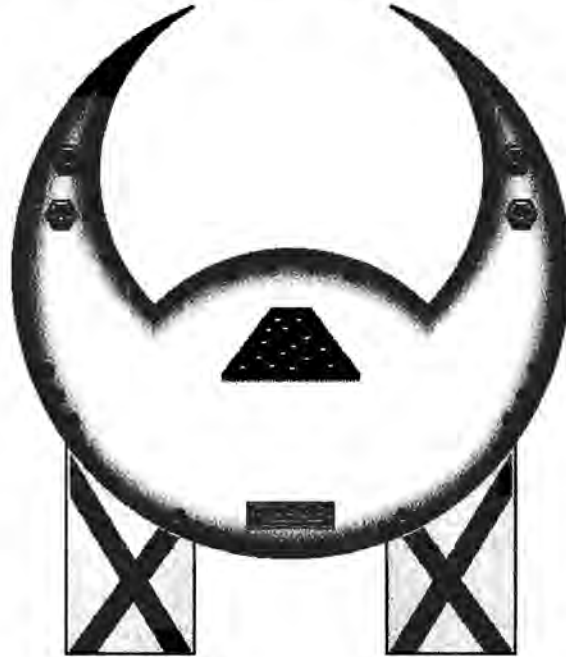




COMPANION GAMES

Presents:

KREBIZ-3



INCLUDES - THE FOLLOWING RULES:

**KREBIZ X-1 IMPROVED TECHNOLOGY
KREBIZ X-1 SHIP DESCRIPTIONS**

HISTORICAL BACKGROUND FOR THE KREBIZ:

**TWO KREBIZ CAMPAIGN GAMES:
THE WAR OF ANNIHILATION
THE KREBIZ SCAVENGER HUNT**

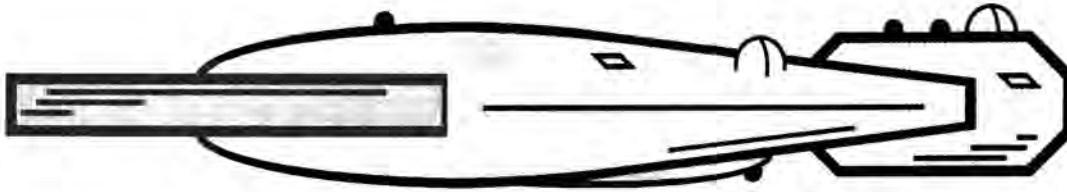
TECHNICAL INFORMATION INCLUDING:

**SHIP DESCRIPTIONS FOR KREBIZ X-1 UNITS
KREBIZ F&E BUILD COSTS
KREBIZ CAMPAIGN NOTES**

ALSO INCLUDED: 32 COMPANION SSDS (35 UNITS)

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KREBIZ-3



INCLUDES - THE FOLLOWING KREBIZ RULES:

IMPROVED TECHNOLOGY: Krebiz X-1 rules are presented in this product. While X-1 technology was conjectural for the Krebiz on the near side of the galaxy, the Krebiz Capitalist Alliance on the Far Side of the Milky Way galaxy built these powerful improved capsules and cruisers. The Krebiz were able to improve the SABOT heavy weapon by decreasing the number of volleys (from 4 to 3) needed to reach 100% activated target shield damage. Additionally, standard (not overloaded) X-1 SABOTs can be armed in just 1 turn. On the defensive side, Krebiz X-1 armor blocks twice as much internal damage as standard Krebiz armor and Krebiz X-1 cruisers actually have shields.

X-1 SHIP DESCRIPTIONS: This history section defines all of the Krebiz X-1 units including: four X-1 cruisers, four X-1 capsules, 8 X-1 combinations and X-1 bases including the starbase, battlestation and fleet repair dock.

THE WAR OF ANNIHILATION CAMPAIGN GAME: This campaign reenacts the battles leading up to the destruction of the 'local' Krebiz by the forces of the mighty Klingon Empire. The 'Krebiz Police Action', as it was called by the Klingon Admiralty, was a devastating mission of domination used against 'unruly subjects' to return the Krebiz System to tight fisted Klingon rule. The scenarios in Krebiz-2 (HS-17 through HS-20) were just a prelude to the War of Annihilation campaign game.

THE KREBIZ SCAVENGER HUNT: The Krebiz Scavenger Hunt is a mini-campaign which preceded the War of Annihilation and can be played independently or as part of that campaign.



COMPANION GAMES

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COMPANION GAMES

Companion Games was created in 1993 as a vehicle for publishing this material. Its president, C. Henry Schulte, is the author of all the products listed at right. He first played SFB back in 1984 with the designer's edition, and immediately began expanding the game system for his own use. Our purpose is to provide you with the best, most well-written gaming material that we can. Your comments and suggestions are always welcome. We will consider submitted material depending on the quality and completeness of the submission. Anything already submitted to ADB is off limits! We would like to see fiction, scenarios and tactics based on our unique material. Thank you for your interest.

INTEGRATION

The material in this supplement is designed for easy integration into your existing rulebook. Simply cut this booklet apart at the center, hole punch it and insert it in your rulebook. The rules are numbered in a unique manner so that new 'official' material, added at a later date, will not contrast with the rule numbers presented here, and so that our products can be easily differentiated from those of TFG. Example: (XR-1) should be inserted at the end of the X section (Improved Technology section) of your rulebook. Alternatively, 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-2 & KREBIZ-4

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

All of the ships described in the (RH-1) section of this product do not have SSDs enclosed in this product. Each ship description tells you where the accompanying SSD is printed.

PHOTOCOPIES

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

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DESIGN CREDITS

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

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

Claw Cruiser: John Rigley Sr.

HC-2 & HC-3 Campaigns: John E. Kasper.

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

Proofing & Content Editing: John M. Hammer.

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

And most of all, thanks to you, the players.

C. Henry Schulte

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

ERRATA TO KREBIZ-1 & KREBIZ-2

The first two Krebiz products contained several minor errors. The following lists those errors. This list does not contain grammatical errors. NOTE: There are no rule changes contained in this list of errata.

KREBIZ-1

Rules Index pg. 2: HC-2 Krebiz Campaign Game is located in Krebiz-3. While this was not an error when we printed Krebiz-1, it is now incorrect since the campaign game was moved to Krebiz-3.

(DW-1.31) FIRING: Just to be perfectly clear: SABOTs do not get to fire 4 volleys per torpedo tube. Each tube gets only one shot (which may be sequentially fired in a volley with the single shots from other torpedo tubes on the same ship or unit).

(RH-1.26) C-TT: The troop transport capsule has 14 BPs, +2 Commandos, +2 HWS,..... This is correct on the SSD for the C-TT and the SSDs for the TT and TTL.

KREBIZ SHIP NAMES pg. 15: The reference to the Y180 Order of Battle at the very bottom of the left hand column should be (HC-1.5) not (HC-1.14).

SSD C-DN pg. 25: The dreadnought capsule does not have a probe launcher & therefore no probe track should be present.

SSD DDL pg. 44: On the clipper light destroyer SSD the #4 shield should have a 10 not an 11 since it only has 10 boxes on the #4 shield.

KREBIZ FLEET DATA TABLE:

The CH (Hospital Cruiser) was renamed the HS (Hospital Ship) but was not changed on this table. Additionally the BPV of the HS (CH on the table) is 90 not 105.

The CHL (Light Hospital Cruiser) was renamed the HSL (Light Hospital Ship) but was not changed on this table.

These are correct in the ship descriptions and on the SSDs for these units.

KREBIZ-2

(RH-1.154) CARRIER: The Krebiz did not capture Z-Y fighters until Y178 (not Y168) and did not (historically) built the C-CV until Y179 (not Y169). The Krebiz could have built a C-CV as early as Y169 if (and only if) they capture or purchase fighters from another player in a campaign game. Last Paragraph: ...can launch two fighters every other impulse.

(RH-1.164) MEDIUM CARRIER: The Krebiz did not capture Z-Y fighters until Y178 and did not (historically) built the C-CV until Y179. Other data as (RH-1.54) above.

(RH-1.172) LIGHT CARRIER: This should be CVL-P not CVL-C. The SSD for this unit is correct.

(RH-1.182) LIGHT CARRIER: This should be CVL-C not CVL-P. The SSD for this unit is correct.

(HC-1.2): There are two (HC-1.2)s. The first is correct, the second should be (HC-1.3) KREBIZ F&E FACTORS. The note at the bottom of page 18 left side should also read (HC-1.3) not (HC-1.2).

SSDs C-DN: Both SSDs for the C-DN with auxiliary packs (pages 23 & 24) have probe tracks when the C-DN does not have a probe launcher. The tracks should be deleted or ignored.

Obviously, these are extremely minor errors, but it would have been nice to not have had them find their way into these products. Very Sorry.

IMPROVED TECHNOLOGY SHIP & UNIT DESCRIPTIONS

Insert pages 3-4 of this book behind page 10 of Krezib-2 after rule (RH-1.207).

KREBIZ X-1 BASES:

(RH-1.208) IMPROVED BATTLESTATION (BSX)

The local Krezib never developed improved technology, therefore, this unit is conjectural for them. However, the Krezib Capitalist Alliance did construct X-Ships and X-Bases. This base has the standard X-1 improvements. When the positional stabilizers are functioning the Improved SABOTs function as Heavy Improved SABOTs. See the SSD for the X-1 Heavy SABOT Combat Table. The SSD for this unit is in Krezib-4.

(RH-1.209) IMPROVED STARBASE (SBX)

This unit is conjectural for the local Krezib. However, the Krezib Capitalist Alliance did construct X-1 starbases. This base has the standard X-1 improvements. When the positional stabilizers are functioning the Improved SABOTs function as Heavy Improved SABOTs.

The SSD for the Krezib X-1 improved starbase is in Krezib-4. It is multipurpose in that it may function as a standard starbase by ignoring the shaded boxes. The local Krezib did not build standard starbases either.

