two main adversaries. New kraken cruisers built after Y135 would automatically receive this refit.

This refit is conjectural in so far as no kraken ever received it, but it is factual since Krebiz engineers drew plans for the refit as a contingency for the return of the lost kraken (RH-1.37).

(RH-1.R9) AUXILIARY CAPSULE PACK REFIT

During Y180 the Krebiz gained some significant profits from several years of good economic trade. These extra funds were used to develop capsule packs. The dreadnought capsule operated independently and it was decided that this unit would need the capsule packs the most. Two different types of auxiliary packs were built: the power pack and defense pack.

Capsule packs must be mounted in pairs and dropped in pairs. Use the rules in (ER-1.6) for dropping and attaching packs as the procedures are the same.

Krebiz-2 has an SSD for the C-DN with auxiliary power packs and auxiliary defense packs.

Other types of packs were considered for the various capsules, but only these two types were ever built. Krebiz-4 will present the conjectural auxiliary warp packs for the heavy and light capsules.

(RH-1.R10) OTHER RACE REFITS

These refits were simply the additions made to Krebiz ships in the possession of the Wyn or pirates.

The Pirate Refit was simply the mounting of a capsule equipped with pirate option mounts onto a pincer or clipper. Note: None of the engines on these units can be doubled. This represented situations where a pirate might capture a pincer or clipper and modify it to his own use. This is not an unlikely situation since these ships had no shields and were susceptible to hit & run raids and capture by boarding parties. See (RH-1.78) & (RH-1.88) for more information.

The Wyn Refit was the addition of a special capsule built in the Wyn Cluster and some 'maximization' of the basic hull. One pincer and one clipper received these modifications when they escaped into the cluster when the Krebiz system was devastated by the Klingons. See (RH-1.79) & (RH-1.89) for more information.

Consult the SSD (or the reference numbers for these units) for more information on these ships.

KREBIZ FIGHTERS & SHUTTLES

(RH-1.F1) MULTI-ROLE SHUTTLE

The Krebiz MRS carries a six round ADD rack, has one PH-3-360, and one fighter SABOT charge. It takes ten hits to destroy, 7 to cripple. Other information the same as (J8.0).

(RH-1.F2) ADMINISTRATIVE SHUTTLE

The Krebiz administrative shuttle is functionally identical to those of other races. The standard rules and uses apply.

(RH-1.F3) MINE SWEEPING SHUTTLE

The Krebiz mine sweeping shuttle is functionally identical to those of other races. The standard rules and uses apply.

(RH-1.F4) GROUND ASSAULT SHUTTLE

The Krebiz ground assault shuttle is functionally identical to the GAS shuttles of other races. The standard rules and uses apply.

(RH-1.F5) HEAVY TRANSPORT SHUTTLE

The Krebiz heavy transport shuttle is functionally identical to those used by the other races. The standard rules and uses apply.

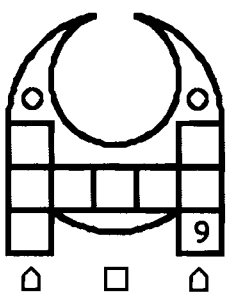
(RH-1.F6) KRILL-S FIGHTER

The Krill-S fighter was developed in conjunction with the Krill-F (RH-1.F7) in Y175. The original plan called for seventy two of each type. Cost overruns and government cutbacks (yes the Krebiz government actually cut back on things when they said they were going to) caused this number to be limited to 27 Krill-S and only 13 Krill-Fs. The fighter performed well until the neighboring races developed overwhelming fighters. The Krebiz could not afford the R&D necessary to produce more competitive fighters.

The S designator represents 'slow' when compared to 'fast' for the Krill-F. The Krill-S can carry and fire two fighter SABOT charges. See (FR-1) for more information on fighter SABOT weapons. These can be fired on the same or different impulses and can be sequentially fired. In addition to the fighter SABOTs this fighter carried a PH-3-FA, 1 chaff pod and 2 RALADS.

Other data:

Pilots:	1
Year in Service:	Y175 (Jan)
PH-3:	1xFA
RALADS:	2
Chaff:	1
DFR:	3
Crippled:	6
Speed:	12
BPV:	8



Krebiz RALAD symbol

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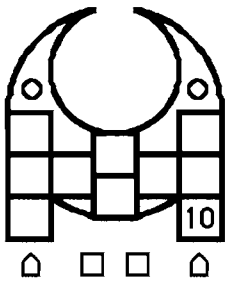
(RH-1.F7) KRILL-F FIGHTER

The Krill-F fighter was developed in conjunction with the Krill-S. However, the first Krill-F did not appear until Y178. Only 13 Krill-Fs were ever produced historically (although there are a number of conjectural ships that would have carried them presented in Krebiz-3 & 4).

The F designator represents 'fast', compared to the Krill-S. The Krill-F can fire 2 fighter SABOT charges either simultaneously, sequentially or independently. In addition to the fighter SABOTs this fighter carried two PH-3-FA, two chaff pods and two RALADS.

Other data:

Pilots:	1
Year in Service:	Y178 (Jan)
PH-3:	2xFA
RALADS:	2
Chaff:	2
DFR:	4
Crippled:	7
Speed:	15
BPV:	10



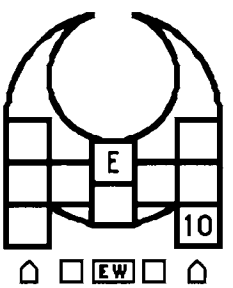
(RH-1.F8) KRILL-E FIGHTER

The Krill-E fighter was the electronic warfare version of the Krill-F developed in Y181. Four Krill-Fs were modified to this version.

This version not only carried an EW pod, but both its fighter SABOTs were replaced with electronic targeting equipment capable of directing up to four other Krills' fighter SABOTs into one sequential volley. See (FR-1.6) for details on this procedure. A PH-3, two chaff pods and two RALADS were also carried.

Other data:

Pilots:	1
Year in Service:	Y181 (Jan)
PH-3:	1xFA
RALADS:	2
Chaff:	2
DFR:	3
Crippled:	7
Speed:	15
BPV:	12



KREBIZ PILOT'S BATTLE CHANT:

THE SILVERY BURSTS OF SABOT FIRE;
THE DIRE FIGHT OF OPPRESSOR'S IRE;

UNITE BRAVE PILOTS FIGHTING WELL;
ONE LAST FLIGHT INTO THE QUELL;

EACH TRUSTY CLAW OF KRILL DOTH TELL;
TO BURN THE OPPRESSORS BRIGHT IN HELL;

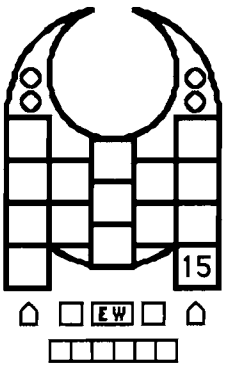
(RH-1.F9) KRILL-H HEAVY FIGHTER

The Krill-H is a conjectural heavy fighter for the Krebiz. It could have been developed by Y179. No Krill-Hs were ever produced historically (although there are a number of conjectural ships that would have carried them presented in Krebiz-3 & 4).

The H designator represents 'heavy'. The Krill-H can fire 4 fighter SABOT charges. A maximum of two of these could be fired on the same impulse. They could also be sequentially fired as standard SABOTs are. In addition to the fighter SABOTs this fighter carried two PH-3-FA, two chaff pods, two RALADS and an anti-drone system with six anti-drones.

Other data:

Pilots:	2
Year in Service:	Y179 (Jan)*
PH-3:	2xFA
RALADS:	2
Anti-Drones:	6
Chaff:	2
DFR:	0
Crippled:	10
Speed:	12
BPV:	16



*Conjectural Year in Service.

KREBIZ FAST PATROL SHIPS

The Krebiz never built PFs. It has been hypothesized that the capsules were already a form of durable PF and that warp booster type packs (similar to the auxiliary packs described in (RH-1.R9)) could be attached to the mounting brackets on each side. It was further hypothesized that the battlecruiser capsule was best suited for this purpose and therefore the one used.

Unfortunately the Krebiz never had enough C-BCs to make this feasible. Additionally, it was never certain that the Krebiz would accept this concept either: These packs would turn the capsules into attrition units and they were way too expensive to be used in such a manner. Nevertheless, the following are conjectural PFs based on this hypothesis.

Krebiz PFs must pay the standard energy required for life support, fire control & EW. All other PF rules apply as written. Additional variants may be presented in Krebiz-4.

(RH-1.PF1) STANDARD PF

This PF was simply a C-BC with two 'hot' warp booster packs attached. (K1.63) applies if these packs are attached and operating. The SSD is in Krebiz-3.

(RH-1.PF2) PF LEADER

This PF was a C-BC with two 'hot' warp booster packs attached. The packs were slightly modified however, to include a transporter, tractor beam, battery and an APR. (K1.63) applies if these packs are attached and operating. The SSD is in Krebiz-3.

(RH-1.PF3) SCOUT PF

The scout PF had a special sensor in the 'nose' of each auxiliary warp pack. (K1.63) applies if these packs are attached and operating. The SSD is in Krebiz-3.

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Insert pages 5-10 of this book between pages 14 & 15 of Krebiz-1. Page 16 of Krebiz-1 is incorporated here.

MORE KREBIZ CRUISERS

(RH-1.37) OLDSTYLE DREADNOUGHT (DN-O)

This cruiser is the warp powered version of the sublight dreadnought: DN-S (RH-1.38). All sublight kraken were converted to warp power by Y75.

The Krebiz had built only three of these ships, but the Kzintis destroyed two in Y105 during the second Klingo-Kzinti War. The third kraken was thought destroyed in Y123 after (HS-17), but in actuality it sublight evaded and remained hidden in an asteroid belt orbiting a large gas giant until repairs were made. It then attempted the Long Journey Home (HS-18) in Y181.

In Y135 the Krebiz could have applied a refit to the kraken, shown on the SSD, but this never occurred historically.

The DN-sized command capsules were capable of attaching to the kraken and were, in fact, built with this ability for the contingency of the return of the sole lost kraken.

The kraken does not have shields. If the capsule is dropped the shields go with it. The SSD is in Krebiz-2.

(RH-1.38) SUBLIGHT DREADNOUGHT (DN-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 kraken. See (RH-1.37) for a description of the warp ship.

This ship does not have shields. As an experiment, players could attach a capsule to the sublight kraken, giving it shields. However, historically this never occurred. The armor banks were sufficient for nearly three hundred years, but, when other races developed shield technology these ships fell behind quickly. The SSD is in Krebiz-3.

CAPSULES FOR OTHER RACES

(RH-1.40) PIRATE CAPSULE (C-PRT)

In campaign games where ships might be sold between races, or if the pirates should capture a Krebiz pincer or clipper, this capsule could be built by the pirates for use on these ships.

Claws and mandibles were too rare to be sold or traded, and it would be unlikely that any would be captured. See also (DW-1.97), (RH-1.78) and (RH-1.88). Cannot double engines! The SSD is in Krebiz-3.

(RH-1.41) WYN CAPSULE (C-WYN)

In Y186 the Klingons attacked and conquered the Krebiz system. The Wyn, in their usual manner, managed to make some modifications to the sole heavy destroyer, the "Soaring Beast". The SSD shows the ship after these modifications were made. A second Wyn capsule was built for the FF "Wretch".

Consult the SSDs, (DW-1.97), (RH-1.79) and (RH-1.89) for more information. The SSD is in Krebiz-3.

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). The SSD for this unit is in Krebiz-1.

(RH-1.51) BATTLECRUISER (BC)

The battlecruiser combination consisted of the battlecruiser capsule and a claw cruiser. This was the most powerful ship fielded by the Krebiz next to the DN or DNL. The SSD for this unit is in Krebiz-2.

(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-1.

(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. The SSD for this unit is in Krebiz-1.

(RH-1.54) CARRIER (CV)

In Y168 Krebiz Ground Forces assaulted a Klingon fighter ground base on one of the outlying Krebiz Worlds. The attack took the Klingons by complete surprise. As a result 14 Z-Y fighters were captured undamaged. One of these was an EW version.

To put the fighters to their best use a capsule was manufactured in Y169 for use as a carrier. To keep the carrier supplied the Krebiz purchased replacement fighters and ammunition from Orion pirates.

These fighters required some modifications to allow Krebiz pilots to fit into them. Essentially the seat was removed and the cockpit area was expanded to allow room for the shelled pilot. Several humanoid mercenaries were also employed as fighter pilots for a short period of time.

The carrier has 12 Z-Y fighters and 2 spares, 100 points of drones, can launch 2 fighters every other turn. The SSD for this unit is in Krebiz-2.

(RH-1.55) DIPLOMATIC CRUISER (CD)

The Krebiz designed this combination for diplomatic missions to the Klingons, Kzinti, Federation and Wyn. In Y165 the only diplomatic capsule *"Dirty"* was attached to the cruiser *"Pinch"* and sent to the Federation in an effort to become a member race. Note: RH-1.15 erroneously states this occurred in Y185, however it actually occurred in Y165.

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. The SSD for this unit is in Krebiz-1.

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(RH-1.56) PRIORITY CARGO TRANSPORT (CTP)

This combination consisted of a claw and a priority cargo transport capsule (C-CTP). It had the same uses as the CTA and CT. The SSD for this unit is in Krebiz-3.

(RH-1.57) HEAVY CARGO TRANSPORT (CTA)

This combination consisted of a claw or mandible and a heavy cargo capsule (C-CA). It had the same uses as the CTL and CT. The SSD for this unit is in Krebiz-2.

(RH-1.58) CARGO TRANSPORT (CT)

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 SSD for this unit is in Krebiz-2. All of the C-CTs were replaced by C-CTAs in Y170. After that time this combination was no longer used.

(RH-1.59) COMMANDO CRUISER (ComCA)

This capsule was intended for ground assault missions. Only one was built and placed on a mandible. On rare occasion a claw would carry the commando capsule.

This ship has 32 BPs, 2 Commando, 2 HWS, 2 GCV, 2 GAS and 1 HTS included in the BPV.

The cruiser has a spare shuttle, the capsule does not. The SSD for this unit is in Krebiz-3.

(RH-1.60) LIGHT DREADNOUGHT (DNL)

The dreadnought capsule and mandible cruiser combination made for one of the more unique ships in the galaxy: the light dreadnought.

Essentially a weapon for weapon equivalent to the DN, this ship was more efficient economically and it has a movement cost of 1. Some fleet intelligence services classified this ship as a BCH.

This ship also had some unique problems. The capsule's engine had to much heat output near the forward portion of the cruiser. Too prevent damage the center warp engine was limited to 78% output. To simulate this the four shaded warp engines in the capsule do not function when it is attached. They can be crossed off as damaged, however.

The mandibles' arms were too weak to allow HETs when carrying the C-DN; therefore it gets no breakdown bonus.

For more information consult the descriptions of the mandible cruiser (RH-1.7) and the dreadnought capsule (RH-1.10). The SSD for this unit is in Krebiz-2.

(RH-1.61) LIGHT BATTLECRUISER (BCL)

The light battlecruiser combination consisted of the battlecruiser capsule and a mandible cruiser. The BCL also suffered some of the problems of weak cruiser arms. It does not get a breakdown bonus. The SSD for this unit is in Krebiz-1.

(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. The SSD for this unit is in Krebiz-1.

(RH-1.63) NEW HEAVY CRUISER (NCA)

While not a 'new heavy cruiser' as most other races viewed the term, the NCA should probably have been called a 'light heavy cruiser.' That term seemed too contradictory so NCA was used. This reference made sense, as more C-CAs were being assigned to mandibles, as new larger capsules were built and assigned to the claws. The SSD for this unit is in Krebiz-2.

(RH-1.64) MEDIUM CARRIER (CVM)

In Y168 Krebiz Ground Forces assaulted a Klingon fighter ground base. See (RH-1.54) for more information. This ship represents the mandible version of that carrier.

This carrier has 12 Z-Y fighters and 2 spares, 100 points of drones and can launch 2 fighters every other impulse. The SSD for this unit is in Krebiz-2.

(RH-1.65) LIGHT DIPLOMATIC CRUISER (CDL)

It was rare for the only diplomatic capsule, the "Dirty," to be attached to a mandible. The SSD shown represents the combination. Other data the same as (RH-1.55). The SSD for this unit is in Krebiz-2.

(RH-1.66) LIGHT PRIORITY CARGO TRANSPORT (CTPL)

This combination consisted of a mandible and a priority cargo capsule (C-CTP). It had the same uses as the CTP. The SSD for this unit is in Krebiz-3.

(RH-1.67) HEAVY CARGO TRANSPORT (CTA-M)

This is the mandible version of the heavy cargo transport. It had the same uses as the CTL and CT. The SSD for this unit is in Krebiz-2.

(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. The SSD for this unit is in Krebiz-1.

(RH-1.69) LIGHT COMMANDO CRUISER (ComCL)

This capsule was intended for ground assault missions. Only one was built and placed on a mandible. On occasion a claw would also carry the commando capsule. This, however ,was the standard configuration.

Has 32 BPs, 2 Commando, 2 HWS, 2 GCV, 2 GAS and 1 HTS included in the BPV. The cruiser has a spare shuttle the capsule does not. The SSD for this unit is in Krebiz-3.

(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. The SSD for this unit is in Krebiz-1.

(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). The SSD for this unit is in Krebiz-1.

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(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. The SSD for this unit is in Krebiz-1.

(RH-1.73) HEAVY DESTROYER (DDA)

The heavy destroyer is based on the pincer cruiser with the addition of the destroyer capsule. There were rarely any of these in use, except for wartime, as the pincer hulls would attach light cargo transports (C-CTLs) in peace time, for transporting goods between Krebiz planets and Klingon or Kzinti outposts.

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 lift-offs and attachments. This was done to keep the crews ready for the inevitable attack. The SSD for this unit is in Krebiz-2.

(RH-1.74) SCOUT (SC)

The scout capsules did not get much more space time than the destroyer capsules did. Unless there was a unique occurrence that needed scientific study, the scout capsules stayed on the planets waiting for war. The SSD represents the pincer version of the scout. The SSD for this unit is in the product Krebiz-2.

(RH-1.75) BATTLE FRIGATE (FFB)

The pincer rarely carried a frigate capsule. The capsule was essentially worthless, except for providing small shields. The C-FF was generally assigned to clipper cruisers. Only in desperate situations did C-FFs attach to pincer hulls. The SSD for this unit is in Krebiz-2.

(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 combination is in Krebiz-1.

(RH-1.77) TROOP TRANSPORT (TT)

This ship consisted of a pincer cruiser and troop transport capsule. It and the TTL were the starliners of the Krebiz fleet. This ship often transported colonists, delegates, military personnel, ambassadors and other assorted government officials. See also the C-TT. The SSD for this unit is in Krebiz-3.

(RH-1.78) PIRATE DESTROYER (DD-P)

In campaign games where ships might be sold between races, or if the pirates should capture a Krebiz pincer, this cruiser/capsule combination would represent that ship.

Claws and mandibles were too rare to be sold or traded, and it would be more unlikely that any would be captured. See also (RH-1.R10) and (RH-1.88). The SSD for this combination will not be presented until Krebiz-4 is completed.

(RH-1.79) WYN INTERNED KREBIZ DESTROYER (DD-W)

In Y186 the Klingons attacked and conquered the Krebiz system, destroying the entire Krebiz Fleet. Only two ships were able to avoid destruction. One of these was the destroyer capsule "Soaring" attached to the pincer cruiser "Beast".

The Wyn, in their usual manner, managed to make some modifications to both the capsule and main hull. The SSD shows the ship after these modifications were made. In a campaign there can be only one such ship, and only if the Krebiz have been conquered.

There are no ready racks for fighters in the shuttle bays due to space limitations. Each bay was expanded to allow two administrative shuttles, but this left little room for anything else. See also, (RH-1.R10) and (RH-1.89) for another Wyn interned unit. The SSD for this combination is in Krebiz-4.

(RH-1.80) CLIPPER MEDIUM CRUISER (CM-C)

The Krebiz medium cruiser capsule over-maximized the clipper hull. A larger capsule could not be carried. The clipper loses its nimble benefits when carrying the C-CM. Consult the SSD for other penalties. The SSD is in Krebiz-2. This combination cannot land on planets.

(RH-1.81) NEW LIGHT CRUISER (NCL)

There was usually one light cruiser capsule in use on a clipper hull at any given time. Other data same as the clipper cruiser and light cruiser capsule. Note the restrictions on the SSD. This ship was designated an NCL to distinguish it from the CL. The SSD is in Krebiz-2. This combination cannot land on planets.

(RH-1.82) LIGHT GALACTIC SURVEY CRUISER (GSCL)

Due to a lack of available claws and mandibles the Krebiz elected to build a galactic survey capsule for use with the pincer and clipper. It acted as a scout during wartime. The capsule was too large for the cruiser and caused some strain to the clipper's arms. The clipper loses nimble status when this capsule is attached, as well as its breakdown bonus. The SSD is in Krebiz-2. This combination cannot land on planets.

(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 on 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 lift-offs and attachments. This was done to keep the crews ready for the inevitable attack. The SSD for this unit is in Krebiz-1.

(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 assigned. There was usually one scout frigate in service at any given time. The SSD for this unit is in Krebiz-1.

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(RH-1.85) NEW FRIGATE (FFN)

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. As capsule production increased, it became very rare for C-FFs to be assigned even to clipper cruisers. The SSD for this unit is in Krebiz-1.

(RH-1.86) CLIPPER LIGHT CARGO TRANSPORT (CTL-C)

This combination consisted of a clipper 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 clipper was the predominant cargo ship of the Krebiz, as it could land on planets. It didn't have to disconnect its capsule and remain in orbit while the capsule landed and then retumed. The SSD for this unit is in Krebiz-2.

(RH-1.87) LIGHT TROOP TRANSPORT (TTL)

This ship consisted of a clipper cruiser and troop transport capsule. It was the starliner of the Krebiz fleet. This ship often transported colonists, delegates, and government officials. See also C-TT.

The designation light is used solely to differentiate between the pincer and clipper; the size of the capsules are identical. The SSD for this unit is in Krebiz-3.

(RH-1.88) PIRATE FRIGATE (FF-P)

In campaign games where ships might be sold between races, or if the pirates should capture a Krebiz clipper, this cruiser/capsule combination would represent that ship.

Claws and mandibles were too rare to be sold or traded, and it would be unlikely that any would be captured. See also (RH-1.R10) and (RH-1.78). The SSD for this combination is in Krebiz-4.

(RH-1.89) WYN INTERNED KREBIZ FRIGATE (FF-W)

In Y186 the Klingons attacked and conquered the Krebiz system, destroying the entire Krebiz Fleet. Only two ships were able to avoid destruction. One of these was the clipper cruiser "Wretch" which had escaped without a capsule.

The Wyn, in their usual manner, managed to make some modifications to the main hull. The SSD shows the ship after these modifications were made.

The Wyn capsule, C-WYN (RH-1.41) was built within the cluster and added to the clipper. In a campaign there can be only one such ship, and only if the Krebiz have been conquered.

There are no ready racks for fighters in the shuttle bays due to space limitations. See also, (RH-1.R10) and (RH-1.79) for the Wyn interned Krebiz destroyer. The SSD for this combination is in Krebiz-4.

(RH-1.90) BATTLESHIP (BB)

The combination of the dreadnought capsule and the kraken cruiser formed this formidable ship. The battleship is a factual design, but was never in actual operation. The closest it came was in the scenario The Long Journey Home (HS-18), when a C-DN attached to a kraken cruiser which had dropped its warp engines. The SSD for this unit is in Krebiz-2.

(RH-1.91) BATTLE CONTROL BATTLESHIP (BBB)

This unit is comprised of the kraken oldstyle dreadnought with a conjectural battle control capsule. If the Krebiz were used as a major race this unit could have been constructed. This ship carried 18 krill fighters and 3 PFs. The SSD for this combination is in Krebiz-4.

(RH-1.92) SPACE CONTROL BATTLESHIP (BBS)

The space control capsule attached to a kraken would form this huge unit. This combination is also a conjectural design. It carried 18 krill fighters and 6 PFs. The SSD for this combination is in Krebiz-4.

(RH-1.93) BATTLESHIP CARRIER (BBV)

The last of the four dreadnought capsule variants would attach to a kraken oldstyle dreadnought to form this heavy unit. It carried 30 assorted krill fighters; only 6 of these were the conjectural krill-H heavy fighters. The SSD for this combination is in Krebiz-4.

(RH-1.150) HEAVY REPAIR CRUISER (CRH)

The C-RH attached to the claw cruiser, forms this ship. It was only used for repair purposes or when transporting the capsule. Power is drawn from the damaged claw to repair it. The standard procedure was to repair any damaged power systems first, especially if they were all destroyed (They were needed for the repair process).

While this unit is called a heavy repair cruiser, it does not repair other units. The repair capsule is used to repair the claw cruiser which it is attached to. Once repairs are complete, the heavy repair capsule (RH-1.28) can detach, then attach to another damaged unit. The SSD for this unit is in Krebiz-3.

(RH-1.151) DREADNOUGHT BATTLE CONTROL SHIP (DNB)

This unit is comprised of the claw oldstyle cruiser with a conjectural battle control capsule. If the Krebiz were used as a major race this unit would have been constructed. This ship carried 18 krill fighters and 3 PFs. The SSD for this combination is in Krebiz-4.