(RH-1.210) IMPROVED FRD (FRDX)

The local Krezib never developed improved technology, therefore, the improved FRD is conjectural for them. When the positional stabilizers are functioning the Improved SABOTs function as Heavy Improved SABOTs. Improved FRDs can repair either X-1 or standard units. The SSD for this unit is in Krezib-4.

KREBIZ X-1 CRUISERS:

(RH-211) IMPROVED CLAW (CA-X)

The X-1 claw cruiser was the first ship in the Krezib Capitalist Alliance to receive improved technology. In Y181 a claw cruiser undergoing construction was modified to allow the use of newly improved SABOT weapons. Additionally, improvements in armor, batteries and other equipment were incorporated. The X-1 claw also received a limited shield generator (1/2 point of power brings the shields up to full strength).

The SSD for this unit is in Krezib-4, however the SSD for the claw X-1 heavy cruiser in Krezib-3 could be used for this unit by simply ignoring the capsule.

(RH-1.212) IMPROVED MANDIBLE (CL-X)

The X-1 mandible light cruiser appeared in the Krezib Capitalist Alliance several years after the X-1 claw appeared. It could have appeared as early as Y181, but no mandibles were scheduled for construction until Y183. In Y182 a badly damaged mandible cruiser undergoing a refit was modified to allow the use of improved technology. All of the X-1 improvements were incorporated. The X-1 mandible also received a limited shield generator (1/2 point of power brings the shields up to full strength).

The SSD for this unit is in Krezib-4.

(RH-1.213) IMPROVED PINCER (DD-X)

The X-1 pincer cruiser received the improvements of X-1 technology during Y183. The design was extremely successful. It could mount either an X-1 light capsule or X-1 scout capsule. The X-1 pincer also received a limited shield generator (1/2 point of power brings the shields up to full strength).

The SSD for this unit is in Krezib-4, however the SSD for the pincer X-1 light cruiser in Krezib-3 could be used for this unit by simply ignoring the capsule.

(RH-1.214) IMPROVED CLIPPER (FF-X)

The improved clipper benefited greatly from the X-1 Krezib armor. The improved clipper is nimble and remains so with either of the capsules (X-1 light or X-1 scout) it can carry. The X-1 clipper also has the limited shield generator found on other Krezib X-1 cruisers (1/2 point of power brings these shields to full strength). The SSD for this unit is in Krezib-4.

KREBIZ X-1 CAPSULES:

(RH-1.216) IMPROVED BATTLE CAPSULE (C-BX)

The Krezib improved battle capsule can be carried by either the claw or mandible cruiser. Based on the battlecruiser capsule, this unit was redesigned to provide the utmost in functionality and combat potential.

All X-1 capsule usually had a set of capsule packs. These packs are dropped when the capsule affixes to a cruiser and they are stored in the shuttle bay for future use. When needed, they are reattached by the standard docking rules. Each warp pack requires a one point tractor beam (activated on impulse 1) from the cruiser to guide it into position near the capsule, which then activates a linkage mechanism securing the pack in place (on impulse 32), see (RH-1.228) for details. The SSD for this unit is in Krezib-4.

(RH-1.217) IMPROVED COMMAND CAPSULE (C-CX)

The X-1 command capsule was a slightly altered version of the standard command capsule. This unit was intended to provide X-1 fleets with the necessary command facilities for fleet operations. This capsule also had a set of warp packs, see (RH-1.228) for details on warp pack attachment. The SSD for this unit is in Krezib-4.

(RH-1.218) IMPROVED LIGHT CAPSULE (C-LX)

The improved light capsule was designed for mainstream combat/patrol usage on the pincer and clipper cruisers. The Krezib decided that there was little point in improving the large amount of different capsules and settled on this unit to perform all the function needed for the smaller X-1 cruisers. In essence, they deemed there was no need for X-1 destroyer capsules, X-1 frigate capsules, etc. The only exception to this was the need for an X-1 scout capsule. The SSD for this unit is in Krezib-4.

(RH-1.219) IMPROVED SCOUT CAPSULE (C-SX)

The X-1 scout capsule was based on the X-1 light capsule and not on the standard scout capsule. The latter was deemed way too small for the intended missions. The SABOT on the C-LX was replaced with two special sensors. While combinations of this capsule and appropriate cruisers only had two sensors, the Krezib deemed the two SABOTs on the cruisers an advantage. The SSD for this unit is in Krezib-4.

KREBIZ X-1 COMBINATIONS:**(RH-1.220) IMPROVED COMMAND CRUISER (CCX)**

The CCX was the chief command unit for X-1 squadrons. It consisted of the X-1 claw cruiser and X-1 command capsule. The shields on the cruiser and those on the capsule function together as a single shield. For other data see (RH-1.211) & (RH-1.217). The SSD for this unit is in *Krebiz-3*.

(RH-1.221) IMPROVED BATTLECRUISER (BCX)

The improved battlecruiser generally lead X-1 squadrons into battle. The four SABOTs (two on the X-1 claw and two on the X-1 battle capsule) were offensively intimidating. The ship could approach with overloads, start a series on impulse 25 (which would end on impulse 28) and then start another series of fastloads on impulse 1 of the next turn (just five impulses between volleys). For other data see (RH-1.211) & (RH-1.216). The SSD for this unit is in *Krebiz-4*.

(RH-1.222) IMPROVED LIGHT COMMAND CRUISER (CCLX)

This unit is the X-1 mandible carrying an X-1 command capsule. Functionally similar to the CCX, the design was slightly lighter and carried one less ADD rack. For other data see (RH-1.212) & (RH-1.217). The SSD for this unit is in *Krebiz-4*.

(RH-1.223) IMPROVED LIGHT BATTLECRUISER (BCLX)

The X-1 battle capsule affixed to the mandible cruiser formed the X-1 light battlecruiser. Unlike the standard light battlecruiser, this unit does not lose its breakdown bonus(s) due to stress on the mandible arms. This ship has two breakdown bonuses like all *Krebiz X-1* ships. For other data see (RH-1.212) & (RH-1.216). The SSD for the X-1 light battlecruiser is in *Krebiz-4*.

(RH-1.224) IMPROVED LIGHT CRUISER (CLX)

The X-1 pincer cruiser carrying an X-1 light capsule formed this combination. This design made for an excellent X-1 light cruiser. For other data see (RH-1.213) & (RH-1.218). The SSD for this unit is in *Krebiz-3*.

(RH-1.225) IMPROVED DESTROYER (DDX)

The X-1 light capsule affixed to a clipper cruiser was deemed an X-1 destroyer (as opposed to a light light cruiser). The design was less viable than the CLX but the fact that it was nimble helped offset the differences. For other data see (RH-1.214) & (RH-1.218). The SSD for this unit is in *Krebiz-4*.

(RH-1.226) IMPROVED SCOUT CRUISER (SCLX)

The X-1 scout cruiser consisted of the X-1 pincer cruiser and X-1 scout capsule. For other data see (RH-1.213) & (RH-1.219). The SSD for this unit is in *Krebiz-4*.

(RH-1.227) IMPROVED SCOUT (SCX)

The *Krebiz* improved scout consisted of the X-1 clipper cruiser carrying an X-1 scout capsule. For other data see (RH-1.214) & (RH-1.219). The SSD for this unit is in *Krebiz-4*.

(RH-1.228) X-1 CAPSULE PACKS (PKX)

Krebiz X-1 capsules usually had a set of capsule warp packs. These packs consist of 4 warp boxes each (8 for the pair). There are no scout or leader packs for X-1 capsules, nor are there any other variants. The packs cost 20 BPVs per pair and are not included in the base BPV of the capsule or combination unit. The *Krebiz* player is not required to buy or use these packs.

Capsule packs are dropped when the capsule affixes to a cruiser and they are stored in the shuttle bay for future use. They are destroyed along with the last shuttle box. Nothing herein should be construed that C-DN packs could be carried by cruisers; they cannot. C-DN packs were an afterthought, not an intended piece of equipment designed into the overall unit.

Capsule packs cannot be attached to the capsule when it is attached to a cruiser; they use the same hook-ups.

DOCKING: Both the capsule and cruiser must be at speed 0 in the same hex on impulse 1 of the turn in which the warp packs are to be affixed. Each warp pack requires a one point tractor beam (activated on impulse 1) by the cruiser to guide it into position near the capsule, which then activates a linkage mechanism securing the pack in place (on impulse 32). The linkage mechanism requires no power from the capsule or cruiser. The entire turn must be spent at speed zero by both the X-1 cruiser and X-1 capsule.

UNDOCKING: Warp packs can be jettisoned at the end of the movement step of any impulse.

NOTES ON KREBIZ X-1 UNITS:**STANDARD RULES:**

The *Krebiz X-1* units presented in this product (and *Krebiz-4*) have a rules hierarchy. In other words, RH-1 should be referenced first, then XR-1, then the standard X rules and (if the rule in question has not been found) the standard rules in general. This hierarchy should be followed, to prevent players reading things into the rules that are just not there. If the RH-1 section does not explain the situation you are trying to define then check XR-1 and so on. What you are looking for may not be defined (or just may not be an X-1 rule) in the X-1 universe and therefore you must revert to the standard rules, not postulate from the X-1 rules.

X-1 TACTICS:

X-1 SABOTs: The X-1 ships presented in this product provide for some added tactical situations. The standard SABOT series tactics still apply, but a most notable aftereffect becomes crucial to success with X-1 SABOTs: The X-1 SABOT Afterstrike. The X-1 SABOT Afterstrike is the series of fastload X-1 SABOTs that can be fired on the following turn (within a matter of impulses if the previous series was late in the previous turn). This tactic can be beneficial when successfully executed, but can cause some difficulties since it will make you try to close late in the turn with overloads (which cannot be held). Do not let this narrower window for close combat consume your strategy (by letting some overloads go unfired at the end of the turn); you can always arm fastloads as overloads on the following turn if unfired.

X-1 CAPSULE PACKS: The *Krebiz* player could jettison the capsule packs some time before they are in danger of being destroyed by the last shuttle hit. Then, if the cruiser is to be sacrificed, the capsule could enter the hex where the packs are and use them to escape.