(RH-1.152) SPACE CONTROL SHIP (SCS)

The space control capsule attached to a claw cruiser would form this unit. This combination is also a conjectural design. It carried 18 krill fighters and 6 PFs. This SCS would be the equivalent of those belonging to the other races. The SSD for this unit is in Krebiz-4.

(RH-1.153) DREADNOUGHT CARRIER (DNV)

The last of the four dreadnought capsule variants which could attach to a kraken and form this unit was the C-CVA. It carried 30 krill fighters, with a maximum of 6 of the conjectural krill-H heavy fighters. The SSD for this unit is in Krebiz-4.

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(RH-1.160) HEAVY REPAIR CRUISER (CRH-M)

The C-RH attached to the mandible was only used for repair purposes or when transporting the heavy repair capsule. Power is drawn from the damaged mandible to repair it. The standard procedure was to repair any damaged power systems first, especially if they were all destroyed.

While this unit is called a heavy repair cruiser, it does not repair other units. The heavy repair capsule is repairing the mandible cruiser upon which it is attached. Once repairs are complete, the capsule (RH-1.28) can detach, then attach to another damaged unit. The SSD is in Krebiz-3.

(RH-1.161) LIGHT DREADNOUGHT BATTLE CONTROL SHIP (DNBL)

This unit is comprised of the mandible oldstyle cruiser with a conjectural battle control capsule. It is not likely that this unit would be operated even if the Krebiz were used as a major race. The DN capsules would be in use on the larger hulls and the limitations brought on by the combination were considered to excessive.

The capsule's engine had too much heat output near the forward portion of the cruiser. To prevent damage, the center warp engine was limited to 66% output. This was slightly more severe than that of the DNL. To simulate this the six shaded warp engines in the capsule do not function when it is attached. They can, however, be crossed off as damaged. These boxes function normally when the capsule is detached.

The mandibles' arms were too weak to allow HETs when carrying the C-B, therefore it gets no breakdown bonus.

This ship would have carried 18 krill fighters and 3 PFs. The SSD for this unit is in Krebiz-4.

(RH-1.162) LIGHT SPACE CONTROL SHIP (SCSL)

The space control capsule attached to a mandible cruiser would form this unit. This combination is also a conjectural design. It carried 18 krill fighters and 6 PFs. This SCS would be the equivalent of those belonging to other races.

This combination had similar, but slightly more severe, heat problems than the DNL and was limited to 66% output. To simulate this the six shaded warp engines in the capsule do not function when it is attached. They can, however, be crossed off as damaged. The mandibles' arms were too weak to allow HETs when carrying the C-SCS, therefore it gets no breakdown bonus. The SSD for this combination is in Krebiz-4.

(RH-1.163) LIGHT DREADNOUGHT CARRIER (DNVL)

This unit also suffered a 66% output limit on its center warp engine, as well as no breakdown bonus. It would have carried 30 assorted krill fighters, with a maximum of 6 of the conjectural krill-H heavy fighters. The SSD for this combination is in Krebiz-4.

(RH-1.170) LIGHT REPAIR CRUISER (CRL)

This is the pincer attached to the light repair capsule. Power is drawn from the damaged pincer to repair it. The standard procedure was to repair any damaged power systems first, especially if they were all destroyed (they were needed for the repair process).

While this unit is called a light repair cruiser, it cannot repair other units. The light repair capsule is repairing the pincer cruiser which it is attached to. Once repairs are complete, the light repair capsule (RH-1.29) can detach, then attach to another pincer or clipper. The SSD is in Krebiz-3.

(RH-1.171) HEAVY MINE SWEEPER (MSH)

One minesweeper capsule was built in Y170, in preparation for the pending Klingon invasion. It served on both the pincer and clipper cruisers and often by itself. The capsule has 2 MSSs and one spare. The SSD is in Krebiz-3.

(RH-1.172) LIGHT CARRIER (CVL-C)

In Y175 the Krebiz developed two prototype fighters and built forty of them. They also developed a small capsule to carry them. The pincer cruiser carrying this capsule (the C-CVL) resulted in this ship. The light carrier had 1 spare Krill fighter. The SSD is in Krebiz-2.

(RH-1.173) HOSPITAL SHIP (HS)

Klingon brutality resulted in the need for this unit. The basic use for this unit is the same as that of other races. The SSD is in Krebiz-3.

(RH-1.174) CARRIER ESCORT (CVE)

This conjectural design carried a capsule used for carrier escort duties. If the Krebiz were used as a major race such a unit would be a necessity of the carrier groups. Has no Krill fighters of its own. The SSD is in Krebiz-4.

(RH-1.180) LIGHT REPAIR CRUISER (CRL-C)

The clipper with the light repair capsule forms this ship. Power is drawn from the damaged clipper to repair it. The standard procedure was to repair any damaged power systems first, especially if they were all destroyed (they were needed for the repair process).

While this unit is called the light repair cruiser, it does not repair other units. The light repair capsule is repairing the clipper cruiser which it is attached to. Once repairs are complete, the light repair capsule (RH-1.29) can detach, then attach to another pincer or clipper. The SSD for this unit is in Krebiz-3.

(RH-1.181) LIGHT MINE SWEEPER (MSL)

The minesweeper capsule was built in preparation for the upcoming Klingon invasion. It served on both the pincer and clipper cruisers. This ship laid and maintained most of the mine fields in the Krebiz star system. Capsule has 2 MSS and one spare. The SSD for this unit is in Krebiz-3.

(RH-1.182) LIGHT CARRIER (CVL-P)

In Y175 the Krebiz developed two prototype fighters and built approximately 36 of them. They also developed a small capsule to carry them. The pincer cruiser carrying this capsule (the C-CVL) resulted in this ship. The light carrier had 1 spare Krill fighter. The SSD is in Krebiz-3.

(RH-1.183) LIGHT HOSPITAL SHIP (HSL)

Klingon brutality resulted in the need for this unit. The hospital capsule was more often carried by the clipper cruiser hull than by the pincer. The SSD for this unit is in the product Krebiz-3.

(RH-1.184) LIGHT CARRIER ESCORT (CVEL)

This conjectural design placed a carrier escort capsule on the pincer cruiser and used it for carrier escort duties. If the Krebiz were used as a major race such a unit would be a necessity of a carrier group. Has no Krill fighters of its own. The SSD is in Krebiz-4.

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OTHER KREBIZ UNITS

(RH-1.200) TOURNAMENT SHIP (TBC)

This ship is balanced for play in the standard tournament. Consult a judge about whether or not 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. The SSD for this unit is in the product Krebiz-1.

(RH-1.201) KREBIZ BATTLE STATION (BATS)

The Krebiz did not have starbases. The BATS was the largest base which they built. Only one was built and it orbited Krebizar. See the SSD for more information. This base has no PH-4s, the Krebiz did not have the technology. SABOT weapons were used instead. Historically, no augmentation modules were added to this base.

The positional stabilizers on the BATS (if active) made the SABOT more effective, see the chart on the BATS. 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 enhancement). These weapons were designated "Heavy SABOTs" (DW-1.96) for clarification purposes. Only bases can use these weapons.

Note: There are three armor arcs, 120 degrees each. Fire coming from a hex row which could be distributed on more than one armor bank may be applied to only one bank. The Krebiz player may choose which bank is damaged. See (ER-1.23) for more information. The SSD for this unit is in the product Krebiz-2.

(RH-1.202) KREBIZ BASE STATION (BS)

The Krebiz did not have starbases. One BS orbited each of the two Krebiz colony planets. See the SSD for more information. Note the use of SABOTs instead of PH-4s. Historically, no augmentation modules were added to this base.

The positional stabilizers on the BS made the SABOT more effective (DW-1.96), see the chart on the BS. 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 enhancement).

Note: There are three armor arcs, 120 degrees each. Fire coming from a hex row which could be distributed on more than one armor bank may only be applied to one bank. The Krebiz player may choose which bank is damaged. See (ER-1.23) for more information. The SSD for this unit is in the product Krebiz-2.

(RH-1.203) KREBIZ SYSTEM ACTIVITY MAINTENANCE STATION (SAMS)

The Krebiz had nine of these stations. The SSD is in Krebiz-4, but you can use the standard SFB SSD for now.

The PH-Xs are PH-2s, the WPN boxes are two SABOTs (heavy SABOTs if stabilizers are active).

Historically, up to two augmentation modules could be added to this base.

(RH-1.204) KREBIZ FLEET REPAIR DOCK (FRD)

The Krebiz homeworld had one of these stations, orbiting it. Prior to Y160 the FRD had no shields. Historically, no augmentation modules were added to this unit.

The FRD is capable of effecting repairs on a maximum of four units at any given time. Power from the cruiser and the FRD can be applied to the repair process. Capsules can dock to the FRD in any of the cruiser slots using the standard docking procedure. The SSD for this unit is in Krebiz-2.

(RH-1.205) KREBIZ DEFENSE SATELLITES (DefSat)

Each Krebiz planet had one set of these satellites as shown on the SSD (12 total). There were three Types: A, B and C. A and B are based on the standard types found in R1.15. Type C is unique to the Krebiz. This larger type was developed by the Krebiz due to the dire defensive positions they were usually in.

These satellites used standard SABOTs, not Heavy SABOTs. Multiple satellites cannot combine SABOT volleys. The SSDs for these units are in Krebiz-2.

Also shown on the SSD is the Defense Satellite Maintenance Capsule. These capsules could be carried by a pincer or clipper, but this never occurred historically (no SSD is provided, until (perhaps) Krebiz-4). The capsule usually performed its missions alone. Each planet had one of these capsules.

(RH-1.206) GROUND BASED SABOTS (GBS)

The Krebiz homeworld had six of these stations, one in each hex facing. The two colonies have three. Prior to Y160 these bases had no shields.

Since they did not have ph-4 technology, the Krebiz used the SABOT (the heavy type used on all Krebiz bases) as the primary weapon for these bases. The SABOTS and PH-2s are not affected by firing through the atmosphere, however weapons fired at them are.

Ships must be within five hexes to fire on ground bases. The SSD for this unit is in Krebiz-2.

(RH-1.207) GROUND BASED CAPSULE FACILITY (GBCF)

The Krebiz homeworld had two of these stations. The two colonies each have one. Prior to Y160 these bases had no shields.

The PH-2s are not affected by firing through the atmosphere, however weapons fired at them are.

These bases were where capsules were built and maintained. There were often several capsules assigned to protect these ground facilities at any given time. The SSD for this unit is in Krebiz-2.

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Insert pages 11-12 of this book at the end of the J section of your rulebook.

(FR-1.1) FIGHTER SABOTS

When the Krebiz developed fighters, they were determined to find a way to incorporate the SABOT heavy weapon. The scientists working on the project finally came up with a way to mount a downsized version of the SABOT weapon deemed the 'FIGHTER SABOT,' onto the krill fighters. See (RH-1.F6-F9) for description of the various krill fighters.

(FR-1.1) DESIGNATION

Fighter SABOT charges are designated on the individual fighter SSDs by the symbol O.

(FR-1.2) ARMING FIGHTER SABOTS

(FR-1.21) ARMING: Fighter SABOT charges are armed within freezers inside the shuttle / fighter bay of the carrier. It costs 3 total points of power over 2 turns to arm one fighter SABOT charge, at least 1 point on each turn, i.e. 1-2 or 2-1.

(FR-1.22) HOLDING: Fighter SABOT charges are held for zero energy in the carrier's freezers.

(FR-1.23) FREEZERS: There are two such freezers in each fighter box on the carrier's SSD. The charges can be armed while the fighter is in space so that upon the fighter's return reloading can begin.

(FR-1.24) FIGHTER BAYS: Fighter bays on Krebiz carriers are designated as follows:

Krill-S, krill-F or krill-E fighter box.

Krill-H double-space fighter boxes (Equals 1 krill-H fighter slot).

(FR-1.241) Each box for the krill-S, krill-F or krill-E fighter box has two fighter SABOT freezers: the number needed for the fighter. Krill-Es do not use fighter SABOTS, but the box has the freezer anyway.

(FR-1.242) Each box of the krill-H fighter box pair has two freezers. This results in four total freezers, the number needed for the krill-H. NOTE: The krill-H is conjectural and therefore these boxes will only appear on conjectural ships.

(FR-1.25) OVERLOADS: Fighter SABOTs cannot be overloaded.

(FR-1.26) SEQUENTIAL FIRING: Fighter SABOTs can be fired sequentially, see (FR-1.5) & (FR-1.6) for this procedure.

(FR-1.3) DECK CREW ACTIONS

It takes one deck crew 32 impulses to load one fighter SABOT charge onto one fighter.

(FR-1.4) AVAILABILITY

Note that only the krill-S, krill-F, krill-H (conjecturally) and the Krebiz MRS carried these weapons. The krill-E did not carry fighter SABOTs but was capable of sequencing other krills' fighter SABOTs (FR-1.6).

(FR-1.5) FIRING PROCEDURE

(FR-1.51) OPERATION: Fighter SABOT charges are fired much like regular SABOT weapons. A fighter can fire both charges on the same turn, either on the same impulse or different impulses. The charges can be fired sequentially, and the rules for regular SABOTs apply in this instance, i.e. the first charge is fired on impulse N and the second is fired on impulse N+1. If the charges are fired sequentially then use the Successive Volley Damage Percentages portion of the regular SABOT chart to determine damage distribution.

(FR-1.52) MULTIPLE FIGHTERS: Two fighters cannot combine volleys of fighter SABOT fire, nor can the carrier and one or more fighters combine volleys. Each fighter generates its own SABOT volleys. EXCEPTION: Krill-E fighters are the only units which can combine the fire of other krills into one volley (FR-1.6).

(FR-1.53) FIGHTER SABOT CHART:

The chart below shows the fighter SABOT chart. Note: The successive volley damage percentages portion of the SABOT combat table is not included. This does not mean the fighter SABOT only affects one shield. Fighter SABOTs always 'splash' (just as standard SABOTs do) and the successive volley damage percentages portion of the standard SABOT combat table must be used.

FIGHTER SABOT CHART

RANGE	0-1	2-4	5-8
HIT	1-5	1-4	1-3
DAMAGE†	12	8	4

(FR-1.54) FIRING ARCS: Fighter SABOT charges are limited to the FA firing arc on all fighters that carried the weapon.

(FR-1.55) STANDARD RULES: All of the standard SABOT rules apply to fighter SABOTs except those exceptions listed here.

(FR-1.6) KRILL-E SEQUENCING

The krill-E electronic warfare fighter was capable of sequencing the fighter SABOTs of other krill fighters. Sequencing is the combining of other krills' fighter SABOTs into one sequential volley.

(FR-1.61) OPERATION: The special electronics designed into the krill-E fighter were used to control the frequencies on which the other krills fired their fighter SABOTs thereby allowing the beacon from one krill's SABOT(s) to be used by the next krill.

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(FR-1.62) RANGE: The krill-E must be within four hexes of the target and within four hexes of each firing krill when it fires. A krill beyond 4 hexes could not apply its fighter SABOTs to the sequence controlled by the krill-E unless it moved to within four hexes before it fired and before the sequence ended.

(FR-1.63) PROCEDURE: The controlling player fires 1 or more fighter SABOTs from a krill at the target. On the next impulse he simply announces that a krill-E is sequencing the SABOTs of another krill. He must designate which krill is firing and which krill-E is sequencing.

(FR-1.631) The controlling player need only make this announcement when the sequence switches from one krill to the next. Example: On impulse N krill A fires 1 fighter Sabot. On impulse N+1 it fires it's second fighter SABOT. On impulse N+2 the controlling player announces that krill B is firing one fighter SABOT and that it is being sequenced by the krill-E. On impulse N+3 krill B fires its second fighter SABOT. On impulse N+4 he announces that krill C is firing one fighter SABOT and that it is being sequenced by the krill-E. Etc.

(FR-1.632) The beacon can only be transferred to one krill at a time, i.e. In the example above krill C could not fire on impulse N+2 and also have its fighter SABOTs sequenced. They would be a sequence of their own.

(FR-1.633) Rule (DW-1.454) applies as written, however, all of these shots must come from the same krill, see (FR-1.632). In the above example, krill B could fire both fighter SABOTs on impulse N+2. These would both act as the same volley. On impulse N+3 the sequence could be transferred to krill C.

(FR-1.64) LIMITS

(FR-1.641) DURATION LIMIT: The krill-E can only pass the sequence three times, i.e. four krills' fighter SABOTs can be combined into one sequence.

(FR-1.642) CONTROL LIMIT: The krill-E can only control the transfer of one beacon at a time (even with two impulses in between the transfers, see the example in (FR-1.631)).

(FR-1.643) DROPPING CONTROL: The krill-E could 'drop' control of one sequence to start control of another on the following impulse. Example: on impulse N the krill transfers one sequence, on impulse N+1 the krill-E could drop control of that sequence and pick up control of another sequence and transfer it.

(FR-1.6431) A sequence that was dropped cannot be regained.

(FR-1.6432) The fighter SABOTs of the krill receiving the sequence on the impulse before the krill-E drops control will continue to strike the beacon until that fighter stops firing or runs out of fighter SABOT charges (up to 4 impulses later for a krill-H).

(FR-1.65) POWER REQUIREMENTS: No energy is required from the carrier to power the krill-E's sequencing electronics. The fighter's engines provide enough power for continued operation.

(FR-1.66) DECK CREW ACTION: No deck crews are required to arm the krill-E, except for its RALADS. Deck crews are not required for the operation of sequencing equipment.

(FR-1.67) OPTIONAL RULE: Krill-E sequencing can be somewhat complicated. Those players who do not wish to deal with the extra complications can simply choose not to use krill-Es in their squadrons and thus ignore rule (FR-1.6) entirely.

(FR-1.68) TECHNICAL EXPLANATION: The krill-E's electronics pick up the beacon of the first krill and transmit the frequency to the second krill. The second krill's fighter SABOTs are then set to that frequency and fired. Unlike the standard SABOT which cannot be sequenced from different units, the harmonic interference is low enough that the much weaker fighter SABOTs are not affected and they can be sequenced.

The fighter SABOT beacon's quality degrades rather quickly after being transferred repeatedly. After the third transfer to the fourth krill it becomes unreadable by the krill-E. The beacon's signal HAS become too weak. At this point another krill must start a new sequence which the krill-E could then transfer about.

(FR-1.7) RESTRICTIONS

The following restrictions apply to fighter SABOTs.

(FR-1.71) OTHER RACES: Fighter SABOTs cannot be mounted on the fighters of other races (i.e. Orion operated fighters.)

(FR-1.72) LAUNCH DELAY: Fighter SABOTs cannot be fired until 8 impulses after the fighter was launched, i.e. the regular rules apply.

(FR-1.73) CRIPPLED STATUS: If the fighter is crippled it can no longer fire its fighter SABOTs (until repaired).

(FR-1.74) STANDARD SABOTS: Standard SABOT weapons cannot arm or fire fighter SABOTs. Fighter SABOTs cannot arm or fire standard SABOTs.

(FR-1.8) OTHER FIGHTER RULES:

All of the rules in section J apply as written unless a rule in this section alters the standard procedure. Below are confirmations of some standard rules given to ease the inevitable questions regarding these specific systems.

(FR-1.81) MULTI-ROLE SHUTTLES: CONFIRMATION: Krebiz MRS shuttles did carry one fighter SABOT. They were the actual test platforms used when the weapon was developed.

(FR-1.82) FIGHTER PODS: The standard fighter pod rules apply to Krebiz fighters. (J11.111) defines the amount of pods a Krebiz fighter can carry. All other (J11) rules apply as written. A fighter pod cannot be substituted for a SABOT charge on a Krill fighter.

(FR-1.83) RALADS: (J12) applies as written to Krebiz fighters. RALADs cannot replace fighter SABOT charges.

(FR-1.84) CASUAL BASES: Only RALADS, pods and chaff packs can be loaded onto Krebiz fighters at casual bases (J13). Fighter SABOTs cannot be loaded at casual bases.

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Insert these scenarios at the end of the SH section of your rulebook behind (HS-16) from Argonians-2.

(HS-17.0) THE LAST OF ITS KIND (Y123)

by John E. Kasper, PA

During the 2nd Klingo-Kzinti War (Y103-106) the Kzinti took control of the Krebiz system and in the process destroyed the DN–Os *'Terror'* and *'Behemoth'* along with eight other Krebiz ships. The only bright spot the Krebiz could see in this darkness was the knowledge that the badly damaged *'Kraken'* had escaped and was being repaired at a secret base the Krebiz had established years earlier. In Y123, the Kzinti found the secret base.

(HS-17.1) NUMBER OF PLAYERS: Two; the Krebiz player and the Kzinti player.

(HS-17.2) INITIAL SETUP

TERRAIN: Use two open space maps, with the xx30 edge of Map A adjacent to the xx01 edge of Map B for initial setup. There is a 8 hex diameter gas giant (P2.22) with its center on A-2221. There are small moons (P2.23) in hexes A-2213, A-3528, B-0301. There are three additional small moons in the general area. One is 27 hexes away in direction E from hex A-2221. The second is 43 hexes away in direction D from hex A-2221. The third is 58 hexes away in direction F from hex A-2221. An asteroid field occupies the area from 60 to 200 hexes away from hex A-2221 in all directions.

KZINTI: CL, 2x FF. Kzinti ships enter from within 6 hexes of A-2201, heading D, speed Max, WS-III.

KREBIZ: DN-O, Small Base (a SAMS + power module & repair module). On the previous turn, the *'Kraken'* was docked to the small base in A-2230, heading A, speed last turn 0, WS-0.

(HS-17.3) LENGTH OF SCENARIO: The scenario continues until either the *'Kraken'* or the Kzinti ships are either destroyed or disengage. The *'Kraken'* is very low on fuel and cannot disengage by either separation or acceleration.

(HS-17.4) SPECIAL RULES

(HS-17.41) MAP: Use a floating map, with two maps on the table at all times. The players must keep track of where they are with respect to A-2221 to determine what terrain features are nearby.

(HS-17.42) SHUTTLES AND PFs: In Y123, there are no fighters, PFs, MRS, or WBPs.

(HS-17.43) COMMANDER'S OPTION ITEMS:

(HS-17.431) The Kzinti ships can each select Commander's Option Items up to 20% of its Combat BPV. See (S3.2) for details and exceptions. The *'Kraken'* has one T-Bomb, 3 dummy T-Bombs, and no other items.

(HS-17.432) All drones are "Slow", speed 8 or "Moderate", speed 12. No special drones, except for armored drones are available.

(HS-17.44) REFITS: None of the ships have any refits.

(HS-17.45) The Small Base was specially constructed for the express purpose of having secret repair facility in time of need. It can be simulated by using a standard Krebiz SAMS with one Power Module and one Repair Module.

(HS-17.46) The *'Kraken'* has been completely repaired, but is very low on fuel and other consumables. The ADD racks are full, but there are only 6 reloads per rack.

The *'Kraken'* only has enough warp fuel left to generate approximately 200 points of warp energy. The exact number is determined by drawing 8 cards from a standard 52 card deck. The Krebiz player secretly adds up the spot value of the cards (aces = 1, face cards = 10, all others = face value) and adds this number to 150 to determine the total warp power available. Set the cards aside for examination by the Kzinti player after the scenario. Once all the fuel points are used the *'Kraken'* cannot generate warp power. The warp engines can run at less than full capacity each turn as determined by the Krebiz player.

(HS-17.5) VICTORY CONDITIONS: The Krebiz player wins if the *'Kraken'* escapes, or if the Kzinti ships are destroyed or disengage and the *'Kraken'* is not destroyed. The Kzinti player wins if neither of the above events occur and the small base is destroyed.

(HS-17.6) VARIATIONS: This scenario can be played again under different conditions by replacing the Kzinti ships with a Klingon squadron consisting of a D6 and 2x E4.

(HS-17.7) BALANCE: This scenario portrays a historical situation, it is not a balanced fight. Balancing methods:

(HS-17.71) Add or subtract a Kzinti ship.

(HS-17.72) Increase or decrease the amount of fuel.

(HS-17.8) TACTICS:

KZINTI: Your tactics are largely determined by what the Krebiz player tries to do. If he tries to sub-light disengage, stay close and use your drones. If he tries to destroy you, keep your distance and try to use up his fuel.

KREBIZ: You have two basic strategies: run away or stand and fight. Carefully read the disengagement section of the rules (C7.0). If the Kzinti ships are too close, you won't be able to sub-light disengage. Remember that you can easily cripple any of the Kzinti ships, but not all of them before your fuel runs out.

(HS-17.9) HISTORICAL OUTCOME: The *'Kraken'* crippled both of the frigates, then jettisoned its warp engines and hid in the asteroid belt. The Kzinti ships then destroyed the base. The Kzinti captain reported that both the *'Kraken'* and the base had been destroyed. The truth remained locked in the *'Kraken's'* distress buoy, not to be found for 58 years.

(HS-18.0) THE LONG JOURNEY HOME

by John E. Kasper, PA **(Y181)**

In Y180, the SCF *'Translucent Tempest'* of the 3rd Squadron found the *'Kraken's'* distress buoy containing the log tapes of its final battle. Despite the fact that fifty eight years had gone by, it seemed likely that the ship, if not the crew, would still be in the system somewhere.

The *'Translucent Tempest'* found the *'Kraken'* at the Trojan point of a class M double planet. The crew had set up an active colony on the planet and raised their children and grandchildren to be loyal and competent crew members. The *'Translucent Tempest'* hurried back home with the news.

The Krebiz high command sent the C-DN *'Rotten'* the CRH-M *'Frothing Courier'* and the C-RL *'Flat Healer'* to repair and rescue the *'Kraken'*. They were nearly finished when the Klingons found them.