(XR-1) KREBIZ IMPROVED TECHNOLOGY (X-1)

What follows is the rules needed for operating Krebiz X-1 improved technology starships. All of the rules in the X section of the rulebook apply to Krebiz X-1 ships except if defined differently below. If a rule is not modified here or in the X section of the rules then it functions normally. The standard rules modified below use their existing Krebiz rule numbers, but are prefixed with an 'XR'. Insert pages 5-6 of this book at the end of the X section of your rulebook.

(XRDW-1.0) IMPROVED SABOTS

All SABOT rules function normally with the following exceptions. NOTE: Improved SABOTs cannot arm or fire non-improved SABOTs.

(XRDW-1.2) FASTLOAD ARMING PROCEDURE

(XRDW-1.21) PROCEDURE: Standard load (not overload) Improved SABOTs can be armed in one turn for 4 points of power. They may also be armed in two turns by the standard arming procedure. Reserve power may be used to complete partial arming at any point in the first turn of arming. If unfired at the end of the turn, improved SABOTs may be held and/or overloaded on the following turn. Once overloaded they cannot be held and are discharged harmlessly at the end of the turn if unfired.

(XRDW-1.3) FIRING PROCEDURE

(XRDW-1.32) X-1 SABOT COMBAT TABLE: Improved SABOTs have an increased damage output over non-improved SABOTs. Additionally, the maximum range was increased to 40 hexes. See the X-1 SABOT Combat Table at the bottom of this page.

(XRDW-1.4) SERIES

It should be noted that Improved SABOTs reach 100% activated target shield damage in only three volleys.

(XRDW-1.44) FOURTH VOLLEY: There are no fourth volleys for Improved SABOTs. All volleys after the third are treated as additional third volleys.

(XRDW-1.5) DAMAGE

(XRDW-1.52) FIRST VOLLEY: Take 33.33% (1/3) of the damage determined above and apply it to the facing shield. This shield is the activated target shield. The remaining 66.67% (2/3s) is divided among the other 5 shields of the target as equally as possible by applying 5 points (1 to each shield) at a time until there are less than 5 points left. These remaining points are applied 1 per shield at the target player's discretion.

(DW-1.53) SECOND VOLLEY: Take 66.67% (2/3s) of the damage determined in (DW-1.51) and apply it to the activated target shield (even if the target has turned and the activated target shield is no longer facing the firing ship). The remaining 33.33% (1/3) is divided among the other 5 shields of the target as equally as possible using the procedure in (XRDW-1.52).

(DW-1.54) THIRD VOLLEY: Take 100% of the damage determined in (DW-1.51) and apply it to the activated target shield (even if the target has turned and the activated target shield is no longer facing the firing ship). No points (0%) are applied to the remaining five shields. Any volleys that followed would be treated as if they were additional third volleys.

(XRDW-1.7) OVERLOADS

There are no changes to the overload procedures described in (DW-1.7), however, note the increased damage on the X-1 SABOT Combat Table. Overloaded Improved SABOTs cannot be armed and fired in one turn.

(XRER-1.0) KREBIZ SPECIAL RULES

(XRER-1.2) IMPROVED KREBIZ ARMOR: The Krebiz armor system was improved using inertial dampeners, power surge directors, anti-lock thrusters, helium gas inflating bags and other similar systems to improve the defensive potential of what was mostly armor plating on earlier ships. It takes two points of damage to destroy one armor box on Krebiz X-1 ships. Krebiz X-Ship SSDs have specially marked armor boxes designed to allow two points of damage to be scored.

Krebiz X-1 armor can be repaired by any of the standard repair rules: One box costs 2 repair points, 1/2 box costs 1 point.

(XRER-1.5) X-1 CAPSULES: X-1 capsules cannot be affixed to non-X cruisers nor can non-X capsules be affixed to X-1 cruisers. The improvements designed into X-1 units could only be achieved by totally redesigning the linkage system.

X-1 SABOT COMBAT TABLE

RANGE	0-1	2-4	5-8	9-15	16-30	31-40
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STD	NA	21	15	9	6	3
DMGE, OVERLOAD	30	27	24	NA	NA	NA
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES						
VOLLEY		1st	2nd	3rd+		
ACTIVATED TARGET SHIELD		33.33%	66.67%	100%		
REMAINING FIVE SHIELDS		66.67%	33.33%	0%		

Insert these campaign rules after page 18 of Krezib-2 in the campaign section of your rulebook.

Rule Numbering Error: Please note that on page 18 of Krezib-2 the Rule for KREBIZ F&E FACTORS is numbered incorrectly as (HC-1.2) when it is in fact (HC-1.3).

(HC-1.4) THE KREBIZ IN F&E

When using the Krezib as a major race (in place of a standard race in F&E or when using the Krezib Capitalist Alliance in an F&E style game on the far side of the galaxy (see Far Side-1)) all standard F&E rules apply, with some modifications. Additionally, the Krezib as a minor race (in F&E hex 1506) use a further restricted set of these rules (see page 9 of Krezib-3).

MAJOR RACE:

(HC-1.4-203) PINNING: Capsules with an attack factor of 3 or more count as a ship for purposes of pinning. Those with an attack factor of 1 or 2 count as 1/2 a ship. Those with an attack factor of 0 cannot be used to pin enemy units.

(HC-1.4-205) REACTION MOVEMENT: The C-DN (and variants) and C-CM use reaction movement as ships do. Capsules with 3 to 5 warp boxes can only react one hex. Those with fewer than 3 warp boxes cannot use reaction movement.

(HC-1.4-206) RETROGRADE MOVEMENT: The C-DN (and variants) and C-CM use retrograde movement as ships do. Capsules with 3 to 5 warp boxes can only retrograde 3 hexes. Those with fewer than 3 warp boxes cannot use retrograde movement.

(HC-1.4-208) OPERATIONAL MOVEMENT: Capsules with 3 to 5 warp boxes move 3 hexes per turn. Those with 1 or 2 warp boxes move 1 hex per turn. Those with no warp boxes cannot move.

(HC-1.4-301) DAMAGE STATUS: A cruiser and its attached capsule are crippled separately, permitting several different damage conditions. These are listed on the chart below as: Undamaged / Capsule Crippled / Cruiser Crippled / Both Crippled.

NOTE 1: This chart includes several corrections of factors listed in Krezib-2.

NOTE 2: ".5P" indicates 3 PFs.

KRAKEN Combinations

BB	18/14/13/9
BBB	16-18(9).5P/13-14(4).5P/11-13(9).5P/8-9(4).5P
BBS	16-18(9)P/13-14(4)P/11-13(9)P/8-9(4)P
BBV	15-18(18)/12-14(9)/10-13(18)/7-9(9)

CLAW/DN-class Capsule Combinations

DN	13-14/9-10/10-11/7
DNB	11-14(9).5P/8-10(4).5P/8-11(9).5P/5-7(4).5P
SCS	11-14(9)P/8-10(4)P/8-11(9)P/5-7(4)P
DNV	10-14(9)P/7-10(4)P/7-11(9)P/4-7(4)P

MANDIBLE/DN-class Capsule Combinations

DNL	13/9/10/6
DNBL	11-12(9).5P/8-9(4).5P/8-9(9).5P/5-6(4).5P
SCSL	11-12(9)P/8-9(4)P/8-9(9)P/5-6(4)P
DNVL	10-12(9)P/7-9(4)P/7-9(9)P/4-6(4)P

CLAW Combinations

SPY	10-11(1)◆/8-8/7-8(1)◆/5-6
BC	10-11/8-8/7-8/5-6
CC	8-9/7-7/5-6/4-5
CA	8-9/6-7/5-6/4-5
CV	8-9(6)/7-7(3)/5-6(6)/4-5(3)
CD	7-11/6-9/4-8/3-6
CT	5-8/5-7/2-5/2-4
CTA	5-8/5-7/3-5/3-4
CTP	8-9/6-7/5-6/4-5
ComCA	6-10/5-8/3-7/3-5
CRH	6-9/5-7/3-6/3-5

MANDIBLE Combinations

SPY-M	10(1)◆/7/7(1)◆/5
BCL	10/7/7/5
CCL	8/7/7/4
NCA	8/6/6/4
CVL	8(6)/6(3)/6(6)/4(3)
CDL	7-10/6-7/4-7/3-5
CT-M	5-7/5-6/2-4/2-3
CTA-M	5-7/5-6/3-5/3-4
CTPL	8-9/6/5/4
ComCL	6-9/5-7/3-6/3-4
CRH-M	6-9/5-6/3-6/3-4

PINCER Combinations

CM	8-7/7-5/6/4-3
CL	8-6/7-4/6-5/4-3
GSC	6-7◆/5/3-6◆/3-3
DDA	6-5/5-4/3-4/3-2
SC	5-4◆/5-3/2-3◆/2
FFB	5/5-4/2-4/2
CTL	5-4/5-3/2-3/2
TT	5/5-4/3-5/3
CRL	5-6/5-4/2-5/2-3
CVL-P	5(3)/5-4(2)/3-5(3)/3-2(2)
CH	5/5-4/3-5/3
MSH	5/5-4/2-4/2
CVE	5-4/5-3/2-3/2

CLIPPER Combinations

CM-C	7/5-4/5-6/3-3
NCL-C	7-6/5-4/5/2-3
GSCL	6◆/5-4/5-4◆/3
DDL	5/4-3/5-3/2
SCF	4◆/4-3/2-3◆/2
FFN	4-5/4-3/2-4/2
CTL-C	4-3/4-2/2/2-1
TTL	4-5/4/2-4/2-3
CRL-C	4-6/4/2-5/2-3
CVL-C	4(3)/4-3(1)/2-4(3)/2(1)
CHL	4-5/4/2-4/2-3
MSL	4/4-3/2-3/2
CVEL	4/4-3/2-3/2

FOREIGN Combinations

DD-P	9-6/7-4/6-5/4-3	DD-W	6-5/5-4/3-4/2-3
FF-P	8-6/6-4/5/3	FF-W	5/4/3-3/2-3

Additional capsules (not listed in Krezib-2).