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(HS-18.1) NUMBER OF PLAYERS: Two; the Krebiz player and the Klingon player.

(HS-18.2) INITIAL SETUP
TERRAIN: Use two open space maps, with the xx30 edge of Map A adjacent to the xx01 edge of Map B for initial setup. There are Class M planets (P2.21) in A-2225 and B-2703. There are small moons (P2.23) in hex B-3323, A-1009, and B-2117. The inner portion of this solar system is very dusty. The entire map is a Dust Cloud (P13.0).
KLINGON: D7K, D6K, D5K. Klingon ships enter from the xx01 row of map A, heading D, speed Max, WS-III.
KREBIZ: *'Rotten Kraken'* in Hex B-1703, heading B, Speed last turn 0, WS-II. *'Frothing Courier'* and *'Flat Healer'* in A-2230, heading A, speed last turn 10, WS-II.

(HS-18.3) LENGTH OF SCENARIO: The scenario continues until either the Krebiz or the Klingon ships are either destroyed or disengage. Due to the large amount of dust and debris in the inner portions of this star system, no ship can disengage by acceleration without first traveling 500 hexes in any direction.

(HS-18.4) SPECIAL RULES
(HS-18.41) MAP: Use a floating map.
(HS-18.42) SHUTTLES AND PFs: The *'Kraken'* has 1 shuttle. It does not have a WBP. All other shuttles on all other ships have WBPs. There are no PFs or Fighters in this scenario. The D7K and the *'Rotten'* both have MRSs (if used).
(HS-18.43) COMMANDER'S OPTION ITEMS:
(HS-18.431) The Klingon ships and all Krebiz ships except the *'Kraken'* can each select Commander's Option Items up to 20% of their combat BPV. See (S3.2) for details and exceptions. The *'Kraken'* has no Commander's Option Items.
(HS-18.432) All drones are speed 32. Special drones can be purchased up to racial limits.
(HS-18.44) REFITS: The Klingon ships have all refits. The Krebiz ships, other than the *'Kraken,'* have all refits. The *'Kraken'* has no refits.
(HS-18.45) The *'Kraken'* does not have any WARP engines. They do not function, cannot be damaged, cannot be repaired, are not there.
(HS-18.46) The *'Kraken'* is only partially repaired. Apply one 20 point non-directional volley to it using the DAC (ignore the armor). The systems hit are not destroyed, but are INACTIVE and must be activated using (G30.0). All the *'Kraken's'* armor has been repaired and is functioning normally.

(HS-18.5) VICTORY CONDITIONS: This expedition was undertaken to strengthen the Krebiz fleet. Any result that does this is a victory for the Krebiz. Calculate the total BPV of ships, cruisers, and capsules under Krebiz control (including captured Klingon ships) that disengage by separation in any direction. (The condition of the units is irrelevant.) From this total, subtract 342. If the result is positive and greater than 50, the Krebiz win. If it is negative and less than –50, the Klingons win. Anything else is a draw.

(HS-18.6) VARIATIONS: This scenario can be played again by replacing the Klingons with a squadron consisting of two to three ships of any race with a BPV no greater than 400.

(HS-18.7) BALANCE: This scenario is intended to portray a historical situation, not provide a balanced fight. The scenario can be balanced by adding or subtracting a Klingon ship or changing the size of one or more of the Klingon or Krebiz ships.

(HS-18.8) TACTICS:
KLINGON: Your tactics are simple. Hit anything as hard as you can. Remember though, crippling a unit isn't enough. If a unit isn't destroyed, it might escape.
KREBIZ: You have three basic strategies: try to destroy his ships, try to capture his ships, or run away. If you decide to fight, you should probably treat the *'Rotten Kraken'* as a base, not a ship. If you decide to run, try to scatter. He may not get all of your units.

(HS-18.9) HISTORICAL OUTCOME: The battle was inconclusive. The *'Kraken'* and *'Flat Healer'* were destroyed, but the D5K was captured. Since they had never had the *'Kraken'* the Krebiz were not actually weakened by this battle, but an opportunity to strengthen their fleet was missed.

(HS-19.0) THE CLAW OF ALCISHA (Y181)

by John E. Kasper, PA

Many of the Krebiz follow the teachings of Alcisha, who essentially taught that the highest good was talking your way out of trouble. As had became widely known, Krebiz leaders were planning to actually fight the Klingons this time. A radical sect of Alcisharri arose, who declared that this action was blasphemy.

In Y179, Keesh-Shaper, a brilliant physicist, joined the sect. He decided that something must be done to stop this upcoming war. After deciding to give his discovery of a device to break the SABOT beacon (see HS-19.47) to the Klingons, he began to search for a way to accomplish this. Younger-Swimmer, a co-religionist who was captain of the DDL *'Drowning Shark'* (part of the 3rd Squadron) offered to defect and take Keesh-Shaper with him.

The *'Drowning Shark'* set off for Klingon space broadcasting a call for help and asylum, with the rest of the Third Squadron in hot pursuit.

(HS-19.1) NUMBER OF PLAYERS: Three; the Krebiz player, the Klingon player and the Defector player. Alternatively, the Klingon player could also control the *'Drowning Shark.'*

(HS-19.2) INITIAL SETUP
TERRAIN: Use a floating map.
DEFECTOR: DDL *'Drowning Shark'* in 2215, heading D, speed Max, WS-III. Keesh-Shaper is on-board.
KLINGON: F5L, F5D, F5K heading A, Speed Max, WS-III. Klingon ships start 210 hexes from 2215 in direction D.
KREBIZ: BC *'Singing Scorpion'* in Hex 2201, heading D, Speed Max, WS-III.

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(HS-19.3) LENGTH OF SCENARIO: The scenario continues until either Keesh-Shaper is captured or killed by the Krebiz or escapes to the Klingon side or all ships on one side are either destroyed or disengage.

(HS-19.4) SPECIAL RULES

(HS-19.41) MAP: Use a floating map. Start with open space, but any terrain acceptable to both players could be added.

(HS-19.42) SHUTTLES AND PFs: All shuttles on all ships have WBPs. If fighters or PFs are used, they all have WBPs. EW fighters could be used under the normal rules. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used).

(HS-19.43) COMMANDER'S OPTION ITEMS:

(HS-19.431) All can select Commander's Option Items up to 20% of the combat BPV. See (S3.2) for details and exceptions.

(HS-19.432) All drones are speed 32. Special drones can be purchased up to racial limits.

(HS-19.44) REFITS: All ships have all refits.

(HS-19.45) KREBIZ REINFORCEMENTS: The rest of the Third Squadron is trying to catch up. The DDA *'Deranged Primate'* will arrive at the beginning of Turn 2. Place it 25 hexes away from the *'Drowning Shark'* in direction F, heading C, Speed Max, WS III.

(HS-19.451) After the *'Deranged Primate,'* additional ships from the 3rd Squadron will arrive from time to time. At the start of each turn, before energy allocation roll 1 die. If the result is less than the number of turns that have elapsed since the most recent pursuing ship arrived, randomly select one to three of the ships from the 3rd Squadron (on one die, 1-3 = 1 ship, 4 & 5 = 2 ships, 6 = 3 ships). The new ship(s) will be 25 hexes from the *'Drowning Shark'* in a random direction, with the *'Drowning Shark'* in its FA arc, Speed Max, WS III. Direction determined as follows:Roll 1 die, 1-2 = direction F, 3-4 = direction A and 5-6 = direction B.

(HS-19.452) Y181 Third Squadron OB: If playing this as part of (HC–2) or (HC–3), use the Y181 3rd Squadron ships from the campaign. If playing this scenario as a stand–alone scenario, in addition to the ships mentioned above, the 3rd Squadron includes: 2xCL-O, C–BC, C-CC, 2xC-CA, C-SC, 2x C-FF, C-TT. Capsules not attached to cruisers cannot be used.

(HS-19.46) KLINGON SHIPS AND REINFORCEMENTS: The first set of Klingon ships are 210 hexes away. Keep track of how far the *'Drowning Shark'* moves in each direction during each turn. Movement in direction D counts 1 per hex; in directions C or E, 1/2 per hex; in directions F or B, -1/2 per hex; in direction A, -1. At the end of each turn, add all of these together and add 31. Subtract this number from the distance to the Klingon ships. If the remaining distance is less than or equal to 25, the Klingon ships appear 25 hexes from the *'Drowning Shark'* on impulse 1 of the next turn, from any direction within the E, D or C arc, with the *'Drowning Shark'* in their FA arc, Speed Max, WS III.

(HS-19.461) Additional Klingon ships will arrive from time to time using the procedure in (HS-19.451). The die roll determines the maximum BPV in the reinforcing fleet: 1 or 2 = 100, 3 or 4 = 200, 5 = 300, 6 = 400. This limit DOES NOT include Commander's Options. The new ship(s) will be 30 hexes from the *'Drowning Shark'* in direction D, with the *'Drowning Shark'* in its (their) FA arc(s), Speed Max, WS III.

(HS-19.462) AVAILABLE KLINGON SHIPS: Any Klingon ships can be used, subject to the BPV limits in (HS-19.461), availability in Y181, and the restrictions of (S8.3).

(HS-19.47) THE BEACON BREAKER: Keesh-Shaper has developed a way to use a PROBE to break the beacon used by SABOTs during sequential volleys. The *'Drowning Shark'* can use this at any time. If Keesh-Shaper is transferred to a Klingon ship, that ship can start arming one of these probes 32 impulses later. After an additional 32 impulses, all other Klingon ships can do the same.

(HS-19.471) USAGE: The PROBE is armed and launched in the usual fashion (G5.21), but requires 2 points of energy on each turn, not 1. A probe armed in this manner cannot be held.

(HS-19.472) CHANCE TO HIT: A probe armed as a beacon breaker can only be fired at a ship within 6 hexes, with an established beacon; otherwise it automatically misses. This probe will hit on a 1-5 under these conditions. EW shifts apply normally.

(HS-19.473) EFFECT: If a probe prepared in this manner is launched at a (presumably friendly) ship which is currently being attacked with SABOTs two things happen. First score 3 points of damage to the sensitized shield. Second, the beacon is broken and any SABOTs fired on the same impulse as the probe are treated as first-volley SABOTs.

(HS-19.48) KEESH-SHAPER, YOUNGER-SWIMMER, AND MUTINY: Keep track of the location and health of both Keesh-Shaper and Younger-Swimmer using (G22.13). Both start out on the BRIDGE. Keesh-Shaper could be transferred to another ship by shuttle or transporter. If one of them is killed or absent from the *'Drowning Shark,'* or both are disabled, there is a chance that a mutiny (G6.2) will occur on the *'Drowning Shark.'* If both are killed or absent, subtract one from the die roll to determine if mutiny occurs and add two to the die roll that determines its success.

(HS-19.5) VICTORY CONDITIONS: The Krebiz win a minor victory if they prevent Keesh-Shaper from defecting to the Klingons. If they sustain no loss of fleet strength (i.e. BPV of captured and destroyed Krebiz ships is less than the BPV of captured Klingon ships) in the process, increase this to a major victory.

The Klingons win a major victory if they manage to disengage with Keesh-Shaper aboard a ship not under control of the Krebiz player, i.e. on board a Klingon ship or the *'Drowning Shark.'* They score a minor victory if Keesh-Shaper is killed and the Krebiz player loses (destroyed or captured) ships with a greater total BPV than the Klingons lose.

(HS-19.6) VARIATIONS: This scenario can be played again under different conditions by replacing the Klingon ships with equivalent Lyran or Kzinti ships.

(HS-19.7) BALANCE: This scenario is intended to portray a historical situation, not provide a balanced fight. The scenario can be balanced by adding or subtracting a Klingon ship or changing the size of one or more of the Klingon or Krebiz ships or by changing when reinforcements arrive.

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(HS-19.8) TACTICS:

KLINGON: Grab Keesh-Shaper and run. Everything else is unimportant.

KREBIZ: Do everything you can to encourage a mutiny on the *'Drowning Shark.'* Try to capture Keesh-Shaper. If possible, use tractors to slow the ship down. If you manage to capture a Klingon ship, you might actually make this work out for good.

(HS-19.9) HISTORICAL OUTCOME: Keesh-Shaper was killed; the crew of the *'Drowning Shark'* mutinied and returned their ship to Krebiz space. The secret to the Beacon Breaker died with Keesh-Shaper.

(HS-20.0) CLOSING UP SHOP (Y185)

by John E. Kasper, PA

The Krebiz were highly successful merchants. During the General War many of them made large profits. A large percentage of these profits were pumped into the preparations for repelling the expected Klingon invasion.

In the early phases of the War of Annihilation, the Klingons attacked many Krebiz trading missions near their borders. These assaults were carried out by the ISF, based on trumped up charges of piracy.

(HS-20.1) NUMBER OF PLAYERS: Two; the Krebiz player and the Klingon player.

(HS-20.2) INITIAL SETUP

TERRAIN: Use fixed map. Class M planet in hex 2215.

KREBIZ A: FF-O *'Blade'* in Hex 2213, heading E, in Standard Orbit (P8.0), WS-I. C-CTL *'Red'* on the planet, hex side secretly selected by the Krebiz player (hidden deployment (D20.12)).

KREBIZ B: CA-O *'Maw'* in Hex 2213, heading E, in Standard Orbit (P8.0), WS-I. FF-O *'Light'* in Hex 2217, heading B, in Standard Orbit (P8.0), WS-I. C-CTL *'Loaded'* and C-CPA *'Priceless'* on the planet, hex side secretly selected by the Krebiz player (hidden deployment (D20.12)).

KLINGON A: G2 in Hex 4201, heading E, speed Max, WS-III.

KLINGON B: D5I, E4I in Hex 4201, heading E, speed Max, WS-III.

(HS-20.3) LENGTH OF SCENARIO: The scenario continues until all units from one side disengage or are destroyed.

(HS-20.4) SPECIAL RULES

(HS-20.41) MAP: Use a fixed map. Krebiz must disengage in directions D,E, or F.

(HS-20.42) SHUTTLES AND PFs: All shuttles on all ships have WBPs. There are no fighters or PFs in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used).

(HS-20.43) COMMANDER'S OPTION ITEMS:

(HS-20.431) All can select Commander's Option Items up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(HS-20.432) All drones are speed 32. Special drones can be purchased up to racial limits.

(HS-20.44) REFITS: All ships have all refits.

(HS-20.45) This scenario includes setups for two separate battles. The ships listed as "A:" in (HS-20.2) are used for one battle. Those marked "B:" are used for another.

(HS-20.46) KLINGON REINFORCEMENTS: A: One additional G2 is available. Roll 1 die at the beginning of each turn before energy allocation. If the result is less than the turn number, the G2 arrives anywhere along the xx01 or 42xx map edges on Impulse 1 of that turn. **B:** 1x F5I and 2x E4I are available. Put the counters in a cup and set them aside. Roll 1 die at the beginning of each turn before energy allocation. If the result is less than the turn number (for the first reinforcement) or less than the number of turns since the most recent reinforcement (for 2nd and 3rd reinforcements), draw one counter from the cup. That ship arrives anywhere along the xx01 or 42xx map edges on impulse 1 of that turn.

(HS-20.47) THE CARGO WAREHOUSE: There is a cargo warehouse on the planet. It does not have an SSD and cannot be hit. The C-CTL and/or C-CPA are docked with this warehouse at the beginning of the scenario. They have not transferred any cargo yet. Treat them as ships docked outside a base for purposes of (G25.0). The warehouse effectively has an unlimited amount of cargo.

(HS-20.48) CAPSULE REPAIR POINTS: The Krebiz player gains one Capsule Repair Point (see HC-2) for each 50 points of undestroyed cargo over (A: 300; B: 500) points that the Krebiz player has at the end of the scenario.

(HS-20.5) VICTORY CONDITIONS: For a draw, the Krebiz must disengage with at least (A: 300; B: 500) points of undestroyed cargo and capture enough Klingon ships to make up for the BPV of any lost cruisers and/or capsules. If the Krebiz disengage with more cargo, or with a greater BPV of captured Klingon ships, they win. Any other result is a Klingon victory.

(HS-20.6) VARIATIONS: This scenario has built-in variation and can be played with either the "A:" forces or "B:" forces. Equivalent Lyran or Kzinti ships could also be used.

(HS-20.7) BALANCE: This scenario is intended to portray a historical situation, not provide a balanced fight. The scenario can be balanced by adding or subtracting a Klingon ship or changing the size of one or more of the Klingon or Krebiz ships.

(HS-20.8) TACTICS:

KLINGON: Either attack the cruiser and strand the capsule, or concentrate on the capsule and ignore the cruiser.

KREBIZ: Load cargo until the reinforcements come then run!

(HS-20.9) HISTORICAL OUTCOME(S): These last minute efforts added little to the overall Krebiz force and could have resulted in the loss of hard-to-replace cruisers. Fortunately for the Krebiz, all of the cruisers escaped, although not all of the capsules did.

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Insert these campaign rules at the end of the U section of your rulebook.

(HC-1.0) CAMPAIGN NOTES

The following section contains assorted information regarding the use of the Krebiz in an on-going campaign game. Most of the material presented here is needed to play the (HC-2 & HC-3) campaign game included in the third Krebiz product.

(HC-1.1) KREBIZ TIMELINE

Y50 First Klingo–Kzinti War in which the Krebiz System is the centerpiece. The system (F&E hex 1506) is captured by the Klingons in Y82.

Y82 Krebiz surrender to the Klingons. Krebiz not allowed to build any new ships, except replacements.

Y103 2nd Klingo–Kzinti War. Kzinti regain the Krebiz System in Y106.

Y123 Third Klingo–Kzinti War. Results are inconclusive. The last Kraken was apparently destroyed.

Y131 Krebiz break all treaties, declare neutrality, and begin to refit their old–style cruisers. The Krebiz expand their borders to include other portions of the neutral zone between the Klingons and Kzinti.

Y140 Krebiz develop shield technology. Liberal factions prevent the application of this technology to ships.

Y158 Fourth Klingo–Kzinti War begins. Krebiz try to play off both sides against the other, always siding with the weaker.

Y160 Krebiz begin manufacturing Command Capsules.

Y162 End of fourth Klingo–Kzinti War. Klingons are in weak control of the Krebiz system. No treaty exists to prevent the Krebiz from building ships.

Y165 Krebiz send Diplomatic Capsule *'Dirty'* attached to the Cruiser *'Pinch'* to the Federation to apply for membership. Pacifist factions in the Federation prevent the acceptance of the Krebiz application on grounds that the Klingons would see it as an act of aggression. The Klingons learn of the Krebiz attempt and are greatly insulted. As it headed home, the Klingons ambushed the *'Dirty Pinch'* in an asteroid belt and attempted to destroy it. It escaped thanks to the luck and abilities of its captain at Running the Gauntlet (HS-16). The Klingons decide to punish the Krebiz by destroying their space flight capacity and enslaving the system.

Y166 The Klingons temporarily set aside their plans to destroy the Krebiz due to the General War. The Krebiz learn of the Klingon plans. They officially declare complete neutrality during the General War, while secretly starting to prepare for the coming invasion.

Y166–Y185 During the General War, the Krebiz desperately scoured the portions of space surrounding their home system looking for repairable derelicts. They added several ships, fighters, and PFs to their fleet during this Scavenger Hunt (HC-3).

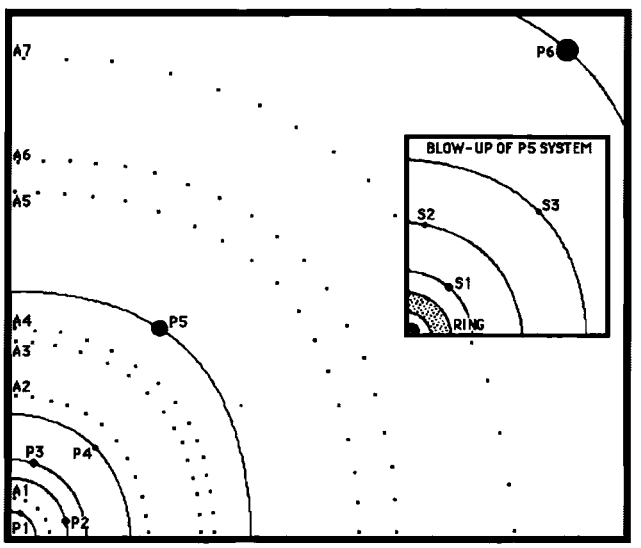
Y185 First battles of the War of Annihilation (Krebiz name) or the Krebiz Police Action (Klingon name) (HC-2). The Klingons quickly swept the Krebiz out of the areas they had colonized and sent them running back to their home system. Since this phase had been so easy, the conquest of the home system was assumed to be a foregone conclusion. The Klingons sent a relatively small fleet, expecting little resistance. The Krebiz fought fiercely, defeating the Klingon fleet. Several Klingon ships were captured. The captains and officers of the Klingon ships which returned home were executed for treason.

Y186(early) Second battle of the War of Annihilation. Again the Klingons underestimated the Krebiz and this Klingon fleet was defeated.

Y186(late) The Third and final battle of the War of Annihilation takes place with a much larger and more serious Klingon fleet, together with the remnants of the previous fleets (with new officers), and a Lyran squadron. All Krebiz ships and bases were destroyed and the Krebiz worlds were taken over by the Klingons. The only escapees were *'Soaring Beast'* and *'Wretch,'* which escaped to the WYN cluster.

(HC-1.2) KREBIZ SOLAR SYSTEM AND TERRAIN SETUPS:

The Krebiz system has a total of 6 planets, 7 asteroid belts and numerous satellites large and small. Two of the planets and one of the satellites are class M. The fifth planet is a huge gas giant, so large it could be considered a very small sun. The following rules describe this system in SFB terms. These setups can be used for player generated scenarios and for the campaign game (HC-2 & HC-3). The 'map' below shows the basic layout of the Krebiz system and the orbits of the major satellites described in this rules section.



(HC-1.21) ALNID: The Krebiz sun, ALNID, is 107 hexes in diameter. As stars go, it is quite cool and ships can enter its outer layer. Ships interact with ALNID using the GAS GIANT rules (P2.22), with a number of modifications. The atmosphere is 10 hexes deep, not 1 hex. The "atmosphere" of ALNID is a double-strength HEAT ZONE (P10.0), and an ION STORM (P14.0). Use a map edge to represent the bottom of the atmosphere. Up to ten hexes from the surface of Alnid is a double strength heat zone. From ten to 50 hexes is a heat zone. Units going deeper than 10 hexes into the atmosphere are destroyed. Alnid is not shown on the above map, but is just off it at the bottom left corner.

(HC-1.22) ASTEROID BELTS: The seven asteroid belts (A1–A7) in the Krebiz system can be established by using the procedures in (P3.1) or by using asteroid terrain maps, subject to agreement by both players. Asteroid belts A2 and A7 are unusually dense. Set them up using (P3.1), but put two asteroid counters in each hex. Complete random movement of counters using dice. If two counters end up on the same hex, remove one of them.

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(HC-1.23) PLANETS AND SATELLITES:

(HC-1.231) CLASS M: F'Kema (P2), Filnaa (P3), and Krebizar (S1) are Class M planets. Sarm (P4) and Kral (S2) are class K, which are not distinguishable from Class M in SFB. Use (P2.1) for all of them.

(HC-1.232) SMALL MOONS: Alnid–Alta (P1), Krif (S3), Kpaka–ot, Kpaka–wtu, and Kpaka–tud (small satellites of Kpaka, not shown), together with others mentioned in (HC–2.4), all use the SMALL MOONS rules (P2.3).

(HC-1.233) GAS GIANTS: Aln (P5) and Kpaka (P6) are gas giants (P2.22).

ALN: Aln is 56 hexes in diameter and radiates a great deal of heat. It is surrounded by a 3 hex HEAT ZONE (P10.0). The atmosphere is 5 hexes deep, not the normal 1 hex and is a HEAT ZONE (P10.0), and a half–strength ION STORM (P14.0). Units going deeper than 5 hexes into the atmosphere are destroyed. A RING system (P2.223) 23 hexes wide starts 4 hexes from the planetary surface. Krebizar, the Krebiz home world, orbits 52 hexes above the surface. Kral orbits at 88 hexes and Krif 108 hexes above Aln's surface. An Asteroid belt 20 hexes wide completes the system starting at 130 hexes from Aln's surface.

KPAKA: Kpaka is 4 hexes in diameter. Kpaka–ot orbits 4 hexes from its surface, along with Kpaka–wtu (15 hexes from the surface) and Kpaka–tud (23 hexes from the surface).

(HC-1.2) KREBIZ F&E FACTORS

CRUISERS:		SUB–LIGHT CRUISERS:	
DN–O	10/5	DN–S	5/3
CA–O	5-6/2-3	CA–S	2-3/1-2
CL–O	5/2	CL–S	2/1
DD–O	5-2/2-1	DD–S	2-1/1-1
FF–O	4-2/2-1	FF–S	2-1/1-1

KRAKEN Combinations:	
BB	18/9

CLAW Combinations:		MANDIBLE Combinations:	
DN	13-14/7	DNL	13/7
BC	10-11/5-6	BCL	10/5
CC	8-9/4-5	CCL	8-9/4-5
CA	8-9/4-5	NCA	8/4
CV	8-9(6)/4-5(3)	CVL	8(6)/4(3)
CD	7-11/3-6	CDL	7-10/3-5
CT	5-8/2-4	CT–M	5-7/2-3
CTA	5-8/3-4	CTA–M	5-7/3-4
CTP	8-9/4-5	CTPL	8-9/4
ComCA	6-10/3-5	ComCL	6-9/3-4
CRH	6-9/3-5	CRH–M	6-9/3-4

NOTE: (HC-1.2) is a preview of the F&E material to be presented in Krebiz-3. Build costs and conversion costs will be presented along with other F&E material.