C-E	0-2/0-1 (Carries up to 3 factors of orphan ftrs, (501.7))
C-B	6-8(9) P/3-4(4)P (Carries 3 "PFs", See (HC-1.4-502))
C-SCS	6-8(9)P/3-4(4)P (Carries 6 "PFs", See (HC-1.4-502))
C-CVA	5-8(18)/2-4(9) (Three squadrons of 6 factors each)

(HC-1.4-302) COMBAT PROCEDURE:

FLAGSHIP: Except for C-DNs (and variants), a capsule cannot be the flagship of a battle force, unless no cruisers are present. In that case, a capsule has an assumed command rating of 3.

ROUNDS: Between rounds of combat, when a new battle force is selected, capsules can be reassigned to different cruisers.

DIRECTED DAMAGE: Directed damage can be directed against a capsule and the cruiser it is attached to as separate targets.

DAMAGE ALLOCATION: Cruisers and capsules are crippled as separate units (see (HC-1.4-301)) but are destroyed as a single unit.

RETREAT: Capsules with no warp engines cannot retreat by themselves.

(HC-1.4-303) COMMAND RATINGS: One capsule for each cruiser (in addition to the one on the cruiser) can be in a battle force without counting against the command limits of the flagship. Capsules above this limit count as 1/2 a ship each. **EXCEPTION:** This rule does not apply to C-DNs and variants. They count as ships and the normal rules apply.

(HC-1.4-305) USE OF CAPTURED SHIPS: The Krebiz sometimes refitted captured ships with SABOTs, ADDS and/or APRs and used them as cruisers.

REFITTING PROCEDURE: Each heavy weapon mount on the captured ship can be replaced with a SABOT. Drone racks can be replaced by ADDs. No other modification may be made. See (HC-3.26) for details on this procedure.

USE OF STANDARD WEAPONS: The Krebiz often kept existing non-damaged weapons and used them as they were.

(HC-1.4-432) PRODUCTION RATES & COSTS:

PRODUCTION RATES: If using the Krebiz as a substitute race, use the production schedule of that race. Substitute an appropriate capsule/cruiser combination for the ships in the OB. In addition, capsules can always be built at normal cost to exactly replace a destroyed capsule. Any other capsules built count as overbuilds. If using the Krebiz as a Far Side race, use the production schedules presented in the Far Side rules.

SHIPYARDS: Two capsules per turn can be built at any major planet. One capsule every other turn can be built at any minor planet.

PRODUCTION COSTS:

CRUISERS: Standard rules apply.

EXCEPTION: The Kraken old dreadnought (DN-O) costs 16 not 10. The DD-O and FF-O are both frigates for purposes of Annex (752.0).

CAPSULE PRODUCTION COSTS:

CAPSULE	COST
C-DN	12
C-CV, C-GS	5
C-BC, C-Com, C-SC, C-CVL	4
C-CTP, C-RH, C-CM, C-CL	3
C-CC, C-CA, C-CD, C-DD, C-RL, C-E	2
C-TT, C-H	1.5
C-CTA, C-CT, C-FF, C-MS, C-DSM	1
C-CTL	0.5
Aux-D, Aux-P (per set)	1

(HC-1.4-433) CONVERSIONS: Moving a capsule from one cruiser to another does not count as a conversion. Only capsules are converted. Each starbase or major planet can make one conversion per turn. Each minor planet can make one conversion every other turn.

CONVERSION COSTS:

POINTS	CONVERSION
3	C-CA to C-BC; C-CL to C-GS; C-DD to C-SC; C-CA to C-CV; C-CT to C-CTP; C-CT to C-RH; C-FF to C-CVL; C-BC to C-SPY.
2 1/2	C-CTL to C-E.
2	C-CC to C-CD; C-CTL to C-TT; C-CTL - C-RL; C-CTL to C-H.
1	C-CA to C-CC; C-CL to C-CM; C-CTL to C-MS; C-CTL to C-DSM.
1/2	C-FF to C-DD; C-CT to C-CTA.

(HC-1.4-433) Cruisers and capsules can be 'swapped' before each battle round. Cruisers can swap (or simply attach) capsules whenever the units involved end a pulse of operational movement in the same hex.

(HC-1.4-436) BATTLESHIPS: The kraken/C-DN combination (including variants) is not a battleship for purposes of this rule. It can be built whenever a DN (or CVA, as appropriate) is called for, however, 2/3s of these builds must be of claw/C-DN or mandible/C-DN versions. One or more extra kraken/C-DN, in addition to those in the OB, can be built using the standard battleship construction rules.

(HC-1.4-502) FAST PATROL SHIPS: The Krebiz "PF" is not really an attrition unit, but is instead a C-BC with warp packs. They cost 5 points each and use normal combat factors, not PF factors. When replacing another race, only half the normal number of "Initial Free PFs" are received.

(HC-1.4-509) TUGS: A kraken, claw or mandible can move 1/2 of a mobile base (C). Any cruiser with a C-CT, C-CTA, C-CTP, or 2 cruisers with C-CTLs can serve as a supply source (D), deliver economic points (H), deliver defense battalions or upgrade PDUs (K). Any cruiser with a C-RH or 2 with C-RLs can serve as a repair ship (E) or repair or upgrade bases (J).

(HC-1.4-754&755) COMMAND RATINGS & SHIP CLASSES:

These classifications are for purposes of determining command ratings (contained in () on the chart below) and for using the Krebiz as a replacement for some other F&E race. They are not for construction cost calculations. See (HC-1.4-432).

CLASS	UNITS
DN(10)	BB, BBB, BBS, BBV, DN, DNB, SCS, DNV, DNL, DNBL, SCSL, DNVL
BCH(10)	SPY, BC, SPY-M, BCL
CC(9)	CC
CA(8)	CA, CT, CTA, CTP, ComCA, CRH, CV, CD, DN-O
CWL(7)	CCL, C-DN
CW,CL(6)	NCL-C, CA-O, CL-O, NCA, CT-M, CTA-M, CTPL, ComCL, CRH-M, CVL, CDL, CM, CM-C, CVL-C, CHL, MSL
DDL(5)	DDA
DD(4)	DDL, CTL, TT, CVL-P, CH, MSH
SC(4)	GSC, GSCL, SC, SCF
FF(3)	FFB, FFN, FF-O, DD-O, CRL, CTL-C, TTL, CRL-C

(HC-1.4-757) CARRIER GROUPS:

(NOTE: Factors for the individual ships can be found in (HC-1.4-301). The factors for the group are the sum of the factors for the individual ships making it up.)

GROUP	CARRIER	ESC-1	ESC-2	ESC-3
4BBB	BBB	CVE	CVE	CVEL
4BBS	BBS	CVE	CVE	CVEL
4BBV	BBV	CVE	CVE	CVEL
4DNB	DNB	CVE	CVEL	CVEL
4SCS	SCS	CVE	CVEL	CVEL
4DNV	DNV	CVE	CVEL	CVEL
4DNBL	DNBL	CVE	CVEL	CVEL
4SCSL	SCSL	CVE	CVEL	CVEL
4DNVL	DNVL	CVE	CVEL	CVEL
3CV	CV	CVE	CVEL	
3CVL	CVL	CVE	CVEL	
2CVL-P	CVL-P	CVEL		
2CVL-C	CVL-C	CVEL		

MINOR RACE:

The major race modifications apply, with the following additional rules.

(HC-1.4-430) ECONOMIC INCOME:

KREBIZAR = 3; F'KEMA = 1; FILNAA = 1; ALNID ALTA = 1; PROVINCE = 1; TRADE = 3 (TRADE requires the full time use of the 2nd and B&S Squadrons (see (HC-1.4-700)).

(HC-1.4-652) ECONOMIC LEVELS: The economic level of the Krebiz shifted from time to time during the General War, largely dependent on changes in the political climate. They are at the following economic levels during the General War, subject to the enemy ship provisions of (652.25). For this rule, Krebiz territory is F&E hex 1506.

PEACE: F-Y168, S-Y169, Y170, F-Y171, S-Y172, Y173, F-Y174, S-Y175, Y176, F-Y177, S-Y178, Y179

LIMITED WAR: F-Y169, S-Y171, F-Y172, S-Y174, F-Y175, S-Y177, F-Y178, Y180

WAR: Y181, Y182, Y183, Y184, Y185

(HC-1.4-507) RESERVE FLEETS: The 1st Squadron is a reserve fleet (See (HC-1.5)).

(HC-1.4-508) PLANETS: The PDUs of the planets of the Krebiz system didn't have fighters until late in the war. See (HC-1.3) for details. With the exception of captured enemy PFs stationed at Krebizar, they had no PFs. The only way for the Krebiz to obtain PFs is through the Scavenger Hunt (see (HC-1.4-700) for details). The increases in planetary defense strength listed in (HC-1.3) are not automatic and must be purchased normally.

(HC-1.4-700) DATA FILES:

FIRST SQUADRON: All cruisers and capsules are in F&E hex 1506 and are a reserve fleet.

SECOND SQUADRON: All capsules are in F&E hex 1506. All cruisers are being used for trade and are not placed on the board. At the Krebiz player's option, the cruisers could be placed on hex 1506, and the income reduced by 1 1/2 points.

THIRD SQUADRON: The 3rd squadron was involved in the searching for derelict ships (Operation Scavenger Hunt). This hunt took place in the area including and bounded by hexes 1106, 1504, 1906, and 1508. The cruisers and capsules taking part in the hunt are not placed on the board. Capsules in excess of one per cruiser may be stationed in hex 1506. The ships taking part in the hunt are not placed on the board unless they encounter an enemy unit. On any turn that an enemy unit or fleet passes through this area, roll 2 dice. On a roll of 2, they encounter a portion of the 3rd Squadron. Determine the number of ships by rolling one die (1-3 = 1 ship; 4,5 = 2 ships; 6 = 3 ships) and randomly select the actual ships and the hex of the encounter.

OPERATION SCAVENGER HUNT:

- 1) Keep a separate list of all ships, fighters, and PFs (one list for each) destroyed in the area bounded by hexes 1106, 1504, 1906, and 1508.
- 2) Once per year, in Spring, at the beginning of the ECONOMICS step, the Krebiz player may, at his option, roll two dice and consult the following chart.

DIE	RESULT
2	1 Randomly selected cruiser & capsule destroyed
3	1 Randomly selected cruiser destroyed
4	1 Randomly selected capsule destroyed
5	1 Randomly selected capsule destroyed
6	Find 1 ship & 1 PF
7	Find 1 ship & 1 fighter factor
8	Find 1 PF
9	Find 1 PF & 1 fighter factor
10	1 Randomly selected capsule destroyed
11	1 Randomly selected cruiser destroyed
12	1 Randomly selected cruiser & capsule destroyed

The "found" units are selected randomly from those noted in Step 1. If none of the indicated type are available, nothing is found. PFs found require 1/2 an economic point for repair. Fighter factors found require 1/4 of an economic point for repair. Ships are repaired using (HC-1.4-305), above.

BASE & SUPPLY SQUADRON: All cruisers (except for two clippers) and all transport capsules are being used for trade and are not placed on the board. At the Krebiz player's option, they could be placed on hex 1506, and the income of the player reduced by 1 1/2 points.

INITIAL SQUADRON COMPOSITION & CONSTRUCTION: See (HC-1.5). Use the initial setup in (HC-1.51). The rest of the units listed in (HC-1.53) can be added in any order the Krebiz player prefers, subject to the Year in Service of a unit (Fleet Data Table), and the list of Y180 forces in (HC-1.52).

(HC-1.5) KREBIZ DEFENSE FLEET

(HC-1.51) KREBIZ FORCES (Y169):

HOME SQUADRON – CRUISERS (Based at Krebizar): CA-O; 3x CL-O; 3x DD-O; 2x FF-O. **CAPSULES:** 2xC-CC; C-CA; C-ComC; C-CL; C-SC; 2x C-DD; C-FF (An additional CA-O and a C-CD are on detached duty).

2nd SQUADRON --- CRUISERS (Based at F'Kema): CA-O; 2x CL-O; 2x DD-O; 4x FF-O. **CAPSULES:** C-CC; C-CA; C-CL; C-SC; 2x C-DD; C-FF; C-TT.

3rd SQUADRON – CRUISERS (Based at Filnaa): CA-O; 2x CL-O; 2x DD-O; 4x FF-O. **CAPSULES:** C-CC; C-CA; C-CL; C-SC; 2x C-DD; C-FF; C-TT.

4th SQUADRON -- (On paper only. No ships. Based at Alnid-Alta.)

5th SQUADRON -- (Cruisers & Capsules kept at Krebizar) **CRUISERS:** CA-O. **CAPSULES:** C-CC (converted to C-CV in Y179). **BASES:** FGB-S (Krebizar). **FIGHTERS** (Y178 & after): 14x KLI Z-Y; 1x HYD St-1*.

BASE & SUPPLY SQUADRON – CRUISERS: At Alnid-Alta, DD-O; 2xFF-O. At Sarm, 2xFF-O. At Krebizar, CL-O; 2xDD-O; FF-O. At Kral, DD-O; FF-O. At Krif, FF-O. At Kpaka, FF-O. **CAPSULES:** At Alnid-Alta, C-DD; 2x C-FF; 3x C-CTL. At Filnaa, C-DSM. At F'Kema, C-DSM. At Sarm, 2x C-FF; 2x C-CTL. At Krebizar, C-CA; 4x C-CTA; 4x C-CT; 2x C-RH; 2x C-RL; C-DSM, C-H. At Kral, 2x C-FF; 2x C-CTL. At Krif, 2x C-CTL. At Kpaka, C-FF; C-CTL. **BASES:** At Alnid-Alta, SAMS; GBS; 4x GMS. At F'Kema, BS; DEFSATS (1 set); 2x GBS; GBCF. At Filnaa, BS; DEFSATS (1 set); 2x GBS; GBCF. At Sarm, SAMS. At Krebizar, BATS; SAMS; DEFSATS (1 set); 3x GBS; 2x GBCF; FRD. At Kral, SAMS; GBS. At Krif, SAMS; GBS. At Kpaka-wtu, SAMS.

(HC-1.52) ADDITIONAL KREBIZ FORCES (Y180):

Added to the Y169 forces as of Y180:

HOME SQUADRON -- CAPSULES: C-DN; 2xC-BC; C-CA; C-CM; C-CL; C-GS.

2nd SQUADRON -- CAPSULES: C-DN; 2xC-BC; C-CC; C-CA; C-CM; C-GS; C-CL.

3rd SQUADRON -- CRUISERS: KZI DD*; KLI E4J*; (DD-O, FF-O destroyed). CAPSULES: (C-FF destroyed); 2x C-BC; C-CL; C-CC; C-CA; C-DD.

4th SQUADRON -- CRUISERS: LYR SJT*; FED CAR*. CAPSULES: C-CL; C-CC.

5th SQUADRON -- CRUISERS: DD-O. CAPSULES: C-CVL. BASES: FGS-S (F'Kema); 2x HBM on SAMS (Krebizar); GPC (Krebizar). FIGHTERS: FED F-4*; KLI Z-2*; 2x KZI SAS*; HYD St-2*; FED A-20*; 6x FED F-18*; ROM G-F*; 13x Krill-S; 7x Krill-F. PFs: LYR BOB-A*; KLI G1*.

BASE & SUPPLY SQUADRON -- CRUISERS: At Alnid-Alta, (FF-O Transferred). At Krebizar, (DD-O Transferred). CAPSULES: At Alnid-Alta, C-BC. At Sarm, C-CM. At Krebizar, 4x C-CT converted to 4x C-CTA; C-BC; C-CC. At Krif, C-DD. BASES: At Alnid-Alta, GPS; GMG. At F'Kema, SAMS; GBS; GPS. At Filnaa, SAMS; GBS; GPS; GWS. At Sarm, GBS; GWS. At Krebizar, SAMS; 3x GBS; 3x GPS; C-MS; 2x GMG. At Kral, GWS. At Krif, GWS. At Kpaka-wtu, GWS. In asteroid belt 7, GWS.

(HC-1.53) APPROXIMATE KREBIZ FORCES (Y185)

Detailed records from this period didn't survive the final Klingon assault.

HEADQUARTERS (FIRST) SQUADRON -- CRUISERS: 2x CA-O; 3x CL-O; 3x DD-O. CAPSULES: C-DN; 2x BC; 2x C-CC; 2x C-CA; C-ComC; C-CD; 2x C-CL; C-SC; C-DD; C-GS; 2x C-CM. CAPSULE PACKS: 2x AUX-D; 2x AUX-P.

SECOND SQUADRON -- CRUISERS: CA-O; 2x CL-O; 2x DD-O; 3x FF-O. CAPSULES: C-DN; 2x C-BC; 2x C-CC; C-CA; 3x C-CL; C-SC; 2x C-DD; C-TT; C-GS; 2x C-CM.

THIRD SQUADRON -- CRUISERS: CA-O; CL-O; DD-O; KZI DD*; KLI E4J*; FF-O. CAPSULES: 2x C-BC; C-CC; 2x C-CA; C-CL; C-SC; 2x C-DD; C-CM; 2x C-FF; C-TT.

FOURTH SQUADRON -- CRUISERS: FED CAR*; LYR SJT*; LYR DW*; 2x FF-O. CAPSULES: C-CC; C-CA; C-CM; 2x C-CL; 3x C-DD; C-FF.

FIFTH SQUADRON -- BASES: GPC (Krebizar); 5x FGB-S (Alnid Alta, F'Kema, Filnaa, 2x Krebizar); 2x HBM on BATS (uses Krill fighters). CRUISERS: CA-O; DD-O. CAPSULES: C-CV (uses Z-Y fighters); C-CVL (uses Krill fighters). FIGHTERS: HYD St-1*, St-2*; FED F-4*, A-20*, 6x F-18*; KLI Z-2*, Z-V*, 14x Z-Y, Z-Y*; KZI 2x SAS*; ROM G-F*; KRB 27x Krill-S; 13x Krill-F. PFs: LYR BOB-A*, BOB-D*, FI-CON*; KLI G1*, G1-D*; KZI MRN-A*; GRN PTER-D*.

BASE & SUPPLY SQUADRON -- CRUISERS: At Alnid-Alta, DD-O; 2x FF-O. At Sarm, 2x FF-O. At Krebizar, CL-O; 2x DD-O; FF-O. At Kral, GRN HMS*; FF-O. At Krif, FF-O. At Kpaka, FF-O. CAPSULES: At Alnid-Alta, C-DD; 2x C-FF; 3x C-CTL. At F'Kema, C-CM; C-MS; C-DSM. At Filnaa, C-DSM. At Sarm, 2x C-FF; 2x C-CTL. At Krebizar, C-CA; 2x C-CTP; 8x C-CTA; C-MS; 3x C-RH; 2x C-RL; C-DSM, C-H. At Kral, C-MS; 2x C-FF; 2x C-CTL. At Krif, C-DD; 2x C-CTL. At Kpaka, C-FF; C-CTL. BASES: At Alnid-Alta, SAMS; GBS; 4x GMS; GPS; GMG; GWS. At F'Kema, BS; DEFSATS (1 set); 2x SAMS; 3x GBS; GBCF; 2x GPS; GWS. At Filnaa, BS; DEFSATS (1 set); 2x SAMS; 3x GBS; GBCF; 2x GPS; GWS. At Sarm, SAMS; GBS; GWS. At Krebizar, BATS; 2x SAMS (one with 2x HBM); DEFSATS (1 set); 6x GBS; 2x GBCF; FRD; 3x GPS; 3x GMG;

GWS. At Kral, SAMS; GBS; GWS. At Krif, SAMS; GBS; GWS. At Kpaka-wtu, SAMS; GWS. In asteroid belt 7, 3x GWS.

NOTE 1: Units marked with a "*" were found during the Scavenger Hunt (HC-3.0).

NOTE 2: Historically, the SAMS had 1 power module and 1 repair module.