PINCER Combinations:		CLIPPER Combinations:	
CM	8-7/4-3	CM–C	8-7/4-4
CL	8-7/4-3	NCL	8-6/4-3
GSC	6-7◆/3-3	GSCL	6◆/3
DDA	6-5/3-2	DDL	5/2
SC	5-4◆/2	SCF	4◆/2
FFB	5/2	FFN	4-5/2-3
CTL	5-4/2	CTL–C	4/2
TT	6/3	TTL	5/2
CRL	5-6/2-3	CRL–C	4-5/2
CVL–P	6-5(3)/3-2(2)	CVL–C	5(3)/2(1)
CH	6/3	CHL	5/2
MSH	5/2	MSL	4/2

HEAVY CAPSULES:		LIGHT CAPSULES:	
C–DN	8/4	C–CM	3-5/1-2
+Aux–D	8-9/5	C–CL*	1-4/0-2
+Aux–P	9-8/5	C–GS	2-4/1-2
C–BC*	4/2	C–DD*	0-2/0-1
C–CC*	2/1	C–SC*	0-2/0-1
C–CA*	2/1	C–FF*	0-1/0
C–CV	3(6)/1(3)	C–CTL	0-1/0
C–CD	2-5/1-3	C–TT	0-3/0-2
C–CTP*	1-3/1-1	C–RL*	0-3/0-1
C–CTA	0-2/0-1	C–MS	0-2/0-1
C–CT	0-2/0-1	C–CVL	0-2(3)/0-1(1)
C–Com*	0-4/0-2	C–H	0-3/0-2
C–RH*	0-3/0-2	C–DSM	0-2/0-1

BASES, PLANETS ETC.	
SAMS	5/2
BS	10-8/5-4
BATS	15-12/8-6
BATS(Y177)	15-12(3)/8-6(1)
BATS(Y178)	15-12(6)/8-6(3)
Alnid Alta	3; after Y184: 3(3)
F'Kema	6; after Y179: 9(3)
Filnaa	6; after Y182: 9(3)
Krebizar	12(3); Y180 to Y182: 15(6) + 3PF; after Y183: 18(12) + 6PF

FOREIGN CAPSULES AND COMBINATIONS:			
DD–P	9-6/5-3	DD–W	7/4
FF–P	9-6/4-3	FF–W	6/3
C–Prt	2-4/1-2	C–WYN	1-3/0-2

NOTE 1: Many capsule/cruiser combinations are not the sum of their components, since some capsules have insufficient power to operate efficiently alone. These capsules are marked with a *.

NOTE 2: Command Limits: One capsule not on a cruiser can be included in a battle force for each cruiser in the battle force without counting against the command limits of the flag ship.

NOTE 3: Scout ships are denoted with a ◆.

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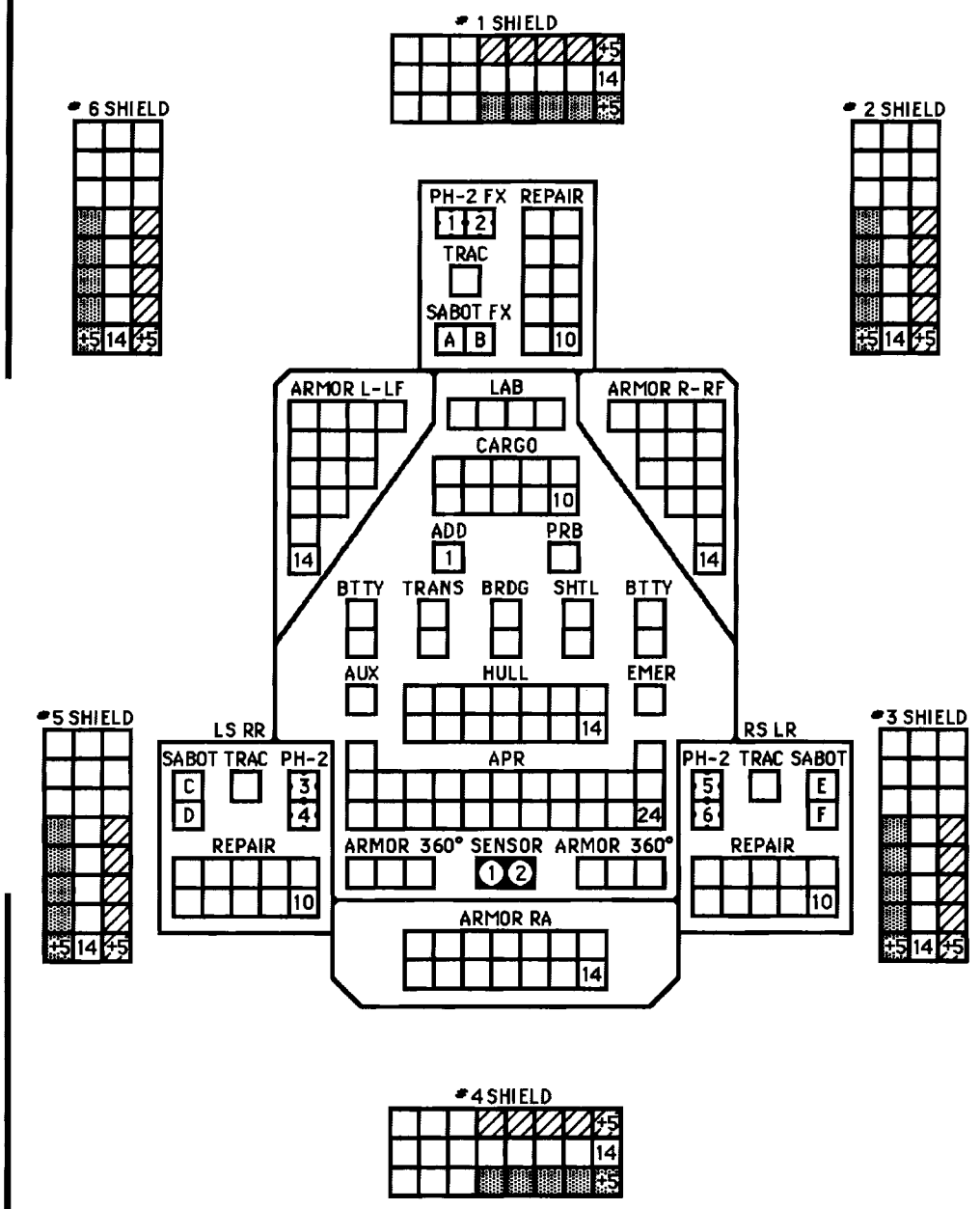
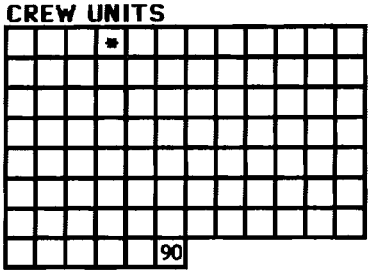
KREBIZ BASE STATION



BASE DATA TABLE

TYPE	=	BS
POINT VALUE	=	120
MOVEMENT	=	NA
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	3
REFERENCE	=	RH-1.202
INTERNALS	=	113/161
PHASER REFIT	=	+5
SHIELD REFITS	=	+5ea.

CREW UNITS



BOARDING PARTIES

12

TRANSPORTER MINES

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

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 4 2 0

PROBES

1 10

SCANNER

0 0 1 3 5 9

POWER CURVE

WARP	=	33
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	33
BATTERY	=	4

DAM. CON.

6 4 4 2 2 0

EX. DAM.

16

ANTI-DRONES

NO RELOADS

1

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

HEAVY SABOT COMBAT TABLE

RANGE	0-5	6-8	9-12	13-19	20-34
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

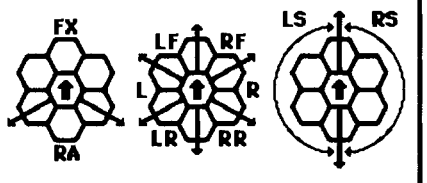
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

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

NOTES:

1. ALL PH-2s BECOME PH-1s ON THE PHASER REFIT (Y135).
2. SHADED BOXES ARE THE SHIELD REFITS (Y170 & Y180).
3. THIS BASE DID NOT HAVE SHIELDS PRIOR TO Y160.
4. HEAVY SABOTS ARE STANDARD SABOTS IF POSITIONAL STABILIZERS ARE NOT IN USE.
5. SABOT FEEDBACK ONLY OCCURS AT A TRUE RANGE OF 0 OR 1 (DW-1.73).

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	-	-	-

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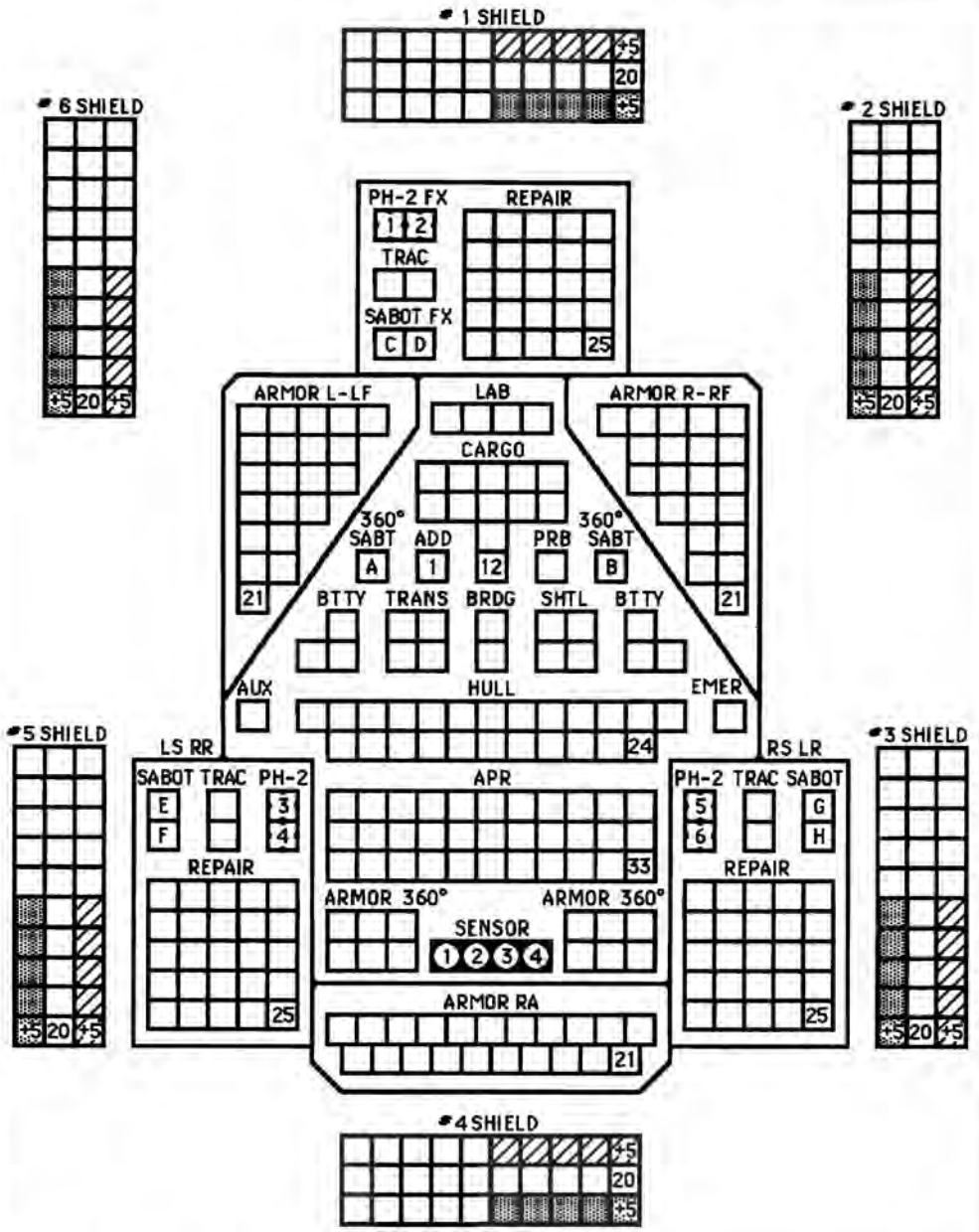
KREBIZ BATTLE STATION



BASE DATA TABLE

TYPE	=	BATS
POINT VALUE	=	220
MOVEMENT	=	NA
SHIELDS	=	1+1
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-1.201
INTERNALS	=	192/267
PHASER REFIT	=	+5
SHIELD REFITS	=	+5ea.

CREW UNITS

130

BOARDING PARTIES

24

TRANSPORTER MINES

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

SHUTTLES ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 4 2 0

PROBES

1 — 10

SCANNER

0 0 1 3 5 9

DAM. CON.

6 4 4 2 2 0

EX. DAM.

20

POWER CURVE

WARP	=	33
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	33
BATTERY	=	6

ANTI-DRONES NO RELOADS

1

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

HEAVY SABOT COMBAT TABLE

RANGE	0-5	6-8	9-12	13-19	20-34
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

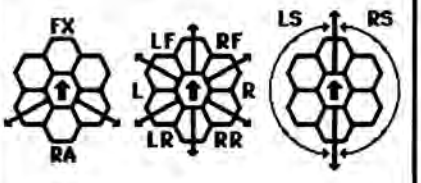
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

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

NOTES:

1. ALL PH-2s BECOME PH-1s ON THE PHASER REFIT (Y135).
2. SHADED BOXES ARE THE SHIELD REFITS (Y170 & Y180).
3. THIS BASE DID NOT HAVE SHIELDS PRIOR TO Y160.
4. HEAVY SABOTS ARE STANDARD SABOTS IF POSITIONAL STABILIZERS ARE NOT IN USE.
5. SABOT FEEDBACK ONLY OCCURS AT A TRUE RANGE OF 0 OR 1 (DW-1.73).

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	-	-	-

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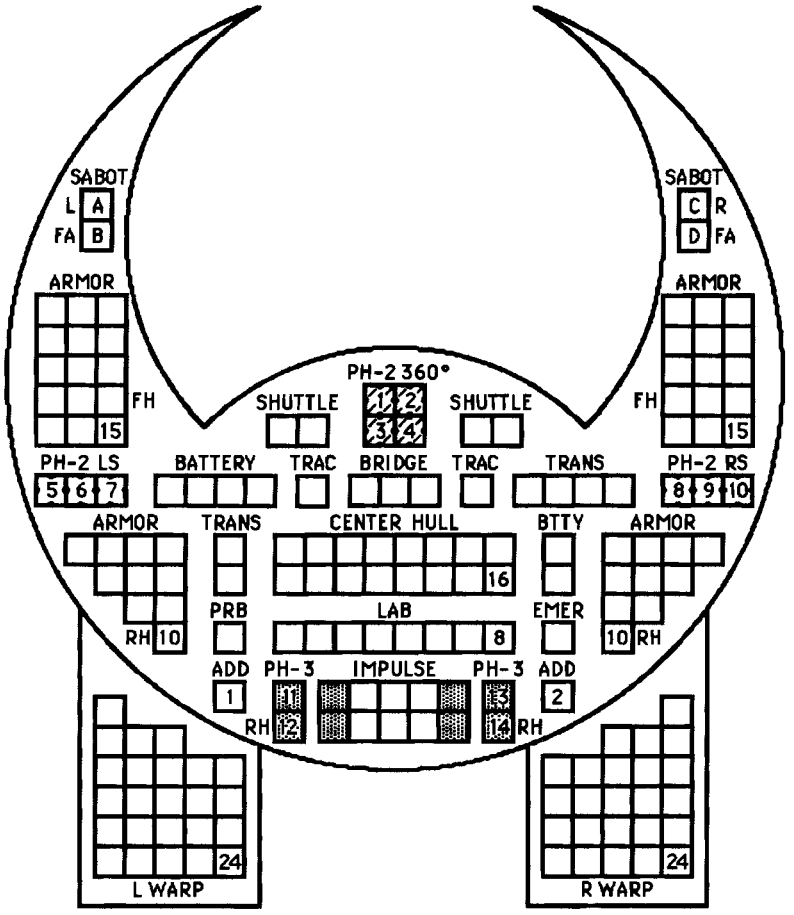
KREBIZ KRAKEN
OLDSTYLE DREADNOUGHT



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	=	DN-O
POINT VALUE	=	120
MOVEMENT	=	1+1/2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-1.37
INTERNALS	=	125/175
REFIT	=	+26

CREW UNITS

* 45

BOARDING PARTIES

14

TRANSPORTER MINES

R R R R D D D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR 6 6 4 3 1 0

PROBES 1 5

SCANNER 0 0 1 3 7 9

DAM. CON. 6 4 4 2 2 0

EX. DAM. 29

POWER CURVE

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

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

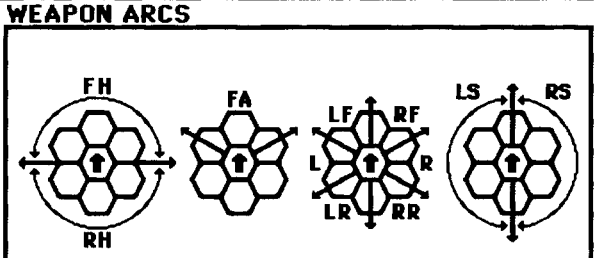
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

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

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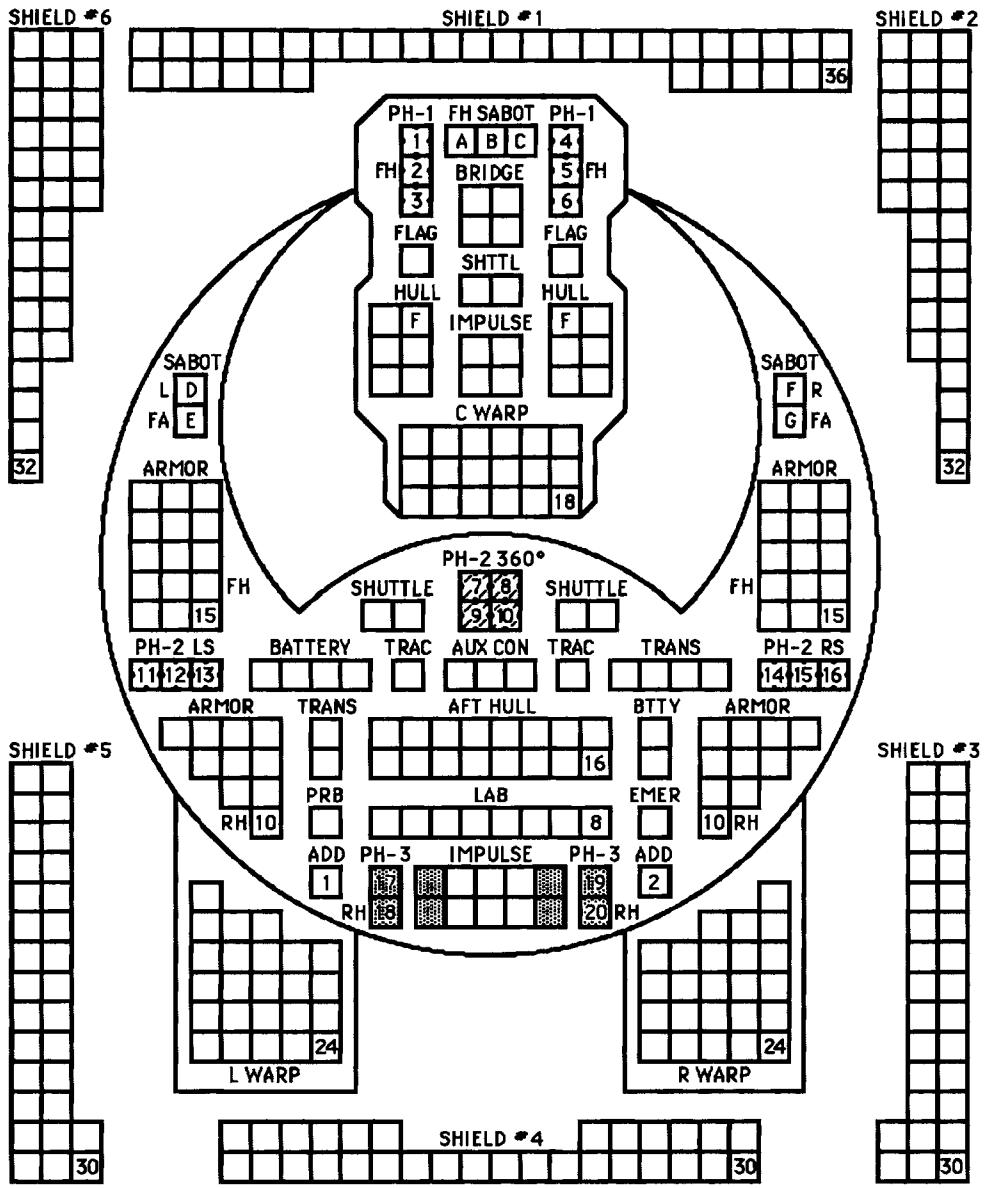
KREBIZ KRAKEN BATTLESHIP



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

SHIP DATA TABLE

TYPE	=	BB
POINT VALUE	=	242
MOVEMENT	=	2
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-1.90
INTERNALS	=	176/226
REFIT	=	+26
W/O CAPSULE	=	120

CREW UNITS (60)

BOARDING PARTIES (24)

TRANSPORTER MINES

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

SHUTTLES THREE BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	6	5	4	3	1	0

PROBES

1		
		5

SCANNER

0	0	0	1	3	5	7	9

DAM. CON.

6	6	4	4
4	2	2	0

POWER CURVE

WARP	=	66
IMPULSE	=	6
APR	=	0
AWR	=	0
TOTAL	=	72
BATTERY	=	6
REF IMP	=	4

EX. DAM. (39)

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

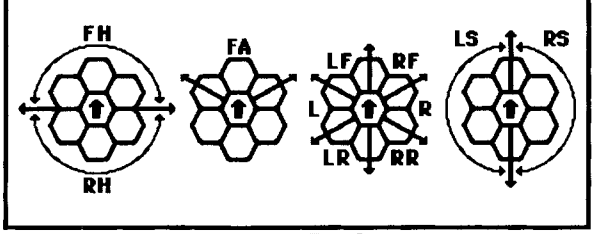
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	75%	0%

TURN MODE D

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

HET		BD	
	10	4-6	

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	-	-	-

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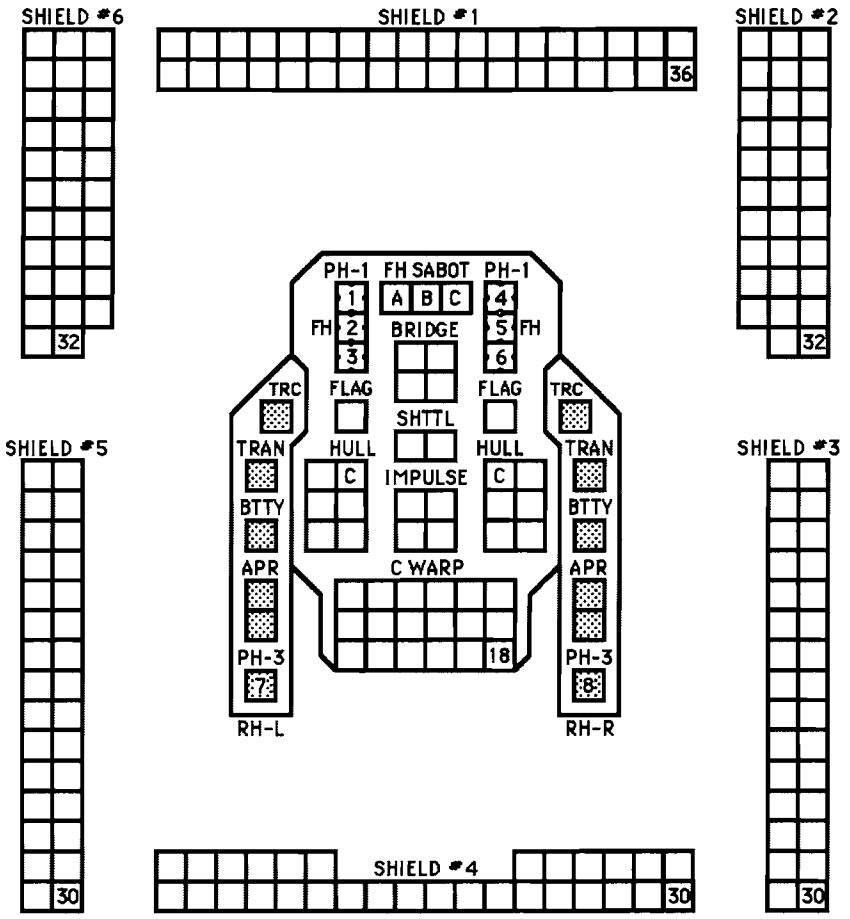
KREBIZ DREADNOUGHT CAPSULE WITH AUXILIARY POWER PACKS



NOTES: 1. THIS CAPSULE CAN LAND ON PLANETS BY POWERED LANDINGS.
2. AUXILIARY PACKS CAN ONLY BE MOUNTED IN PAIRS.
3. ONLY ONE PAIR OF AUXILIARY PACKS CAN BE MOUNTED.
4. AUXILIARY PACKS MUST BE DROPPED BEFORE THIS CAPSULE COULD BE ATTACHED TO A CRUISER.