(HC-1.6) CAMPAIGN NOTES:

The OB for Y185 in (HC-1.5) is the historical one. If you are playing the full campaign your OB may be different. The 'Dirty Pinch' should only be included in the Home Squadron if it survives Running the Gauntlet (HS-3.0). Similarly, the Y185 OB should include the results of (HS-17.0) through (HS-20.0), if played. The 4th Squadron should be made up of derelicts found during the Scavenger Hunt, together with some smaller ships (transferred from the other squadrons) to bring it up to full strength. Some ships from the 4th Squadron could be used to replace 3rd squadron ships lost during the Scavenger hunt. If no fighters were found then the 5th Squadron will consist only of: CA-O; DD-O; C-CV; C-CVL; 14x KLI Z-Y; 27x Krill-S; 13x Krill-F; 2x HBM; 4x FGB-S. If no PFs are found there will be no GPC.

(HC-1.7) HISTORICAL NON-KREBIZ SHIP CONVERSIONS (FOUND DURING THE SCAVENGER HUNT):

FED CAR with 1 PHOT and 3 SABOTs. DRN replaced with ADD. GRN HMS with 2 SABOTs replacing the 2 PL-Fs.

KLI E4J with the 2 Disruptors replaced with 2 SABOTs. DRN replaced with ADD.

KZI DD with 1 Disruptor (A), 1 SABOT (B), 1 DRN (2) and 3 ADD (1, 3 & 4).

LYR DD with 2 SABOTs (A&B), 1 Disruptor (C). ESG replaced with APR.

LYR SJT with ESG(1) replaced by APR; ESG(2) still in place.

FIGHTERS & PFs are all standard types with no modifications.

The spare parts for fighter & PF repairs were purchased from pirates.

When playing the Krebiz as a minor race, damaged non-Krebiz weapons and ship systems cannot be repaired, they can only be replaced using (HC-1.4-305). When playing the Krebiz as a major race they can be repaired by the standard rules.



(HC-2.0) THE WAR OF ANNIHILATION

(Y165-185) by John E. Kasper, PA.

In Y185-6, the Klingons invaded the Krebiz system and enslaved it in a series of battles that the Krebiz called The War of Annihilation and which the Klingons called The Krebiz Police Action. This campaign chronicles the events of that war, plus some additional incidents leading up to it.

In Y165, the Krebiz sent their finest ambassador, Treaty Father, on the *'Dirty Pinch'* to the Federation to discuss Krebiz entry into the Federation. He was rebuffed. Klingon spies found out about the trip. This inspired great anger in the Klingon High Council, and they set about to make the *'Dirty Pinch's'* return fatal. See (HS-3) Running the Gauntlet.

The Krebiz knew that it was just a matter of time until the Klingons invaded, so they set out to build up their fleet any way they could. Since they had no facilities to build new hulls, they decided to refit whatever derelicts they could find. The 3rd Squadron hunted through the no-mans-land of the General War for abandoned units chronicled by (HC-3) Scavenger Hunt.

Y181 was very exciting. The Krebiz nearly got a battleship when they found the wreck of the DN-O *'Kraken'*, but it was destroyed before it could be used, see (HS-18) The Long Journey Home. Also, the Krebiz nearly lost the secret of the SABOT to the Klingons in (HS-19) The Claw of Alcisha.

The first signs of the impending war came when the Klingons started to destroy outlying Krebiz commercial facilities. See (HS-20) Closing Up Shop.

The actual invasion took place in three waves (Aug Y185, Feb Y186, Oct Y186). The first wave was almost laughable. The Klingons expected little or no resistance and attacked with a token force. It was badly defeated. The second wave was somewhat better planned, but still underestimated the Krebiz determination to go out fighting. It too was defeated. These failures attracted the attention of Klingons in high places. They made sure that the third invasion fleet was large enough to do the job completely.

(HC-2.1) BACKGROUND:

This is a historical campaign for two players or teams of players. Unless some sort of miracle occurs, the Krebiz will eventually fall, however, the Krebiz player can win the game even if the Krebiz themselves are wiped out. Players who cannot take pleasure in dying gloriously should not play the Krebiz side. In addition to HC-2, the full campaign includes:

(HS-3) Running the Gauntlet (HS-20) Closing Up Shop
(HS-18) The Long Journey Home (HC-3) Scavenger Hunt
(HS-19) The Claw of Alcisha

By mutual consent, players can delete any of these scenarios. Rules for simulating their effects are included in (HC-2.6).

(HC-2.2) ORDERS OF BATTLE:

(HC-2.21) KLINGON ORDER OF BATTLE:

FIRST WAVE:

HEADQUARTERS SQUADRON: C7 (G1,G1P); D6V (AF5, E4A, 5x Z-YC, 5x Z-PC); MD5; D5W; D5D; D5; F6; 2x F5W.

2nd SQUADRON: D7V (AD5, AF5, 12x Z-YC); F5M; F5L; 2x F5.

3rd SQUADRON: D7D; F5V (AF5, 8x Z-Y); D6; F5S; 3x E4.

4th SQUADRON: D7; D6P (G1L,G1S,G1K,3xG1); D6D; D5J; D6; TGA; D5H.

AVAILABLE PODS: 5x CARGO, 1x POWER BOOST, 1x BATTLE, 1x CARRIER (5xZ-Y), 2x REPAIR.

SECOND WAVE:

HEADQUARTERS SQUADRON: C8; D6D; 2x D6; D6P (G1DL,G1S,G1G, 3xG1); D5P (G1L,G1S,G1K,G1D,2xG1); F5U; 2x F5W; F5S; TGA.

2nd SQUADRON: D7V (AD5, AF5, 12x Z-YC); MD5; F5M; 3x E4.

3rd SQUADRON: DX (2x PF); 2x FX; D5V (AD5, AF5, 12xZ-YC); F5L; 2x F5D.

4th SQUADRON: D7; F5V (AF5, 8x Z-Y); D5L; 2x D5; D6J;D5H.

AVAILABLE PODS: 5x CARGO, 1x POWER BOOST, 1x TROOP TRANSPORT; 3x REPAIR, 1x DRONE.

THIRD WAVE:

COMMAND SQUADRON: B10V (AD5, 2x AF5, 12x Z-YC, 6x Z-DC); D7A; D5P (G1BL,G1S,4x G1); MD5; D5A; D6S; TGA.

HEADQUARTERS SQUADRON: C8S (AD5, 2x AF5, 12x Z-YB, G1L, G1S,G1F,3xG1); D6D; MD5; D5W; 2x D5; D5S; D6M.

3rd SQUADRON: C7 (2x G1); 2x D7; D5L; 2x D5; F6; 2xF5W; F5S.

4th SQUADRON: D7C (2x G1); D5V (AD5, AF5, 12x Z-YC); D6; F5U; 2x F5W.

5th SQUADRON: D7C (G1, G1K); D5P (G1L,G1S,2xG1D,2xG1); D5D; D5M; F5L; 2x F5.

6th SQUADRON: D7C (2x G1); D5V (AD5, AF5, 12x Z-YC); F5L; 2x F5; TGB.

7th SQUADRON: D7D; F5V (AF5, 8x Z-Y); F5L; 2x F5; TGA.

8th SQUADRON: D7; D6P(G1L,G1S,G1M,3x G1); D5M;3x E4;D5H.

9th SQUADRON: D7; 2x D6D; 2x D6; 2x RKL; F5M.

10th SQUADRON: D5W; D6V (AF5, E4A, 10x Z-Y); F5J; 2x E5.

LYRAN SQUADRON: BCH (BOB-L,-S,2x-P,2x-A), CA (4x BOB-A), DD (2x BOB-P), FF (2x BOB-A)

AVAILABLE PODS: 15x CARGO, 2x POWER BOOST, 2x TROOP TRANS, 2x BATTLE, 2x CARRIER(5x Z-Y,5x Z-D), 2x PFT (2xG1L,2xG1S,G1D,G1P,6xG1), 2x CVA (12x Y-Z,12x Y-ZC), 9x REPAIR, 3x DRONE.

(HC-2.22) KLINGON NOTES:

All eligible Lyran ships have +, P, UIM, and power-pack refits.

All eligible Klingon ships have the B, K, UIM, and Drone refits.

All drones are speed 32. All ships, except the D-6Ds, have Type I or IV drones, which may be upgraded. The D-6Ds are loaded with Type III drones, which may be upgraded to Type III-XX. Special drones can be used up to historical limits.

D6Ds may participate in a scenario without being on the map. The Klingon player specifies how far away they are, up to the maximum range of the drones used. On an impulse in the first turn designated by the Klingon player, a wave of up to one drone from each drone rack from the D6D will enter the board on a ballistic course ("Tame Boar" or "Wild Boar" targeting, as appropriate) aimed at a hex selected before the Krebiz player deploys his ships. All drones from a specific D6D must be launched from the same point in space, but could enter the board from different edges under "Wild Boar" targeting. Additional waves of drones will arrive in the same impulse of all following turns, with appropriate pauses to reload the drone racks, until either 1) a number of turns equal to the (distance to the D6Ds/32) after the Klingon player orders a stop (some drones are already on the way) or, 2) a preprogrammed fire order is completed or, 3) the D6D runs out of drones. Krebiz ships may be sent after the D6D. The designated ships leave the board in the direction the drones

are coming from. After a number of turns sufficient for the ships to reach the D6Ds have elapsed, set up a second SFB map for that battle. The two battles should be run in a synchronized fashion.

In the Aln satellite system, D6Ds can launch drones from one Combat Zone to another. Use the travel times and directions established in (HC-2.4221). In Asteroid Belt 7, a drone could theoretically travel from the DEW station combat zone to another, just like a ship, but would probably be destroyed by asteroids. During the first invasion wave, a Type III-XX could be fired from Alnid-Alta to F'Kema (or vice-versa), but it would arrive at the target combat zone 99.5 turns after launch with only 16 impulses of endurance left. See (HC-2.42).