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	=	63
WITH AUX-P PACKS	=	+20

CREW UNITS

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

BOARDING PARTIES

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

TRANSPORTER MINES

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

SHUTTLES ONE BAY

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
PK APR	=	4
PK BTTY	=	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

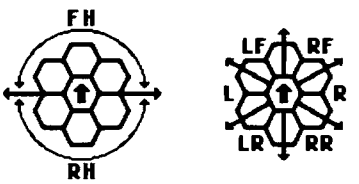
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET [ ] 2½ 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	–	–	–

1/2 WARP MOVEMENT CHART

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

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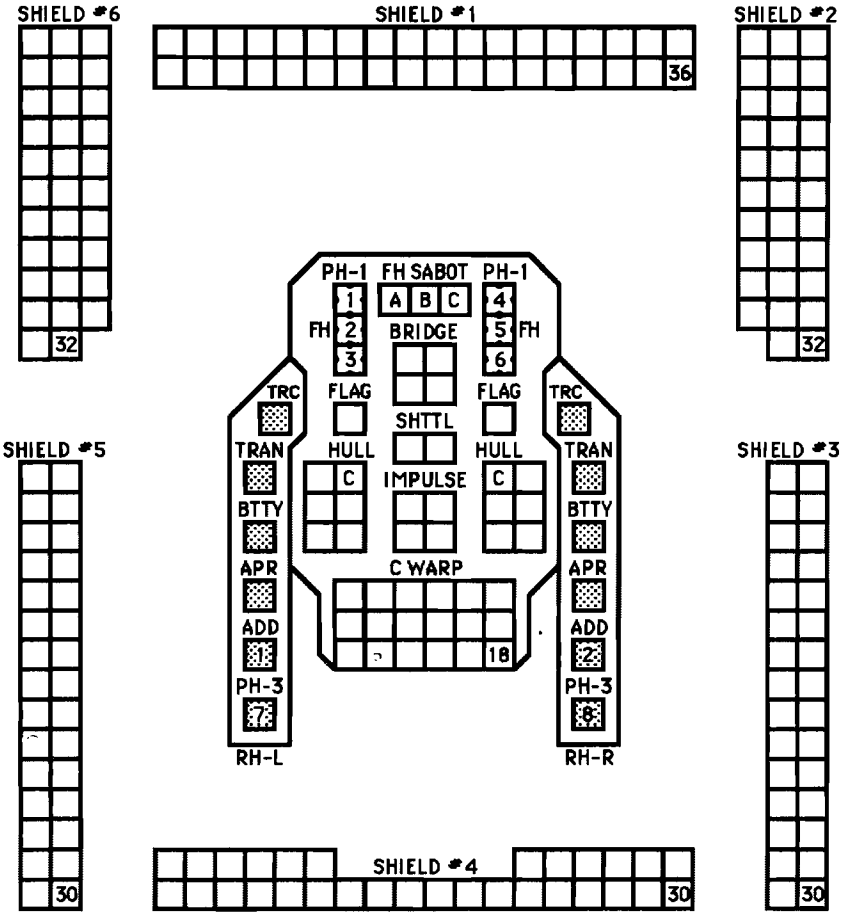
KREBIZ DREADNOUGHT CAPSULE WITH AUXILIARY DEFENSE PACKS



NOTES: 1. THIS CAPSULE CAN LAND ON PLANETS BY POWERED LANDINGS.
2. AUXILIARY PACKS CAN ONLY BE MOUNTED IN PAIRS.
3. ONLY ONE PAIR OF AUXILIARY PACKS CAN BE MOUNTED.
4. AUXILIARY PACKS MUST BE DROPPED BEFORE THIS CAPSULE COULD BE ATTACHED TO A CRUISER.

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	=	63
WITH AUX-D PACKS		+20

CREW UNITS

* 15

BOARDING PARTIES 10

TRANSPORTER MINES

R R D D

SHUTTLES ONE BAY

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
PK APR	=	2
PK BTTY	=	2

ANTI-DRONES DOUBLE RELOADS

1						12
2						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

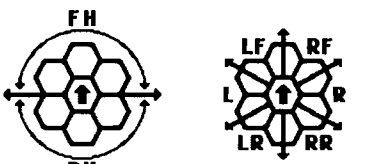
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 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

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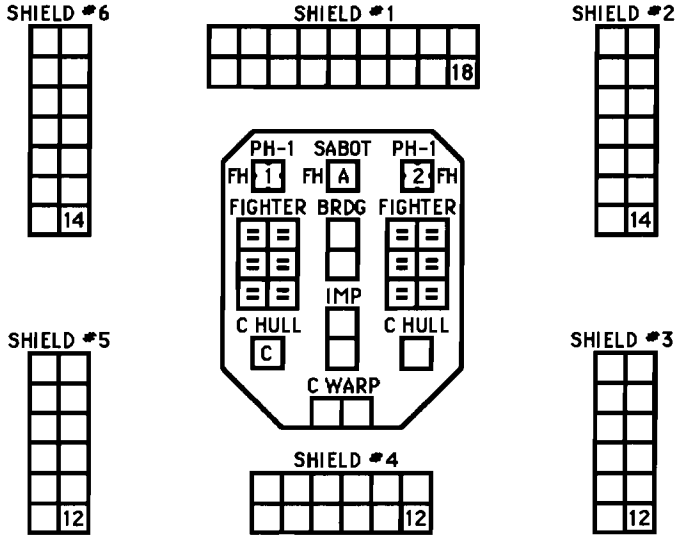
KREBIZ HEAVY CAPSULES

CARRIER



POWER CURVE

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

CREW * 9

HET 1

BOARDING PARTIES 2

BD-6

DECK CREWS 12

SHIP DATA TABLE

TYPE	=	C-CV
POINT VALUE	=	72/36
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.14
INTERNALS	=	23

SENSOR 6 2 0

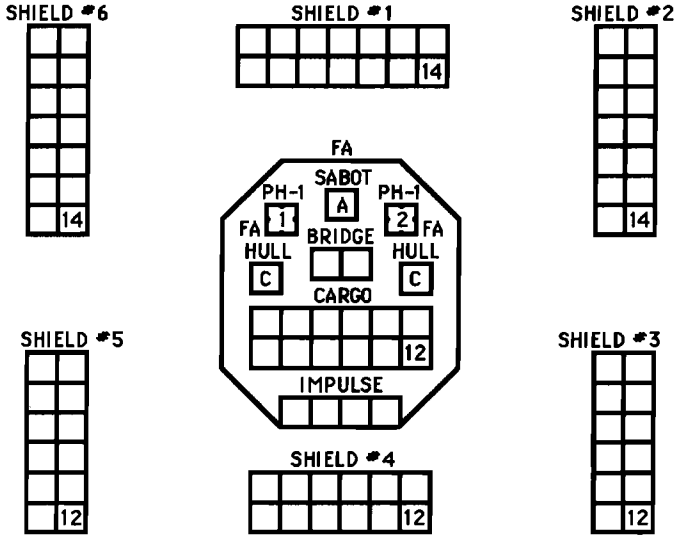
SCANNER 0 3 9

DAM. CON. 4 0

EX. DAM. 3

THIS CAPSULE CARRIED 12 Z-Y (OR OTHER) FIGHTERS.

PRIORITY CARGO



POWER CURVE

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

CREW * 4

BOARDING PARTIES 2

CANNOT HET.

SHIP DATA TABLE

TYPE	=	C-CTP
POINT VALUE	=	50/25
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.22
INTERNALS	=	23

SENSOR 6 0

SCANNER 0 9

DAM. CON. 2 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.

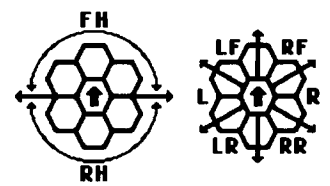
TURN MODE D

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

HET BD

SEE CAPSULES ABOVE

WEAPON ARCS



FA = LF + RF

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

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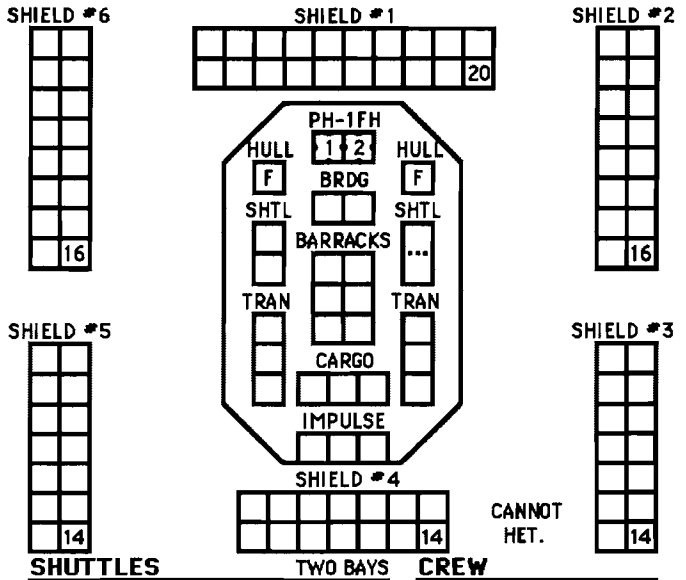
KREBIZ HEAVY CAPSULES

COMMANDO

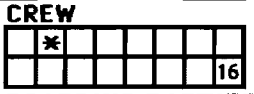


CANNOT HET.

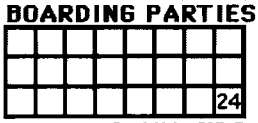
SHUTTLES — TWO BAYS

CNTR	HIT POINTS	TYPE
		HTS
		GAS

CREW



BOARDING PARTIES



SHIP DATA TABLE

TYPE	=	C-Com
POINT VALUE	=	84/42
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.27
INTERNALS	=	28

HWS 2 — COMMANDO 2

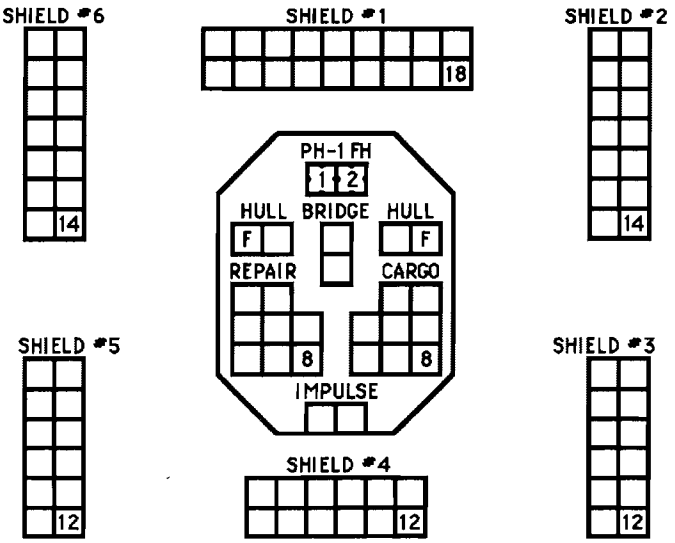
H&R GCV 1 / 2

POWER CURVE

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

SENSOR 6 0 — SCANNER 0 9 — DAM. CON. 4 0 — EX. DAM. 3

HEAVY REPAIR



POWER CURVE

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

CREW

CANNOT HET.

BOARDING PARTIES 2

SHIP DATA TABLE

TYPE	=	C-RH
POINT VALUE	=	50/40
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.28
INTERNALS	=	26

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%

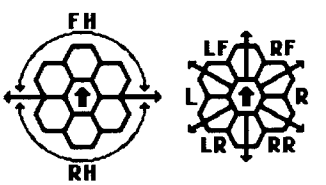
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

TURN MODE D

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

HET — BD — SEE CAPSULES ABOVE

WEAPON ARCS



FA = LF + RF

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

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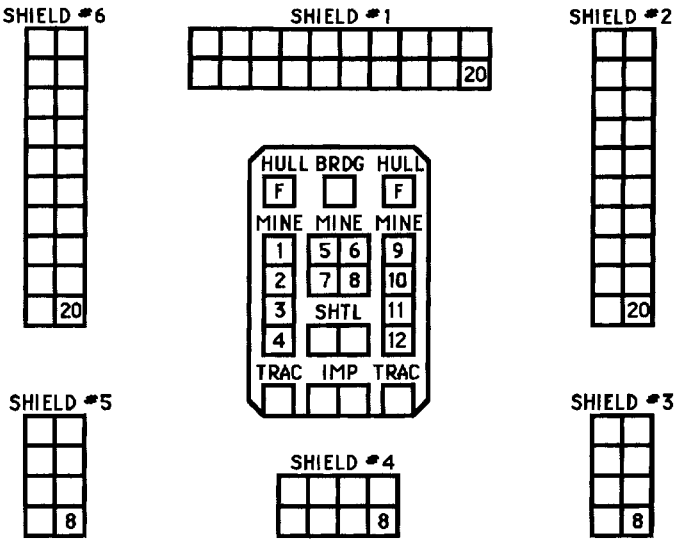
KREBIZ LIGHT CAPSULES

MINESWEEPER



POWER CURVE

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

SHUTTLES — ONE BAY

CNTR	HIT POINTS	TYPE
		MSS
		MSS

CREW [ ][*][ ][4]

BP [ ][2] CANNOT HET

SHIP DATA TABLE

TYPE	=	C-MS
POINT VALUE	=	47/24
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.30
INTERNALS	=	21

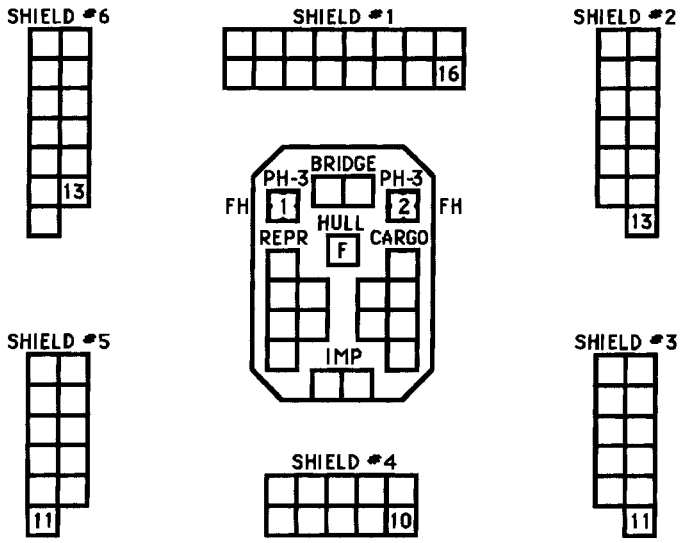
SENSOR [6][0]

SCANNER [0][9]

DAM. CON. [2][0]

EX. DAM. [ ][4]

LIGHT REPAIR



POWER CURVE

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

CREW [ ][*][ ][ ][ ][6] CANNOT HET

BOARDING PARTIES [ ][2]

SHIP DATA TABLE

TYPE	=	C-RL
POINT VALUE	=	45/35
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.29
INTERNALS	=	19

SENSOR [6][0]

SCANNER [0][9]

DAM. CON. [2][0]

EX. DAM. [ ][1]

MINE RACKS

1						7						
2						8						
3						9						
4						10						
5						11						
6						12						

MINE RACKS DESTROYED ON SHUTTLE, CARGO OR EXCESS DAMAGE HITS. SMALL MINES ARE HALF BOXES.

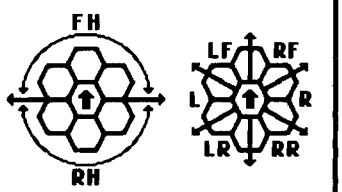
NOTES:
1. THE C-RL DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

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	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	–	–	–

1/5 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

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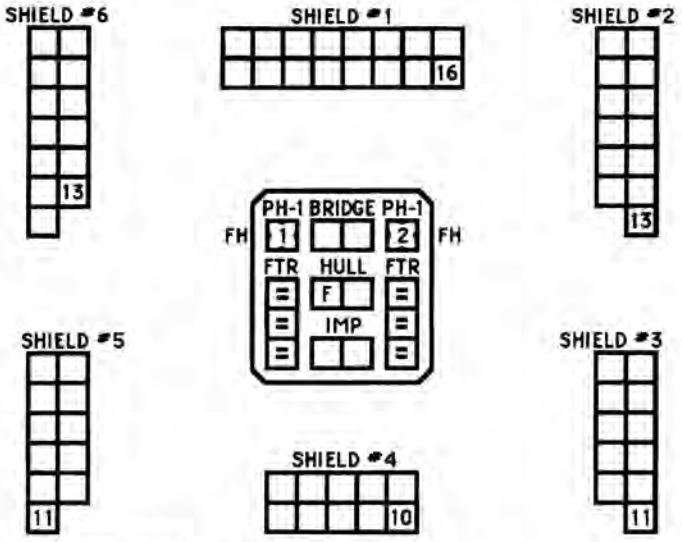
KREBIZ LIGHT CAPSULES

LIGHT CARRIER



POWER CURVE

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

CREW * 6

BP 2

DECK CREWS 6

HET 1

BD-6

SHIP DATA TABLE

TYPE	=	C-CVL
POINT VALUE	=	45/23
MOVEMENT	=	1/5
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.31
INTERNALS	=	14

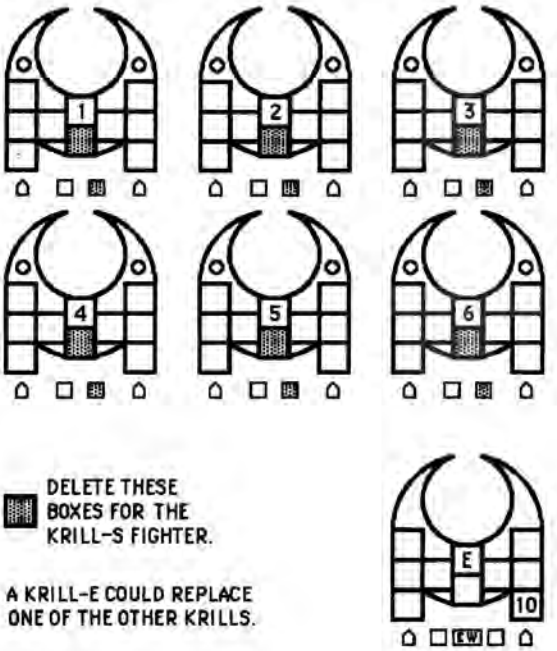
SENSOR 6 0

SCANNER 0 9

DAM. CON. 2 0

EX. DAM. 3

KRILL FIGHTERS



KRILL FIGHTERS (RH-1.F)

FIGHTER:		KRILL-S	KRILL-F	KRILL-E
POINT VALUE	=	8	10	12
PH-3	=	1xFA	2xFA	1xFA
Ftr SABOT FA	=	2	2	0
DFR	=	3	4	3
CRIPPLED	=	6	7	7
SPEED	=	12	15	15

FIGHTER SABOT CHART

RANGE	0-1	2-4	5-8
HIT	1-5	1-4	1-3
DAMAGE†	12	8	4

†USE SUCCESSIVE VOLLEY DAMAGE PERCENTAGES FOUND ON THE STANDARD SABOT COMBAT TABLE.

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%

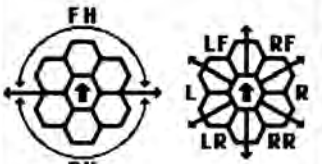
NOTES:
1. THIS CAPSULE DID NOT CARRY TRANSPORTER BOMBS.
2. THIS CAPSULE CAN LAND ON PLANETS.

TURN MODE C

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

HET BD — SEE CAPSULE 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

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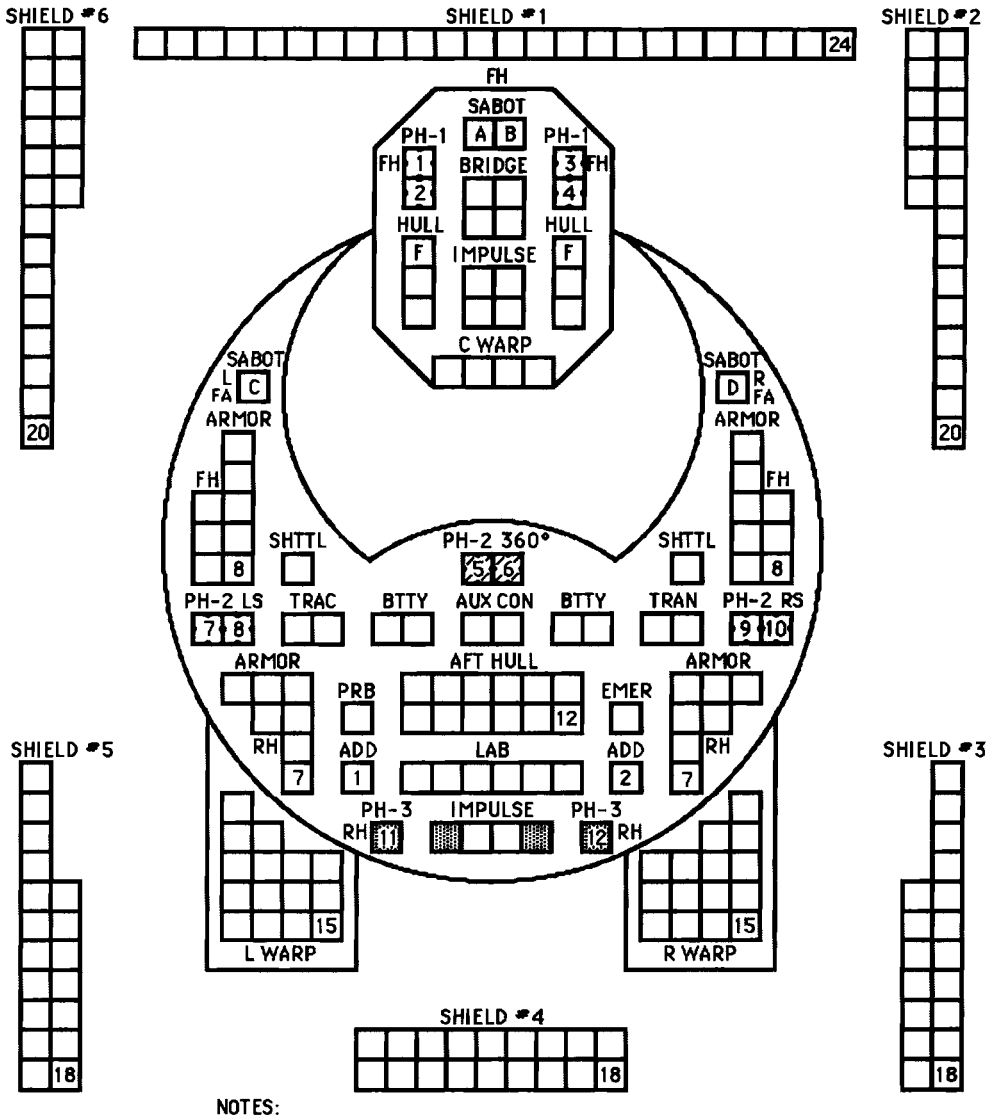
KREBIZ CLAW BATTLECRUISER



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	=	BC
POINT VALUE	=	183
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.51
INTERNALS	=	102/132
REFIT	=	+13
W/O CAPSULE	=	90

CREW UNITS

* 42

BOARDING PARTIES

14

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 5 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

21

POWER CURVE

WARP	=	34
IMPULSE	=	6
APR	=	0
AWR	=	0
TOTAL	=	40
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

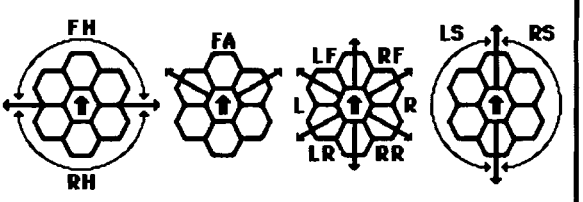
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 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	-	-	-

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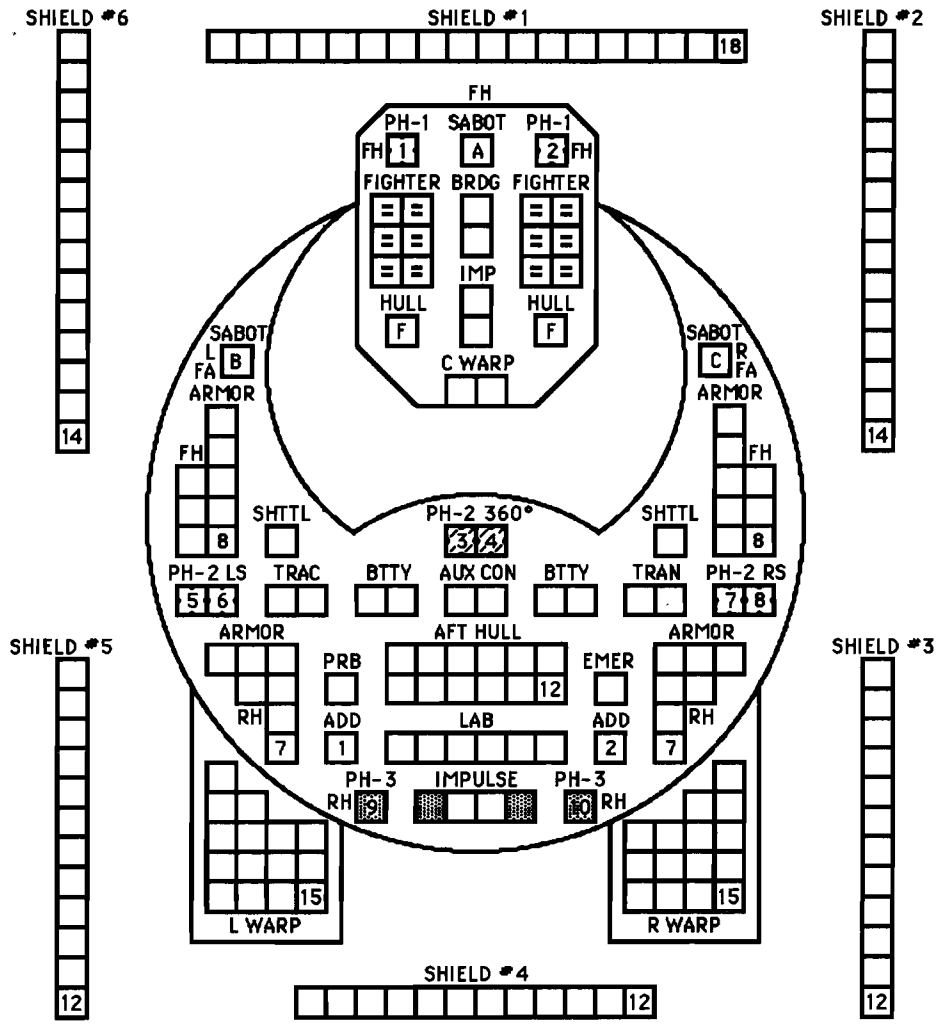
KREBIZ CLAW CARRIER



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.
6. CARRIED 12 Z-Y FIGHTERS (OR OTHER CAPTURED/PURCHASED FIGHTERS). USE APPROPRIATE FIGHTER GROUP SSDs.

SHIP DATA TABLE

TYPE	=	CV
POINT VALUE	=	162
MOVEMENT	=	1
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.54
INTERNALS	=	101/131
REFIT	=	+13
W/O CAPSULE	=	90

CREW UNITS

* 43

BOARDING PARTIES

10

DECK CREWS

12

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

FOUR BAYS

CNTR	HIT POINTS	TYPE

NO FIGHTERS IN REAR BAYS.

SENSOR

6 6 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 9

DAM. CON.

4 4 2 2 0

EX. DAM.

19

POWER CURVE

WARP	=	32
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	36
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

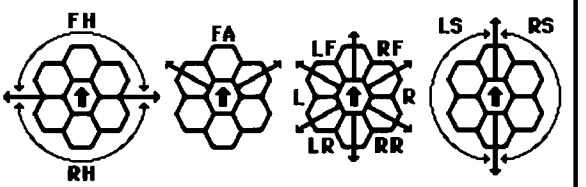
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE D

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

HET	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	-	-	-

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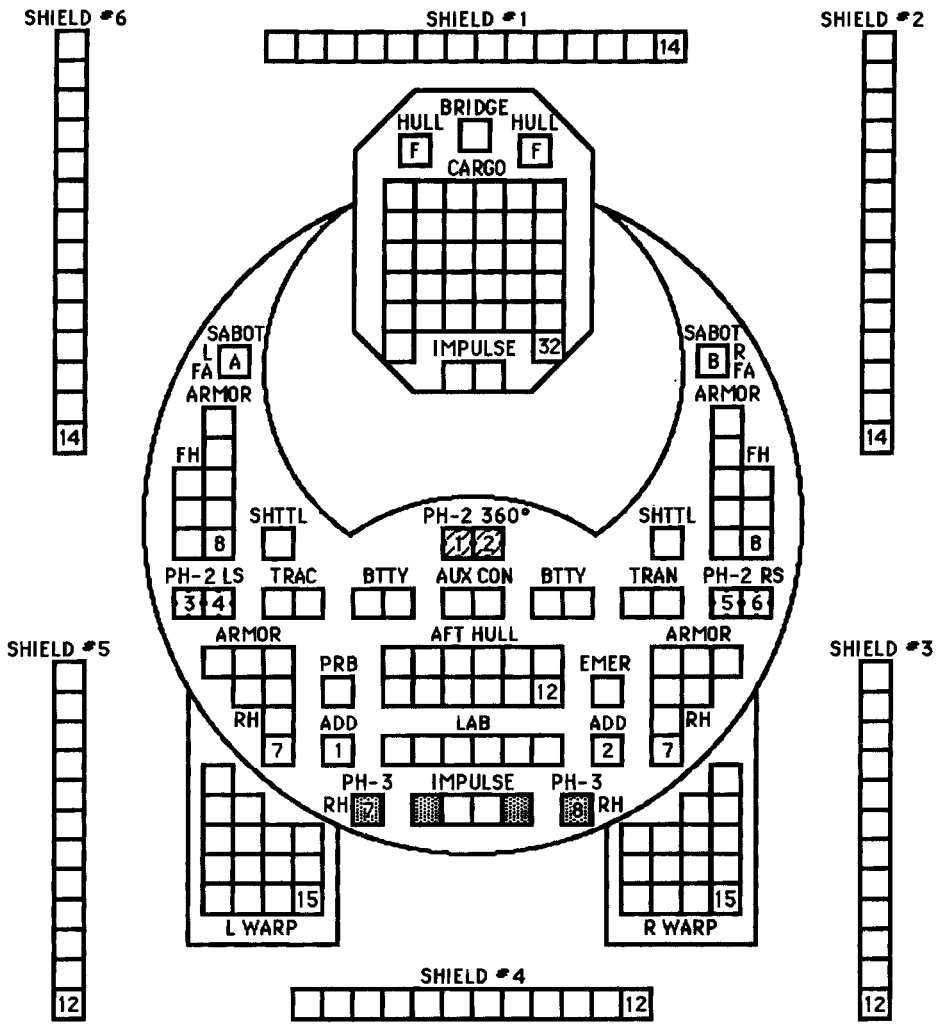
KREBIZ CLAW
HEAVY CARGO TRANSPORT



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	=	CTA
POINT VALUE	=	135
MOVEMENT	=	1
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.57
INTERNALS	=	115/145
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.

17

POWER CURVE

WARP	=	30
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	34
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

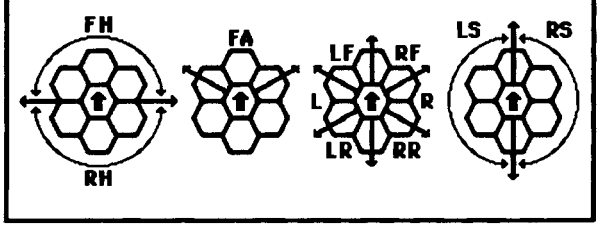
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE D

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

HET 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	-	-	-

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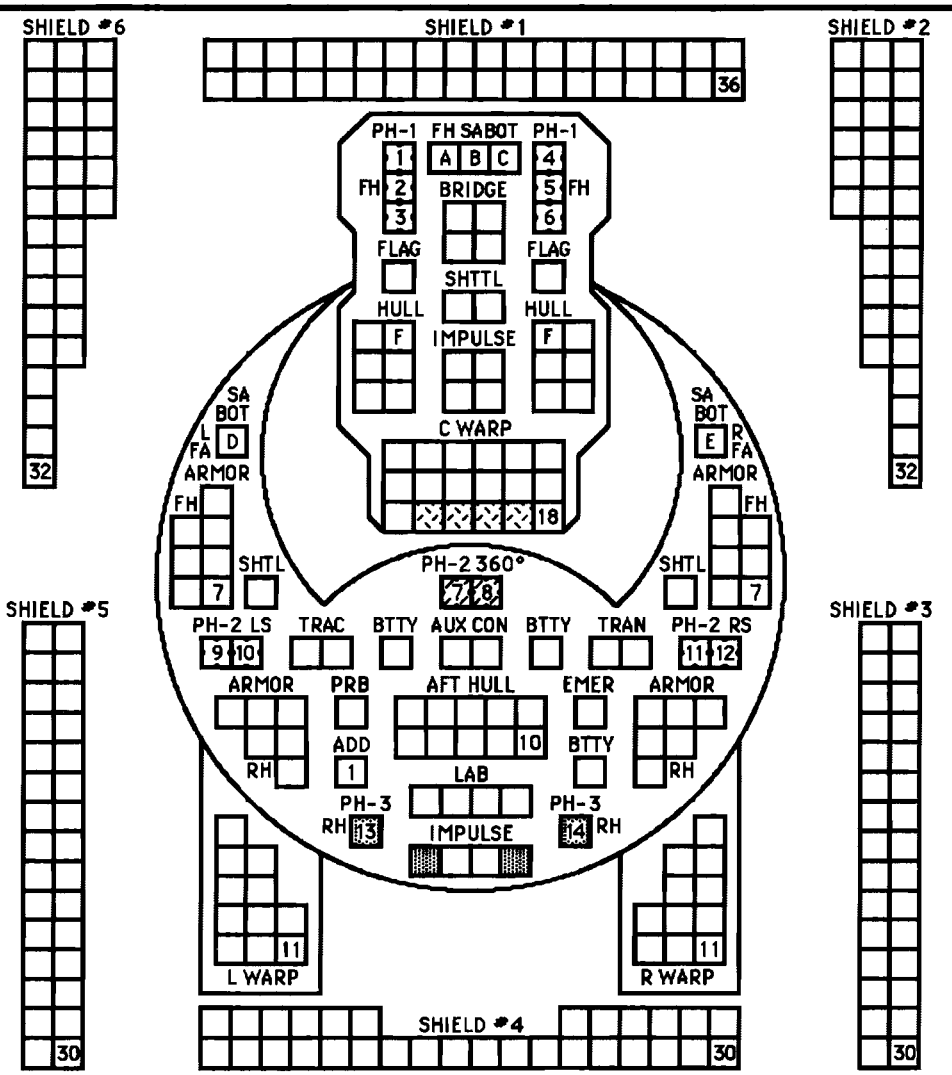
KREBIZ MANDIBLE
LIGHT DREADNOUGHT



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

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	192
MOVEMENT	=	1
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-1.60
INTERNALS	=	115/141
REFIT	=	+12
W/O CAPSULE	=	70

CREW UNITS

* 45

BOARDING PARTIES

16

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.

23

POWER CURVE

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

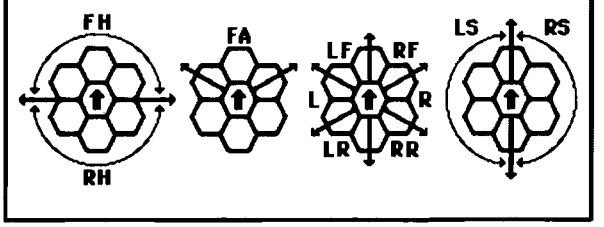
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET		BD
5	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	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

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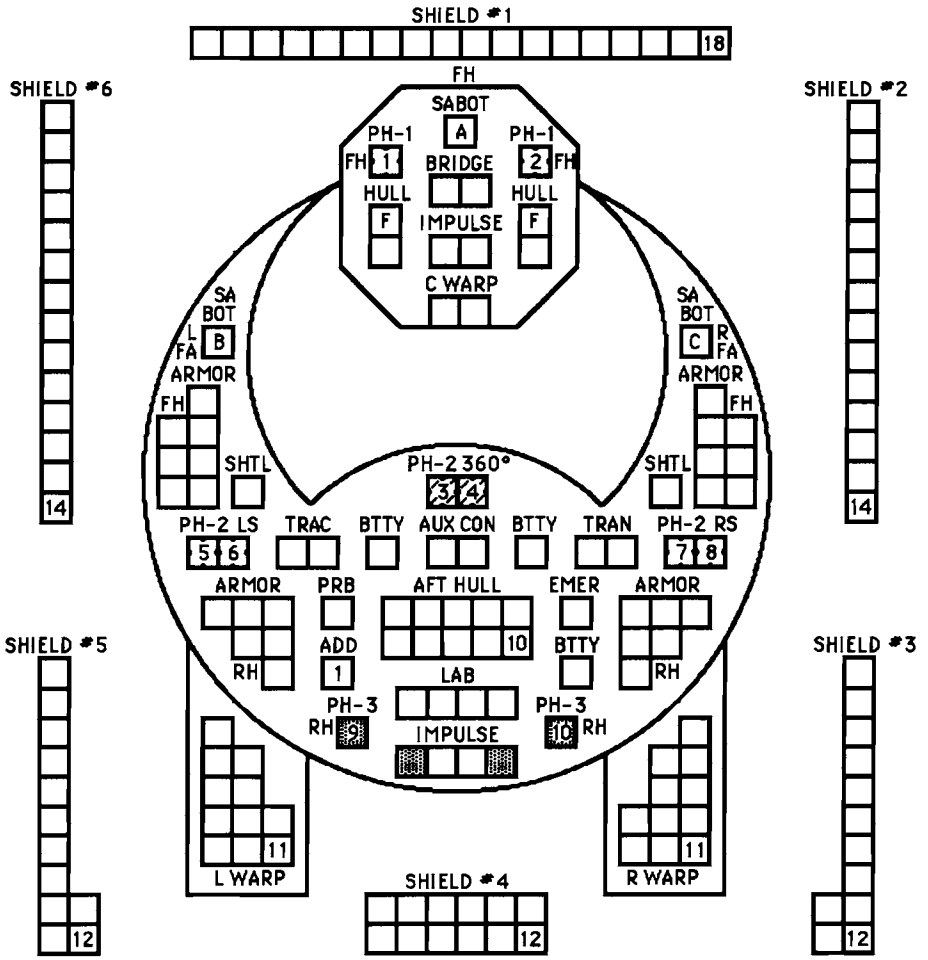
KREBIZ MANDIBLE
NEW HEAVY CRUISER



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	=	NCA
POINT VALUE	=	116
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.63
INTERNALS	=	77/103
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

* 36

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.

15

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
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

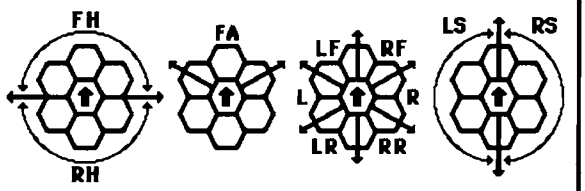
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

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

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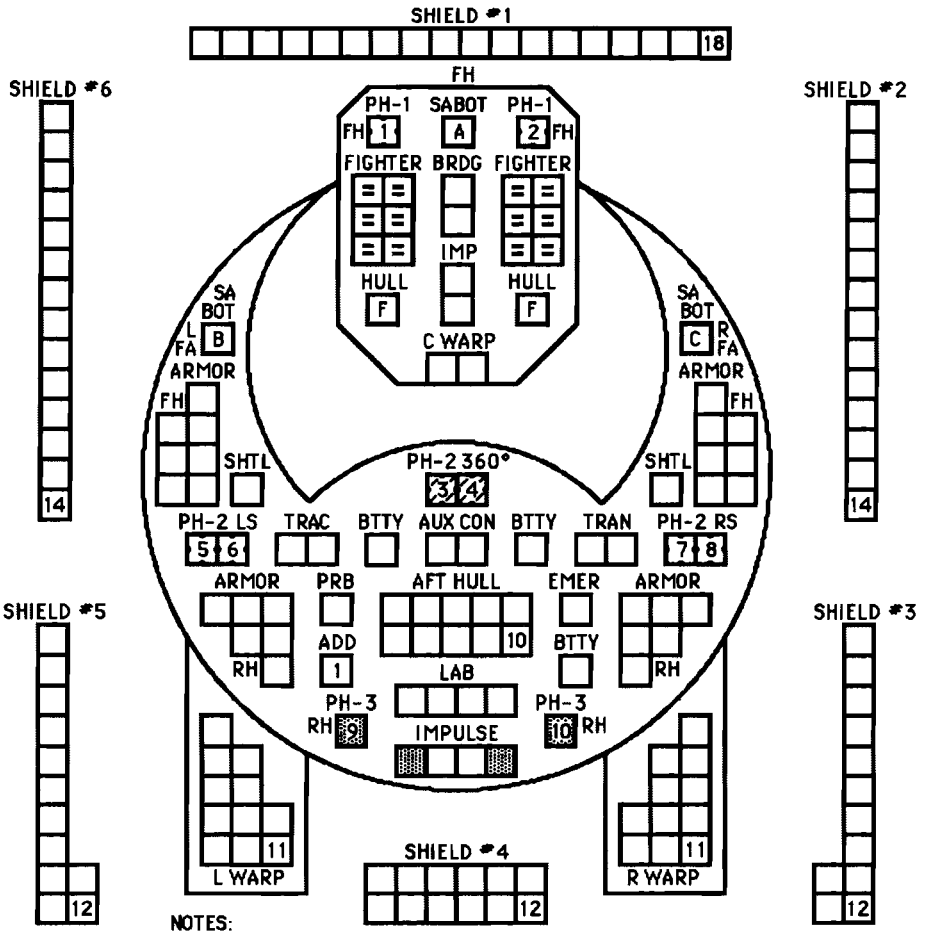
KREBIZ MANDIBLE
MEDIUM CARRIER



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.
6. CARRIED 12 Z-Y FIGHTERS (OR OTHER CAPTURED/PURCHASED FIGHTERS). USE APPROPRIATE FIGHTER GROUP SSDs.

SHIP DATA TABLE

TYPE	=	CVM
POINT VALUE	=	142
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.64
INTERNALS	=	87/113
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

* 39

BOARDING PARTIES 8

DECK CREWS 12

TRANSPORTER MINES

R R R R D D D D

SHUTTLES FOUR BAYS

CNTR	HIT POINTS	TYPE

NO FIGHTERS IN REAR BAYS.

SENSOR 6 6 4 2 0

PROBES 1 5

SCANNER 0 0 1 3 9

DAM. CON. 4 4 2 2 0

EX. DAM. 16

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
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

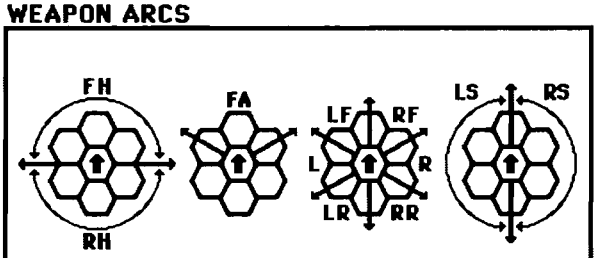
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

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

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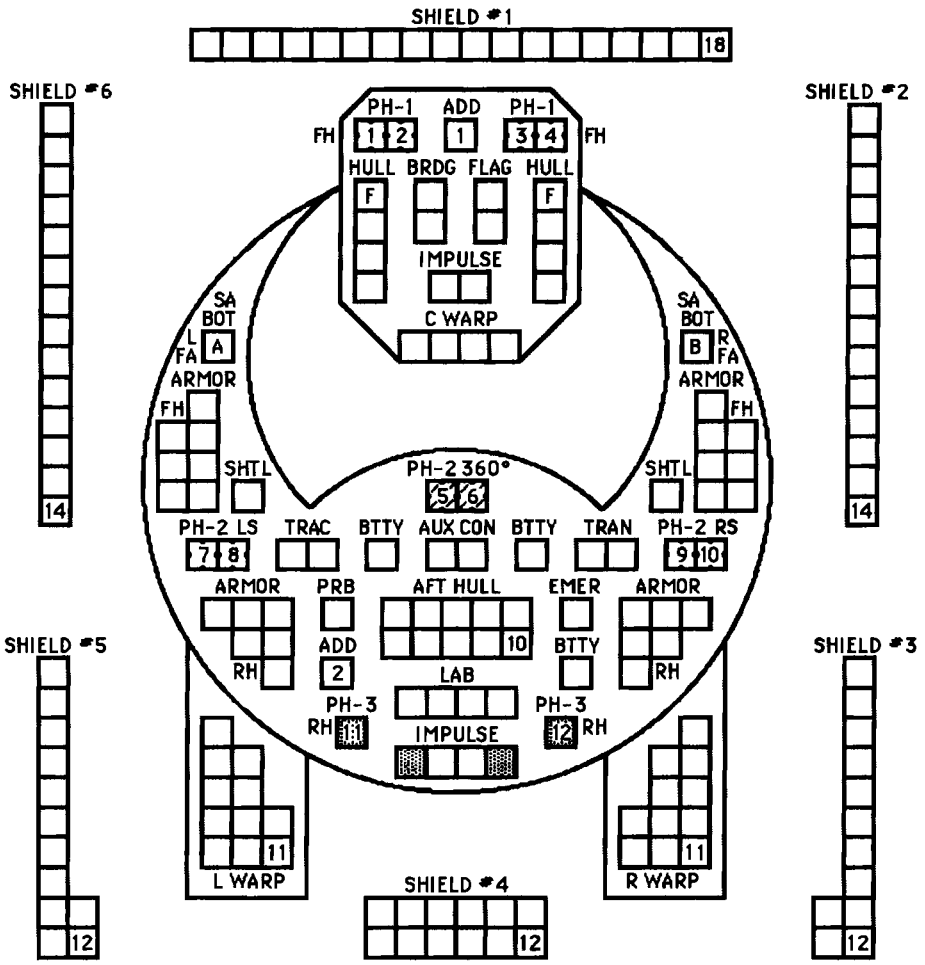
KREBIZ MANDIBLE
LIGHT DIPLOMATIC CRUISER



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	=	CDL
POINT VALUE	=	140
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.65
INTERNALS	=	87/113
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

* 35

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.

16

POWER CURVE

WARP	=	26
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	30
BATTERY	=	3
REF IMP	=	2

ANTI-DRONES

DOUBLE RELOADS

1 — 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

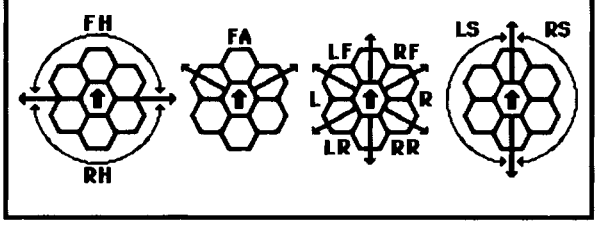
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE D

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

HET 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

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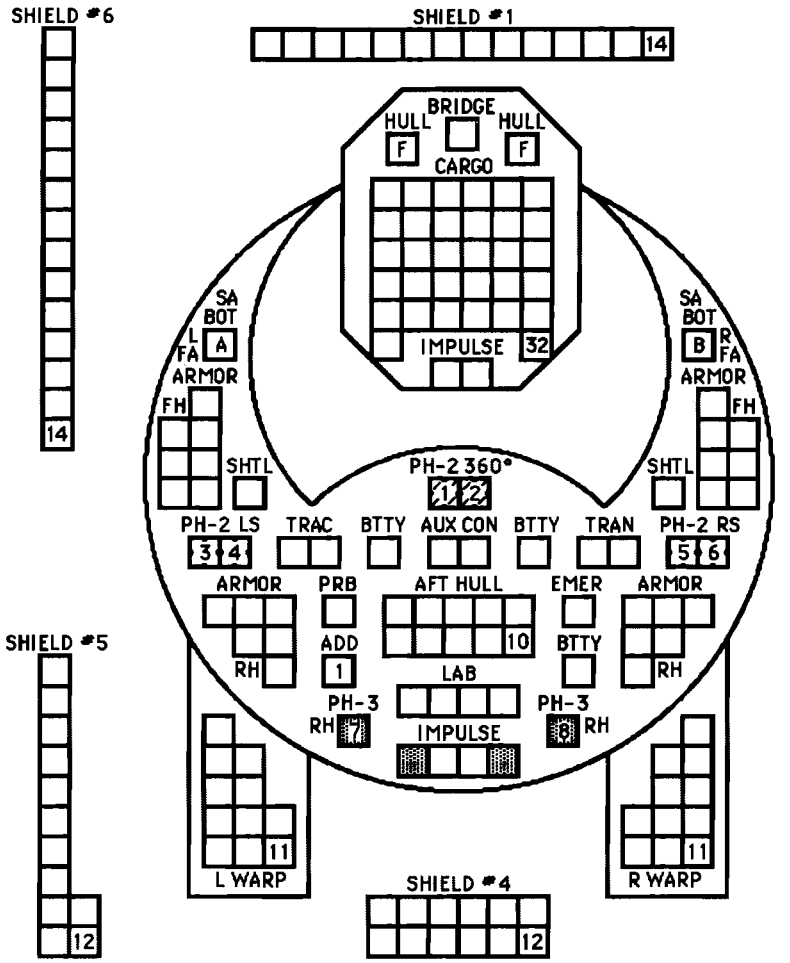
KREBIZ MANDIBLE
HEAVY CARGO TRANSPORT



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	=	CTA-M
POINT VALUE	=	115
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-1.67
INTERNALS	=	101/127
REFIT	=	+13
W/O CAPSULE	=	70

CREW UNITS

* 35

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.