The B10V is still under construction and is treating this trip as a test flight. All of the weapons are completed, but many of the non-essential facilities are unfinished. To simulate this, mark 50% of the hull boxes in each hull grouping on the B-10V as destroyed. These hull boxes cannot be repaired.

Carriers and PFTs have standard fighter/PF supplies of drones and spare WBP.

(HC-2.23) KREBIZ O. B.: See (HC-1.53).

(HC-2.24) KREBIZ NOTES: All Krebiz ships have all refits. If all Krebiz bases and claw/mandible class cruisers are destroyed, any remaining pincer/clipper class ships can disengage with no BPV penalty.

(HC-2.25) NOTES RELATING TO ALL SHIPS:

All fighters, shuttles, and PFs have warp packs.

All units can have commander's options (S3.21) items costing up to 20% of the unit's BPV.

(HC-2.3) SHIP REPAIR AND REFITTING:

(HC-2.31) KLINGON: The Klingons can completely repair any damaged or crippled ships between invasion waves. Any lost PFs and fighters can be replaced. All expended ammunition (drones, ADD, probes) can be replaced.

(HC-2.311) In order to perform the above repairs ships must be returned to a base. If a ship is unable to disengage by acceleration or be towed by a tug (no pods) it is considered abandoned and captured or self destroyed (Klingon chooses).

(HC-2.32) KREBIZ: Due to their smaller resource base, the Krebiz are limited in what they can repair. The limiting factor is not the repair facilities, but the availability of parts. CDR & EDR can be performed outside these rules once after each wave.

(HC-2.321) SHIPS: The Krebiz can repair or refit existing damaged or crippled ships. They cannot build new ones. The Krebiz economy produces 2 ship repair points per year prior to Y185, and 4 points in each peaceful period between invasion waves. These points may be saved. Repairing a damaged or crippled ship requires expenditure of these points, according to the chart below. Note: Captured enemy ships cost twice as much to repair. Damaged, non-crippled, units are repaired between waves up to the limit of available repair points.

SHIP CLASS	FF	DD	CL	CA	DN
DAMAGED	0.5	0.75	1	1.25	2
CRIPPLED	1	1.5	2	2.5	4

(HC-2.3211) If (HC-3) is being played as part of (HC-2), ships captured and rebuilt are repaired using this procedure.

(HC-2.3212) If the mining facilities on Alnid-Alta have been destroyed, only 1.5 ship repair points per year are produced.

(HC-2.3213) At least one of the following must exist for repairs to occur: FRD, BATS, BS, C-RH, C-RL, SAMS.

(HC-2.322) CAPSULES: The Krebiz can repair existing damaged capsules. They can also build new ones. The Krebiz economy produces 10 capsule repair points per year prior to Y185, and 12 points in each peaceful period between invasion waves. These points may be saved. Repairing a damaged capsule or building a new one requires expenditure of these points, according to the chart below.

BUILD	REPAIR	CAPSULE TYPE
1	0.5	C-DD, C-FF, C-CTL
2	1	C-CL, C-SC, C-CTA, C-CT, C-TT, C-RL,
2	1	C-MS, C-CVL, C-H, C-DSM
3	1.5	C-CA, C-CM, C-GS, C-CTP, C-Com, C-RH
5	2.5	C-BC, C-CC, C-CV, C-CD
10	5	C-DN

(HC-2.3221) If the mining facilities on Alnid-Alta have been destroyed, only 7 capsule repair points per year are produced.

(HC-2.3222) At least one of the following must exist for repairs to occur: FRD, BATS, BS, C-RH, C-RL, SAMS, GBCF, GPC. Those underlined are required for new construction.

(HC-2.323) BASES: The Krebiz can repair existing bases and build replacement small bases. The Krebiz economy produces 3 base repair points per year prior to Y185, and 4 points in each peaceful period between invasion waves. These points may be saved. Repairing a damaged base or building a new one requires expenditure of these points, according to the chart below. Units within [] can be repaired, but no new ones can be built.

BUILD	REPAIR	BASE TYPE
0.5	0.25	DEF SAT A or B
1	0.5	GBS, GBCF, FGB-S, GPS, GWS, GMG, GMS, HBM, BASE MODULES, DEF SAT-C
2	1.0	SAMS, [BS POD]
3	1.5	GPC, [BATS POD, BS CORE]
4	2.0	[BATS CORE], BLM (core pods only)

(HC-2.3231) If the mining facilities on Alnid-Alta have been destroyed, only 3 base repair points per year are produced.

(HC-2.3232) At least one of the following must exist for repairs to occur (or .5 or 1 point new construction): FRD, BATS, BS, C-RH, C-RL, SAMS, GBCF, GPC. Those underlined are required for new construction over 1 point.

(HC-2.324) Ship repair points, capsule repair points, and base repair points are completely separate items. They cannot be traded for each other.

(HC-2.325) The cost of repairing a captured PF is 20% of the cost for a FF. The cost of repairing a captured fighter is 10% of the cost for a FF.

(HC-2.326) CRIPPLED SHIP REPAIR TIMES: Repairs of crippled units always took place at the FRD at Krebizar. The FRD is only required for crippled units. Capsules and cruisers with less damage are (immediately) repaired at other facilities (as the repair points become available), as are captured PFs and fighters. Repair times in months for crippled units are:

UNIT TYPE	FF	DD	CL	CA
KREBIZ UNIT	6	9	12	16
FOREIGN UNIT	12	18	24	32

(HC-2.4) COMBAT ZONES

(HC-2.41) COMBAT ZONES: All combat during the actual invasions takes place in one or more combat zones. Some combat zones are located around fixed facilities. Others (the optional ones) are used only by the mutual consent of both the Klingons and the Krebiz. It is virtually impossible to force a starship capable of movement to engage in combat if it doesn't want to. The combat zones are:

(HC-2.411) Alnid-Alta (Mandatory): Fixed map. Small Moon (P2.23) in 2215. Entire map is a Heat Zone (P10.0). GBS, 4x GMS, GPS, GMG, GWS, FGB-S (HYD ST-1, ST-2; FED F-4; ROM G-F) all on a single, randomly selected hex side of 2215. SAMS six hexes away from 2215, directly above bases. Three large and 12 small explosive mines.

(HC-2.412) F'Kema (Mandatory): Fixed map made up of 2 maps w/ xx30 row of map A adjacent to xx01 row of map B. Class M planet (P2.21) in A-2230. Large asteroids (P3.4) (these are not surrounded by asteroids, they are actually very small moons) 1, 3, and 4 hexes away from F'Kema; select exact hex randomly. GBS, 2x GPS, GBCF, FGB-S (5x FED F-18), GWS all on a single, randomly selected hex side of 2215. GBS on asteroids 3 & 4 hexes from F'Kema, facing directly away from F'Kema. BS five hexes away from 2215, directly above bases. 2x SAMS five hexes away from 2215, 120 degrees clockwise and counter-clockwise from the BS. One standard minefield (M6.0); 3x Def Sat A, 3x Def Sat B in 1 hex orbit; 2x Def Sat A, 2x Def Sat B, 2x Def Sat C in 3 hex orbit.

(HC-2.413) Filnaa (Mandatory): Fixed map made up of 2 maps w/ xx30 row of map A adjacent to xx01 row of map B. Class M Planet (P2.21) in A-2230. Large Asteroids (P3.4) (See (HC-2.412)) 1 and 3 hexes away from Filnaa; Small Moon (P2.23) 10 hexes from Filnaa; select exact hex randomly. 2x GBS, GPS, GBCF, FGB-S (KLI Z-2, Z-V, Z-Y, KZI 2x SAS) all on a single, randomly selected hex side of 2215. GBS, GWS, GPS on small moon, facing directly away from F'Kema. BS six hexes away from 2215, directly above bases. 2x SAMS six hexes away from 2215, 120 degrees clockwise and counter-clockwise from the BS. One standard minefield (M6.0); 3x Def Sat A, 3x Def Sat B in 1 hex orbit; 2x Def Sat A, 2x Def Sat B, 2x Def Sat C in 3 hex orbit.

(HC-2.414) Sarm (Mandatory): Fixed map. Class M Planet (P2.21) in 2215. large asteroid (P3.4) (See (HC-2.412)) 2 hexes away from Sarm; select exact hex randomly. GBS, GWS on a single, randomly selected hex side of 2215. SAMS six hexes away from 2215, directly above bases, 3 large and 12 small explosive mines.

(HC-2.415) Aln: There are five possible combat zones near Aln. Three of them are mandatory, two are only used by mutual consent.

(HC-2.4151) The Rings of Aln (Optional): Floating map. Rows 01xx to 05xx are Aln's atmosphere (HC-1.233). Rows 06xx to 08xx are in a heat zone. Rows 09xx to 32xx contain Aln's ring system (P2.223). The surface of Aln is between rows 05xx and 06xx. The center of Aln is 56 hexes away from the surface along the center spine of the map between directions E & F. Thirteen hexes in direction A, the surface turns in direction F. Thirteen hexes in direction D, the surface turns in direction E. The heat zone and rings are parallel to the surface.

(HC-2.4152) Krebizar (Mandatory): Fixed map made up of 2 maps w/ xx30 row of map A adjacent to xx01 row of map B. Class M planet (P2.21) in A-2230. Large asteroids (P3.4) (See (HC-2.412)) 1 and 2 hexes away from the planet; select exact hex randomly. GBS on each hex side of the planet. GPS on 3 non-adjacent hex sides. GPC (7x Krill-S, 5x Krill-F, 6x captured PFs), 3x GMG all on a single, randomly selected hex side containing a GPS; the other hex sides w/ GPSs each have one FGB-S (one has 6x Krill-S, the other has 3x Krill-S, Fed F-18, A-20). BATS (w/ 1x captured PF) and FRD four hexes away from 2215, directly above GPC. SAMS four hexes away from planet, directly above the FGB-S. One of the SAMS has 2x HBM (11x Krill-S, 1x Krill-F). Three standard minefields (M6.0). 3x Def Sat A, 3x Def Sat B in 1 hex orbit. 2x Def Sat A, 2x Def Sat B, 2x Def Sat C in 3 hex orbit.