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

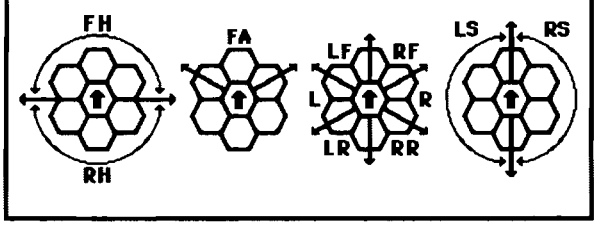
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

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

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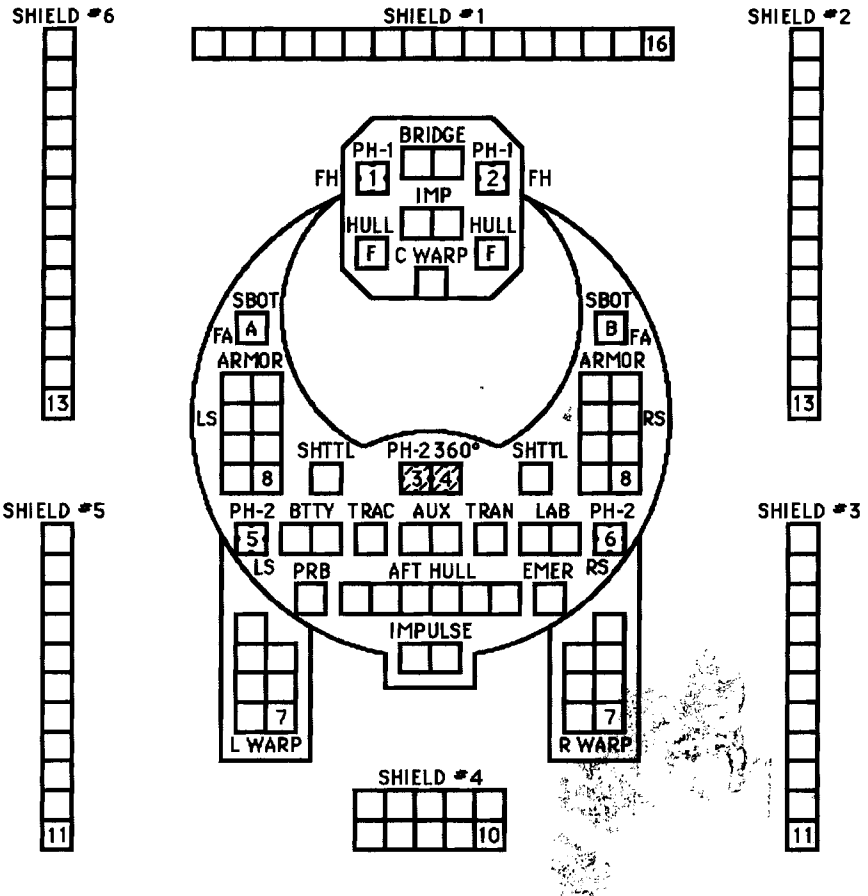
KREBIZ PINCER
HEAVY DESTROYER



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	=	DDA
POINT VALUE	=	92
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.73
INTERNALS	=	49/65
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS

* 26

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	=	15
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	19
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

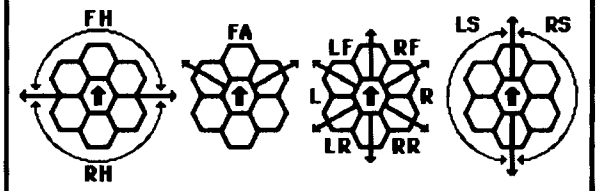
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE C

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

HET 1⅔ 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	–	–	–

1/3 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

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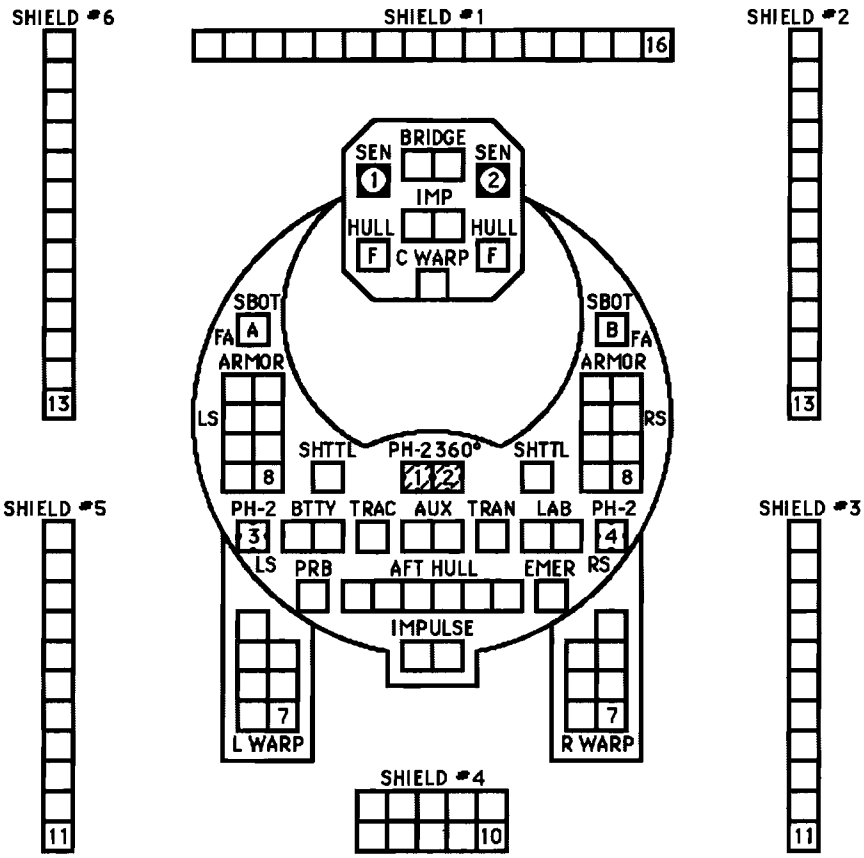
KREBIZ PINCER SCOUT



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.
4. SPECIAL SENSORS DESTROYED ON TORPEDO HITS.

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	115/105
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.74
INTERNALS	=	49/65
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS

BOARDING PARTIES

TRANSPORTER MINES

SHUTTLES — TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

PROBES

SCANNER

POWER CURVE

WARP	=	15
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	19
BATTERY	=	2

DAM. CON.

EX. DAM.

SABOT COMBAT TABLE

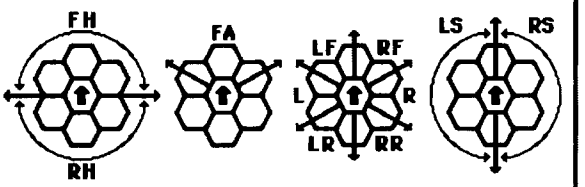
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE C

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

HET 1⅔ — 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	–	–	–

1/3 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

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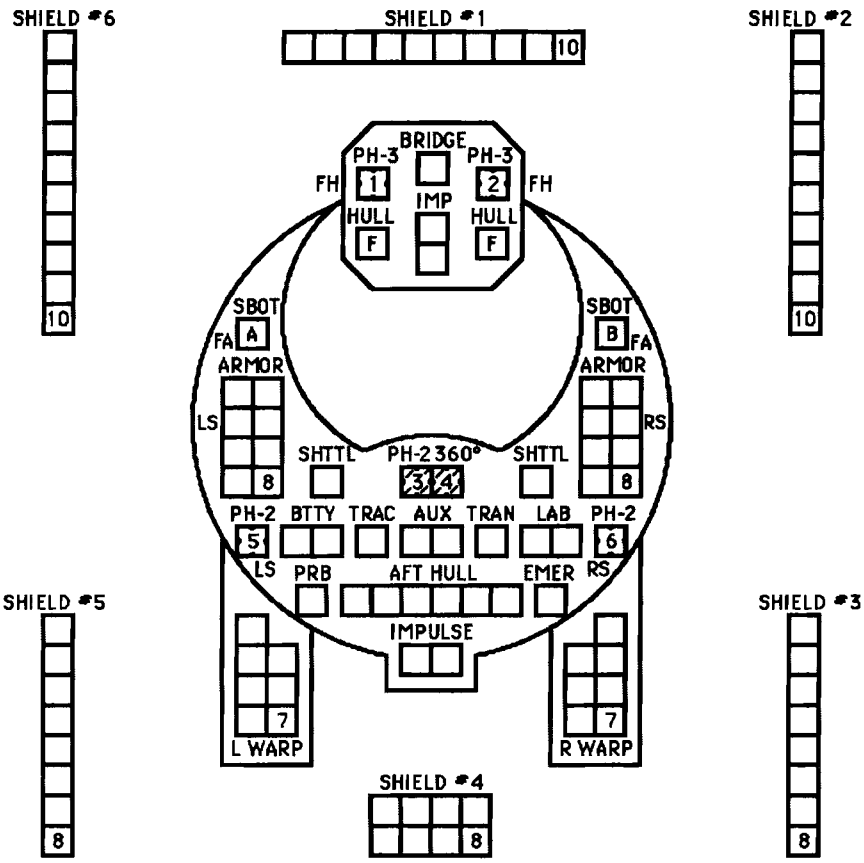
KREBIZ PINCER BATTLE FRIGATE



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

SHIP DATA TABLE

TYPE	=	FFB
POINT VALUE	=	81
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.75
INTERNALS	=	47/63
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

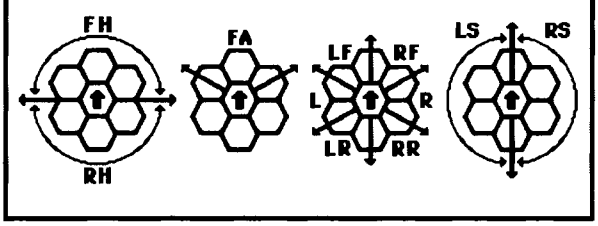
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE C

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

HET 1⅔ 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	–	–	–

1/3 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

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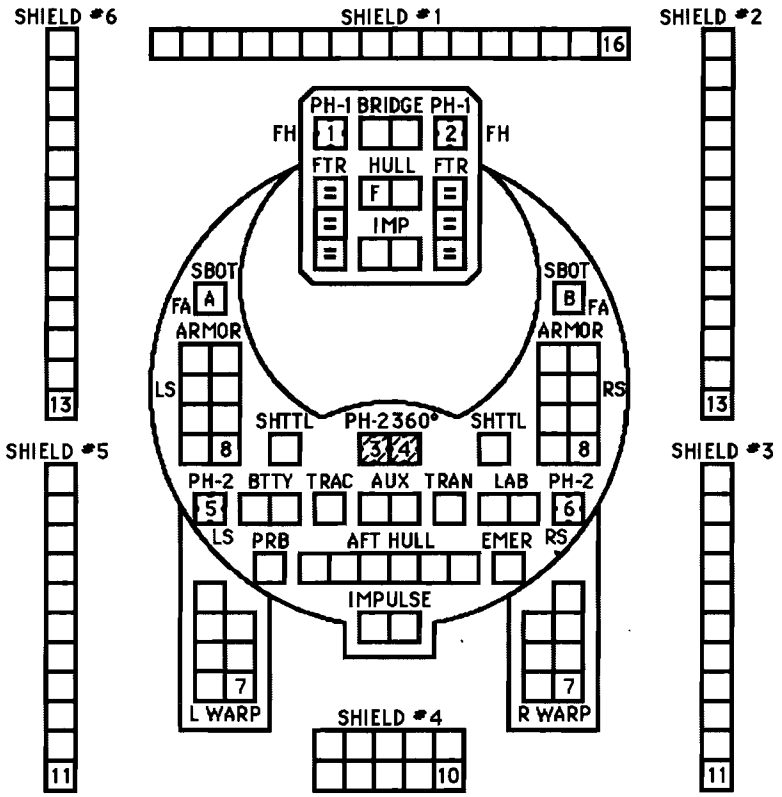
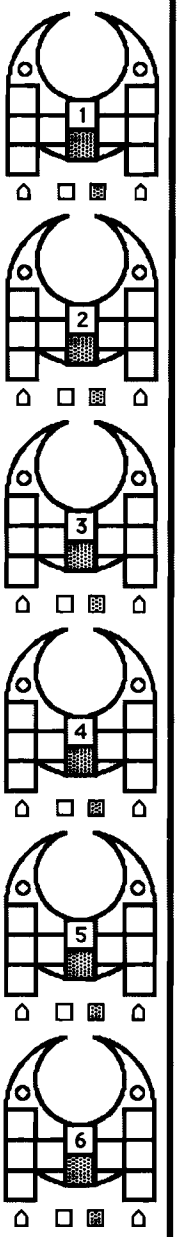
KREBIZ PINCER LIGHT CARRIER



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.
4. NO FIGHTERS IN REAR SHUTTLE BAYS.
5. A KRILL-E COULD REPLACE ONE OF THE OTHER KRILLS.



SHIP DATA TABLE

TYPE	=	CVL-P
POINT VALUE	=	100
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.172
INTERNALS	=	54/70
REFIT	=	+3
W/O CAPSULE	=	55

CREW UNITS (26)

BOARDING PARTIES (8)

DECK CREWS (6)

TRANSPORTER MINES R R — D D

SHUTTLES — FOUR 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. 11

POWER CURVE

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

KRILL FIGHTERS (RH-1.F)

FIGHTER:		KRILL-S	KRILL-F
POINT VALUE	=	8	10
PH-3	=	1xFA	2xFA
Ftr SABOT FA	=	2	2
DFR	=	3	4
CRIPPLED	=	6	7
SPEED	=	12	15

FIGHTER SABOT CHART

RANGE	0-1	2-4	5-8
HIT	1-5	1-4	1-3
DAMAGE †	12	8	4

†USE SUCCESSIVE VOLLEY DAMAGE PERCENTAGES FOUND ON THE STANDARD SABOT COMBAT TABLE.

DELETE THESE BOXES FOR THE KRILL-S FIGHTER.

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 †

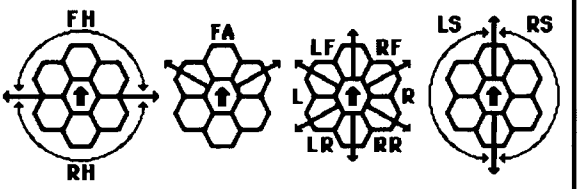
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE C

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

HET 1⅔ — 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	–	–	–

1/3 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

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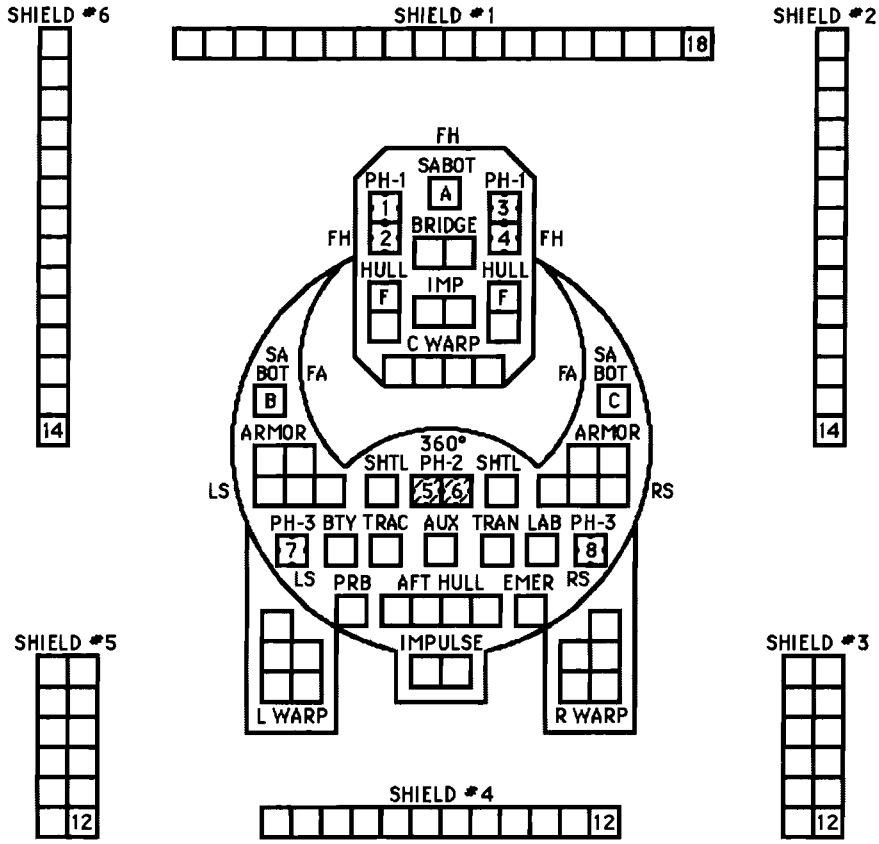
KREBIZ CLIPPER
NEW LIGHT CRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIP IS NIMBLE WHEN SEPARATED.
3. THE SHIELDS ARE ON THE CAPSULE.
4. SHADED BOXES ARE THE REFIT.
5. SHADED PH-2s ARE PH-1s ON THE REFIT.
6. THIS SHIP/CAPSULE COMBINATION IS NOT NIMBLE.
7. THIS SHIP/CAPSULE COMBINATION DOES NOT GET AN HET BONUS.
8. CANNOT LAND ON PLANETS.

SHIP DATA TABLE

TYPE	=	NCL
POINT VALUE	=	89
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.81
INTERNALS	=	48/56
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

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

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.

[ ][ ][ ][10]

POWER CURVE

WARP	=	14
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	18
BATTERY	=	1

SABOT COMBAT TABLE

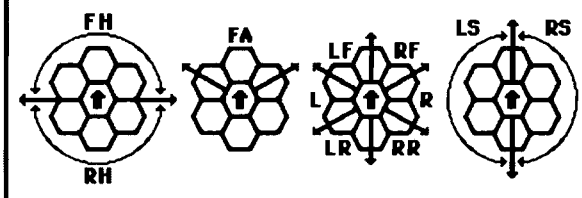
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE B

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

HET	BD
1⅔	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	4-8	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

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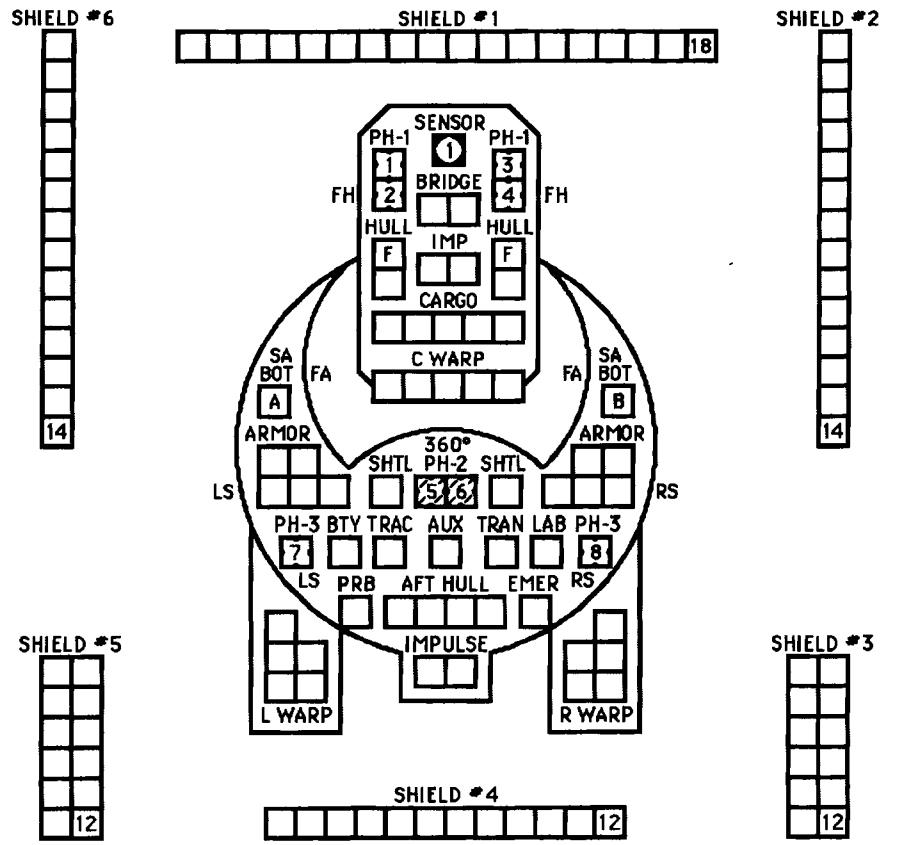
KREBIZ CLIPPER LIGHT GALACTIC SURVEY CRUISER



NOTES:
1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIP IS NIMBLE WHEN SEPARATED.
3. THE SHIELDS ARE ON THE CAPSULE.
4. SHADED BOXES ARE THE REFIT.
5. SHADED PH-2s ARE PH-1s ON THE REFIT.
6. THIS SHIP/CAPSULE COMBINATION IS NOT NIMBLE.
7. THIS SHIP/CAPSULE COMBINATION DOES NOT GET AN HET BONUS.
8. CANNOT LAND ON PLANETS.
9. SPECIAL SENSOR IS DESTROYED ON A TORPEDO HIT.

SHIP DATA TABLE

TYPE	=	GSCL
POINT VALUE	=	105/95
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.82
INTERNALS	=	54/64
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

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

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.

[ ][ ][ ][10]

POWER CURVE

WARP	=	15
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	19
BATTERY	=	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

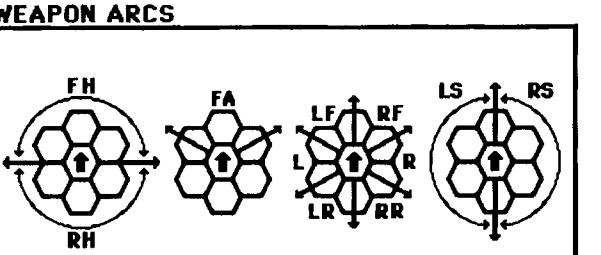
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE B

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

HET	BD
1⅔	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	4-8	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

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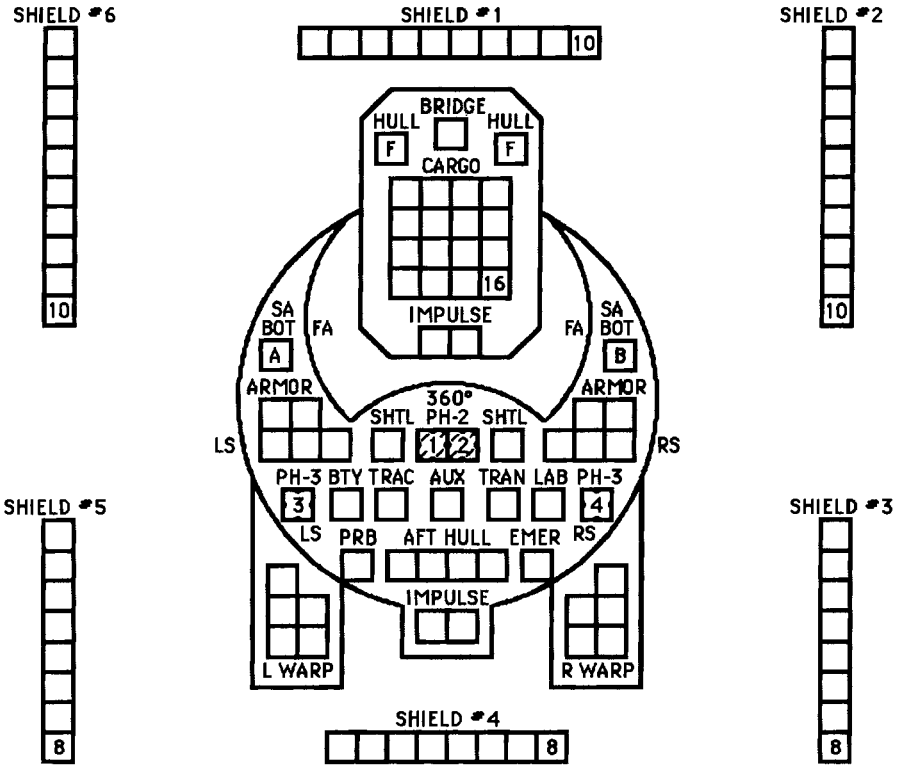
KREBIZ CLIPPER
LIGHT CARGO TRANSPORT



***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	=	CTL-C
POINT VALUE	=	59
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.86
INTERNALS	=	52/62
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%

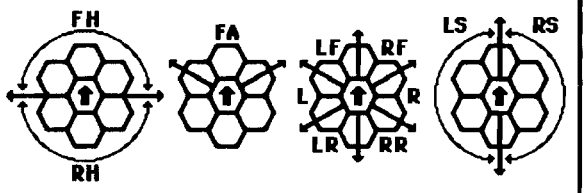
TURN MODE B

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

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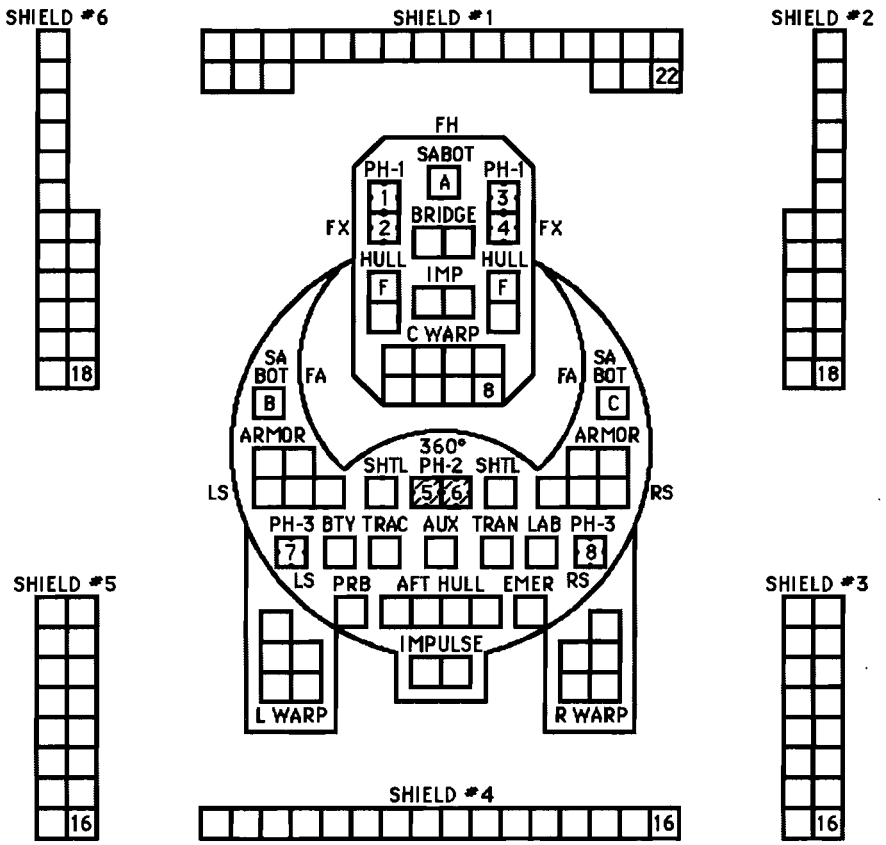
KREBIZ CLIPPER MEDIUM CRUISER



NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIP IS NIMBLE WITH A MOVEMENT COST OF 1/3 WHEN SEPARATED.
3. THE SHIELDS ARE ON THE CAPSULE.
4. SHADED BOXES ARE THE REFIT.
5. SHADED PH-2s ARE PH-1s ON THE REFIT.
6. THIS SHIP/CAPSULE COMBINATION IS NOT NIMBLE.
7. THIS SHIP/CAPSULE COMBINATION DOES NOT GET AN HET BONUS.
8. CANNOT LAND ON PLANETS.

SHIP DATA TABLE

TYPE	=	CM-C
POINT VALUE	=	110
MOVEMENT	=	1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.80
INTERNALS	=	52/62
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

* 25

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.

11

POWER CURVE

WARP	=	18
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	22
BATTERY	=	1

SABOT COMBAT TABLE

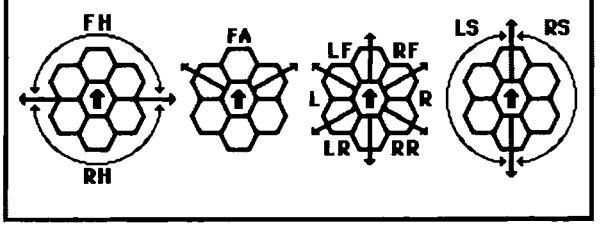
RANGE	0-1	2-4	5-8	9-15	16-30
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES					
VOLLEY		1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD		25%	50%	75%	100%
REMAINING FIVE SHIELDS		75%	50%	25%	0%

TURN MODE B

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

HET	BD
2½	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	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	–
3	4	4	4	1	–	–
4	4	4	3	–	–	–
5	4	3	2	–	–	–
6	3	3	1	–	–	–

1/2 WARP MOVEMENT CHART

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

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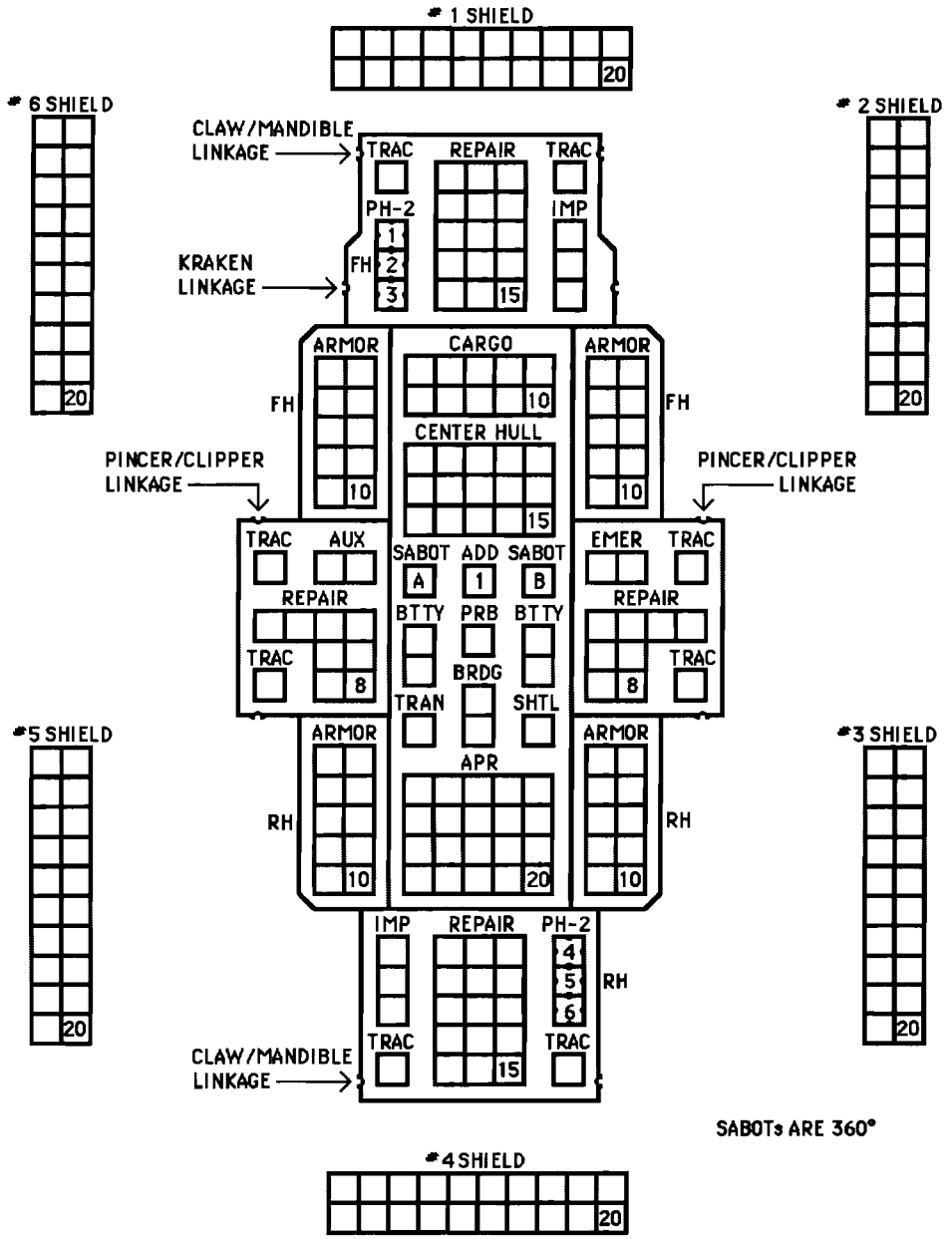
KREBIZ FLEET REPAIR DOCK



BASE DATA TABLE

TYPE	=	FRD
POINT VALUE	=	150/45
MOVEMENT	=	NA
SHIELDS	=	1+1
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-1.204
INTERNALS	=	122/162
PHASER REFIT	=	+5

CREW UNITS

\# 90

BOARDING PARTIES

12

TRANSPORTER MINES

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

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6 6 0

PROBES

1 — 10

SCANNER

0 0 9

DAM. CON.

8 6 6 6 4
4 4 2 2 0

EX. DAM.

16

POWER CURVE

WARP	=	0
IMPULSE	=	6
APR	=	20
AWR	=	0
TOTAL	=	26
BATTERY	=	4

ANTI-DRONES

NO RELOADS

1

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

HEAVY SABOT COMBAT TABLE

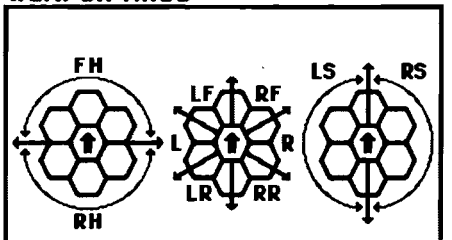
RANGE	0-5	6-8	9-12	13-19	20-34
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA
DAMAGE, STD	NA	16	12	8	4
DMGE, OVERLOAD	28	24	20	NA	NA

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. ALL PH-2s BECOME PH-1s ON THE PHASER REFIT (Y135).
2. THIS BASE DID NOT HAVE SHIELDS PRIOR TO Y160.
3. HEAVY SABOTs ARE STANDARD SABOTs IF POSITIONAL STABILIZERS ARE NOT IN USE.
4. SABOT FEEDBACK ONLY OCCURS AT A TRUE RANGE OF 0 OR 1 (DW-1.73).
5. THE ARMS OF THE CRUISERS ATTACH TO LINKAGE PAIRS.

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	-	-	-

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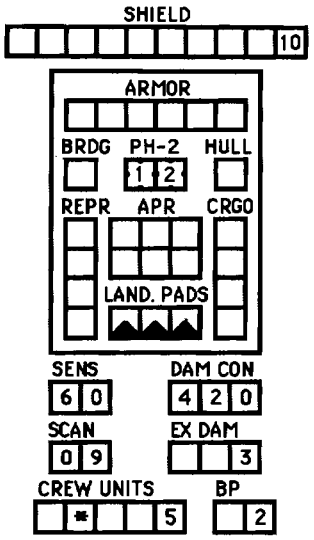
KREBIZ GROUND BASED CAPSULE FACILITY

A



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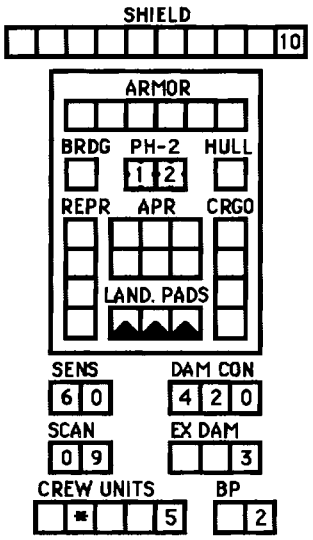

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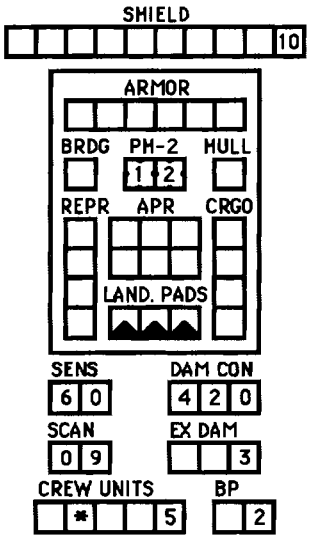

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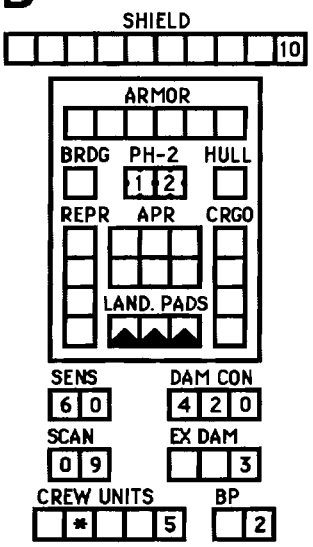

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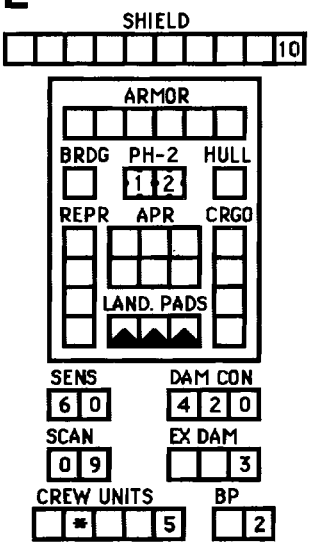

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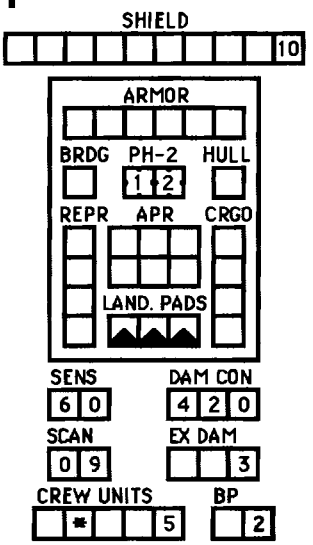


BASE DATA TABLE

TYPE	=	GBCF
POINT VALUE	=	13
MOVEMENT	=	NA
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.207
INTERNALS	=	21/27
SHIELD REFIT		+2
360° WEAPONS		+2
PH-1 REFIT		+2
W/O STABILIZERS		-2

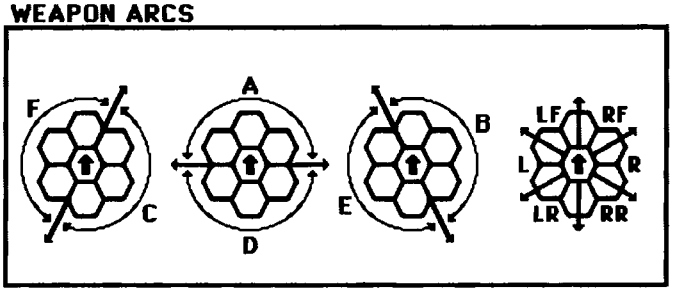
NOTES:

1. PRIOR TO Y160 THESE BASES DID NOT HAVE SHIELDS.
2. THESE BASES DO NOT PAY FOR LIFE SUPPORT OR FIRE CONTROL.
3. SEE R1.14 FOR ADDITIONAL RULES.
4. ALL WEAPONS ARE 180° UNLESS THE BASE IS ON AN ASTEROID, THEN THEY ARE 360° ON PLANETS, ONE BASE FACES EACH DIRECTION.
5. ALL HULL ARE CENTER HULL.
6. THESE BASES DO NOT HAVE SABOT WEAPONS OR PHASER-1s.
7. THE PHASER-1 REFIT REPLACES ALL PHASER-2s WITH PHASER-1s. THIS REFIT IS AVAILABLE ON OR AFTER Y135.
8. THE VALUES ON THE BASE DATA TABLE ARE FOR ONE BASE OF THIS TYPE.

POWER CURVE

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

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	-	-	-

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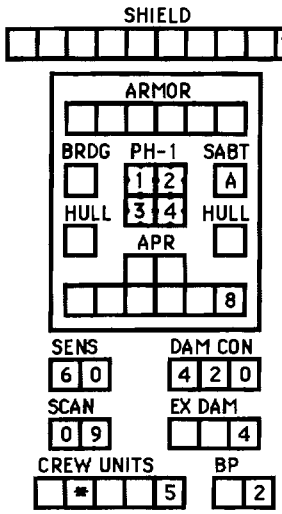
KREBIZ GROUND BASED SABOTs

A



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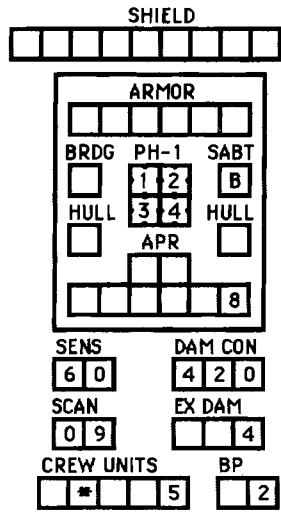

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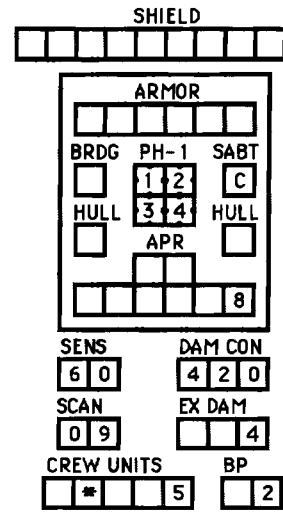

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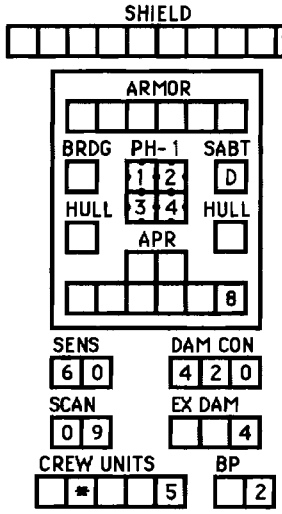

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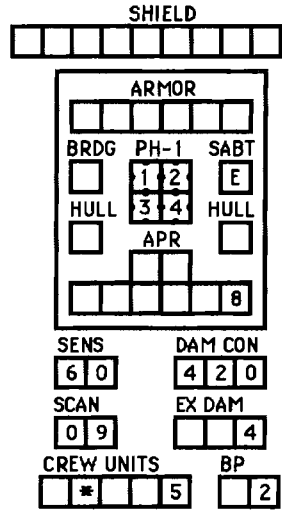

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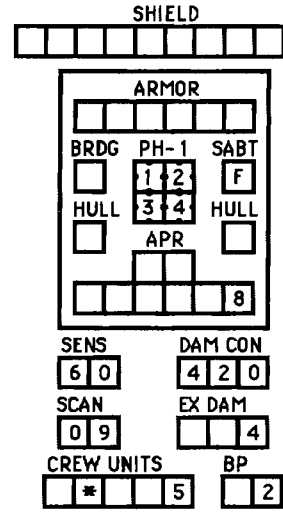


BASE DATA TABLE

TYPE	=	GBS
POINT VALUE	=	18
MOVEMENT	=	NA
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-1.206
INTERNALS	=	16/22
SHIELD REFIT		+2
360° WEAPONS		+4
PH-1 REFIT		+4
W/O STABILIZERS		-2

NOTES:

1. PRIOR TO Y160 THESE BASES DID NOT HAVE SHIELDS.
2. HEAVY SABOTS ARE STANDARD SABOTS IF POSITIONAL STABILIZERS ARE NOT IN USE.
3. SABOT FEEDBACK ONLY OCCURS AT A TRUE RANGE OF 0 OR 1 (DW-1.73).
4. THESE BASES DO NOT PAY FOR LIFE SUPPORT OR FIRE CONTROL.
5. SEE R1.14 FOR ADDITIONAL RULES.
6. GBSs ON THE SAME PLANET OR ASTEROID CAN COMBINE SABOTS INTO SEQUENTIAL VOLLEYS.
7. ALL WEAPONS ARE 180° UNLESS THE BASE IS ON AN ASTEROID, THEN THEY ARE 360°. ON PLANETS, ONE BASE FACES EACH DIRECTION.
8. ALL HULL ARE CENTER HULL.
9. THE PHASER-1 REFIT REPLACES ALL PHASER-2s WITH PHASER-1s. THIS REFIT IS AVAILABLE ON OR AFTER Y135.
10. THE VALUES ON THE BASE DATA TABLE ARE FOR ONE BASE OF THIS TYPE.

POWER CURVE

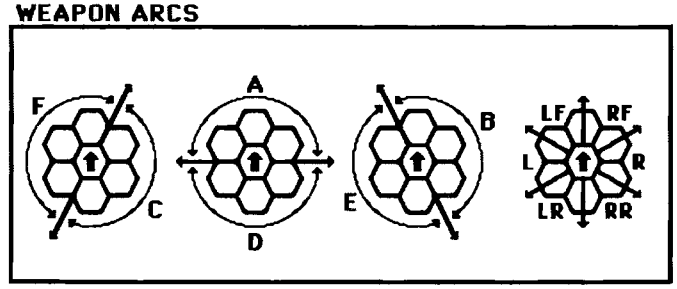
WARP	=	0
IMPULSE	=	0
APR	=	8
AWR	=	0
TOTAL	=	8
BATTERY	=	0

HEAVY SABOT COMBAT TABLE

RANGE	0-5	6-8	9-12	13-19	20-34
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%

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	-	-	-

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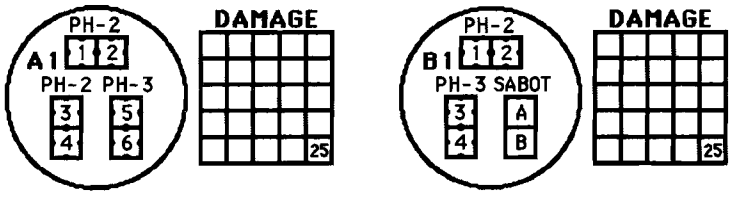
KREBIZ DEFENSE SATELLITES

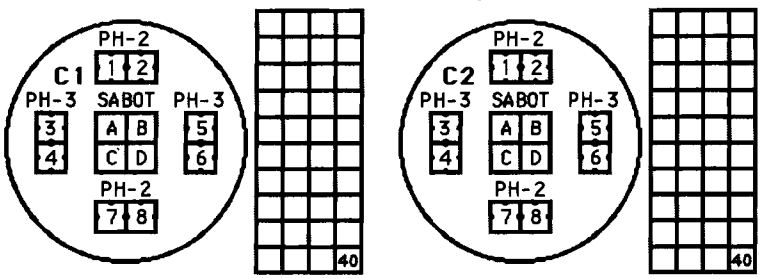
STANDARD CONFIGURATION

A- LOW ORBIT

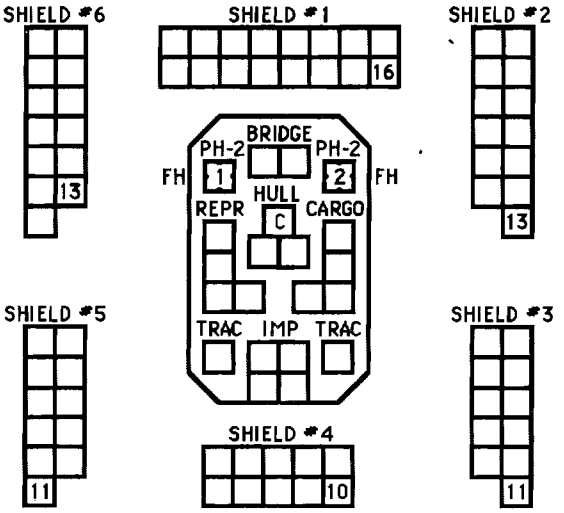


B- MEDIUM ORBIT

C- HIGH ORBIT



MAINTENANCE CAP.



POWER CURVE

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

CREW 1 * 3 4 5 6

CANNOT HET

BP 1 2

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

SENSOR	SCANNER	DAM. CON.	EX. DAM.
6 0	0 9	2 0	1

SHIP DATA TABLE

TYPE	C-DSM
POINT VALUE	50/25
MOVEMENT	1/5
SHIELDS	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	5
REFERENCE	RH-1.205
INTERNALS	21

DEFSAT DATA

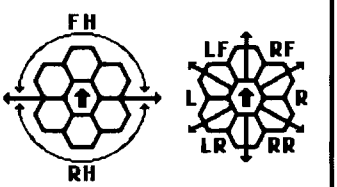
SIZE	7
REF.	R102.205
TYPE	DEFSAT-A
BPV	20
TYPE	DEFSAT-B
BPV	22
TYPE	DEFSAT-C
BPV	44

TURN MODE C

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

HET BD
SEE CAPSULE ABOVE

WEAPON ARCS



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%

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

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KREBIZ-2

INCLUDES - THE FOLLOWING KREBIZ RULES:

KRILL FIGHTERS: The Krebiz only produced 40 krill fighters (27 krill-Ss and 13 krill-Fs). The krill-S and krill-F were armed with two fighter SABOTs each. Four of the krill-Fs were later converted to krill-Es. The krill-E electronic warfare fighter can sequence the fighter SABOTs of other krills into one series. The krill-H heavy fighter is a conjectural design for use on the larger conjectural carriers, presented for the purpose using the Krebiz as a major race. It would carry four fighter SABOTs.

FIGHTER SABOTS: This weapon is armed by the carrier in the shuttle bay and loaded onto the krill fighters by deck crews. Fighter SABOTs can be fired in sequential volleys in the same manner as standard SABOTs are fired. The krill-E fighter can sequence the fighter SABOTs of other krills into one series.

KRAKEN DREADNOUGHT: 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. Krebiz-1 presented the last four. The Krebiz built three Kraken Class Dreadnoughts: two were destroyed by the Kzintis, but one escaped and went into hiding. When the Krebiz built command capsules, the C-DN sized capsule was constructed to permit operation on the kraken. This was a contingency plan for the return of the sole lost kraken. The combination formed the Krebiz battleship. When the lost kraken was located it began the Long Journey Home (HS-18), but, unfortunately for the Krebiz, never made it. Had it survived, the Krebiz may have avoided complete annihilation.

KREBIZ CAMPAIGN NOTES: The Krebiz were destroyed by the Klingons in Y186 during the War of Annihilation (A.K.A.: Krebiz Police Action in Klingon circles). The campaign game (HC-2 & HC-3) is presented in Krebiz-3, but the history leading up to it, timeline and order of battles are presented here.

COMBINATION DESCRIPTIONS: This product also presents the ship descriptions for every Krebiz cruiser / capsule combination built (and many conjectural combinations). The location for each of their SSDs is also given. Many of the SSDs for these units are in the products Krebiz-3 & Krebiz-4 (Conjectural Ships).

KREBIZ BASES: The SSDs and descriptions for the Krebiz Base Station, Battle Station, FRD, Ground Based SABOT Station, Ground Based Capsule Facility and Defense Satellites are also presented within.

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