(HC-2.4153) Kral (Mandatory): Fixed map. Class M Planet (P2.21) in 2215. GBS, GWS on a single, randomly selected hex side of 2215. SAMS five hexes away from 2215, directly above bases. 3 large and 12 small explosive mines.

(HC-2.4154) Krif (Mandatory): Fixed map. Small Moon (P2.23) in 2215. GBS, GWS a single, randomly selected hex side of 2215. SAMS two hexes away from 2215, directly above bases. 3 large and 12 small explosive mines.

(HC-2.4155) The Asteroids of Aln (Optional): Floating map. On the starting map, randomly position 2 asteroids in map sections B and E; position 1 asteroid in map sections A, C, D, and F. Any hex within 2 hexes of the selected hexes contains asteroids. The areas to the left of A & D and the right of C & F contain no asteroids. As long as the map floats in directions A or D use this pattern to lay out the asteroids. If it floats in directions E, F, B, or C, keep track of how far the battle has moved from the original 22xx row and set up the asteroids accordingly.

(HC-2.416) Kpaka (Mandatory): Fixed map made up of 2 maps w/ xx30 row of map A adjacent to xx01 row of map B. Four hex diameter gas giant (P2.22) in A-2230. Small moons (P2.23) 4, 15, and 23 hexes from the surface of Kpaka; select exact hex randomly. Large asteroids (P3.4) (See (HC-2.412)) 8, 18, and 26 hexes from the surface of Kpaka; select exact hex randomly. GWS (Distant Early Warning Station I) on moon in 15 hex orbit. SAMS 10 hexes from the surface of Kpaka. 3 large and 12 small explosive mines.

(HC-2.417) Distant Early Warning Stations II, III, IV (Mandatory): These stations are in Asteroid Belt 7.

(HC-2.4171) DEW Stations II and IV: Fixed map. Use asteroid setup from (HC-1.22). One large asteroid (P3.4) with a GWS located somewhere on the board in one of the asteroid hexes (P3.41).

(HC-2.4172) DEW Stations III: Fixed map. Use asteroid setup from (HC-1.22). One large asteroid (P3.4) with a GWS located somewhere on the board in one of the asteroid hexes (P3.41). One Def Sat C within 3 hexes of the GWS.

(HC-2.418) Near Alnid (Optional): Use a floating map. Hex rows 01xx to 11xx are Alnid. See (HC-1.21). Any ship entering row 01xx is automatically destroyed. Hex rows 12xx to 21xx are a double strength heat zone (P10.0). Hex rows 22xx to "62xx" are a heat zone. Hexes beyond "62xx" are open space.

(HC-2.419) Open Space (Optional): Use a floating map.

(HC-2.42) DISTANCES BETWEEN COMBAT ZONES:

All of the combat zones are some distance from one another. In general, that distance is great enough that ships can only move from one combat zone to another by disengaging by acceleration (C7.1) from one zone and moving by high trans-light speeds to another. There are two exceptions to this general rule, where units could move from one zone to another at normal combat speeds:

1) During the first invasion wave, a Type III-XX could be fired from Alnid-Alta to F'Kema, but it would arrive at the target combat zone 99.5 turns after launch with only 16 impulses of endurance left. Any drones targeted in this manner would need to be resolved before the scenario was considered to be over.

2) Units can always move back and forth among the various combat zones making up the Aln satellite system (HC-2.415).

(HC-2.421) GENERAL PROCEDURE: The charts below are used to determine the distance and direction of the various combat zones during each wave. Their use is best explained by example. During the first invasion wave, a ship wishes to move from Kpaka to Alnid-Alta. Consulting chart (HC-2.4211) he finds the notation "20 BIE" in the row and column labeled Kpaka and Alnid-Alta. The number is the distance between the combat zones. The letter or letters to the left of the "\" are associated with the combat zone in the column on the left of the chart and those to the right of the "\" are associated with the combat zone in the row at the top of the chart. The example cited indicates that a ship disengaging by acceleration from the Kpaka combat zone in direction B would arrive at Alnid-Alta from direction E 20 turns later.

If leaving or arriving in some other direction was desirable add one turn to the duration for each 60 degrees that the direction differs from the one listed. In the example above, to leave the Kpaka combat zone in direction D and arrive at the Alnid-Alta combat zone from direction A would require 24 turns of travel.

On these charts, Aln includes all Aln combat zones.

Travel times to and from the DEW Stations include additional time to make up for getting out of the Asteroid belt before going to high warp speeds. If a ship is being pursued when leaving the area of a DEW Station, it must first travel 100 hexes in direction E from the station before disengaging by acceleration. Subtract three from the travel times in this case.

Ships traveling from one combat zone to another can repair themselves using the normal rules (D9.2), (D9.7), and (D14.0), however, the entire invasion wave is treated as a single scenario for repair limitations. Sufficient power can be assumed to exist for (D9.2) and (D14.0).

Ships traveling from one combat zone to another at high warp speeds may continue to arm weapons, shuttles, etc. They must expend an amount of energy per turn for movement equal to that required for 31 speed.

(HC-2.4211) FIRST WAVE

	Alnid-Alta	F'Kema	Filnaa	Sarm	Aln	DEW Stations
Kpaka	20 BIE	20 BIE	20 BIE	23 AID	15 BCIEF	29 ABED
DEW	12 EIB	11 EIB	13 EDVAB	9 EIB	17 EIB	
Aln	5 AID	5 AID	5 BIE	9 AFICD		
Sarm	3 FIC	4 BCIEF	4 CFI			
Filnaa	2 EFIBC	3 FIC				
F'Kema	1 DIA					

(HC-2.4212) SECOND WAVE

	Alnid-Alta	F'Kema	Filnaa	Sarm	Aln	DEW Stations
Kpaka	21 BIE	20 BIE	21 BIE	23 AID	21 BCIEF	29 ABED
DEW	11 EIB	13 EIB	13 EDVAB	13 EIB	17 EIB	
Aln	6 AID	5 ABVED	4 BIE	4 AFICD		
Sarm	3 BCIEF	3 CFI	1 CFI			
Filnaa	2 FIC	1 EIB				
F'Kema	2 AID					

(HC-2.4213) THIRD WAVE

	Alnid-Alta	F'Kema	Filnaa	Sarm	Aln	DEW Stations
Kpaka	20 BIE	20 BIE	19 BIE	23 AID	26 AID	29 ABED
DEW	12 EIB	11 EIB	11 EIB	13 EIB	8 EFIBC	
Aln	6 FIC	6 FIC	7 FIC	5 DIA		
Sarm	3 BCIEF	4 EFIBC	5 EIB			
Filnaa	2 EIB	1 DEVAB				
F'Kema	1 EIB					

(HC-2.422) SPECIAL CASES:

(HC-2.4221) Aln: The combat zones near Aln are very close together and change orientation rapidly depending on the exact timing of the invasion. At the beginning of each invasion wave roll 2 dice for each position on the distance - direction chart below. Divide the result by 2, rounding .5 up and record in the first position like the previous charts. Then roll 1 die for each blank on the chart below to determine direction and fill it in as follows 1 = AID, 2 = BIE, 3 = CFI, 4 = DIA, 5 = EIB, 6 = FIC.

DISTANCE - DIRECTION

	The Asteroids	Krif	Kral	Krebizar
The Rings	___ \	___ \	___ \	___ \
Krebizar	___ \	___ \	___ \	___ \
Kral	___ \	___ \	___ \	
Krif	___ \			

If a ship is traveling from one Aln combat zone to another after disengaging by acceleration, the direction is that shown on the distance-direction chart, the duration is one turn.

If a ship is traveling from one Aln combat zone to another using normal combat speeds, the direction is that shown on the distance-direction chart, and the duration is equal to the number of turns shown on the chart if the ship is traveling at least speed 20. For speed 10 to 19, the number of turns required is twice that on the chart. For speeds under 10, the number of turns required is four times that on the chart.

(HC-2.4222) DEW Stations: The individual DEW stations are one turn away from each other at speeds greater than 20, in a randomly selected direction. For speeds of 10 to 19, travel time is 2 turns; for speeds less than 10, travel time is 4 turns.

(HC-2.5) THE TIMELINE

(HC-2.51) During the three invasion waves of Y185 and Y186, the Klingons attacked many parts of the Krebiz system more or less simultaneously. For SFB usage, these many attacks are essentially a single scenario and ships can move from one to another. The timeline is used to coordinate these movements.

(HC-2.52) For each combat zone, a set of dice is rolled to determine when the combat at that combat zone started in relation to other combat zones. For this purpose treat all combat zones around Aln as a single combat zone. Also treat all of the DEW stations as a single combat zone. For the first invasion wave, roll 6 dice for each combat zone. For the second invasion, roll 3 dice for each combat zone. For the third invasion, roll 2 dice.

(HC-2.53) The number rolled for a given combat zone is the turn on the timeline in which the combat around that combat zone started. EXAMPLE: In the first wave, the die roll for the SARM combat zone was 17 and that for the ALN combat zone was 28 therefore the first turn of combat at ALN starts 11 turns after it started at SARM.

(HC-2.6) PLAYING THE CAMPAIGN

(HC-2.61) PHASE 1: Play (HS-3) Running the Gauntlet. If the *'Dirty Pinch'* survives, it becomes part of the Home Squadron. Players not wishing to actually play this scenario could either include or destroy the *'Dirty Pinch'* to improve game balance among players of different skill or simulate the effects of this scenario by rolling two dice. On a roll of 3,4,5 or 6, the *'Dirty Pinch'* survives. On a roll of 2 it is destroyed, but a Klingon ship of 130 BPV or less was captured. On a roll of 12, the *'Dirty Pinch'* survived and a Klingon ship of 100 BPV or less was captured. Use the procedure in (HC-3.252) (ignore size class determination) to determine the exact ship captured.

(HC-2.62) PHASE 2: Play (HC-3) Scavenger Hunt. Start with the Y169 OB listed in (HC-1.51). Any units found or lost are added to or subtracted from these forces. Units may be transferred from one squadron to another subject to the following conditions: The Home Squadron must be at least 20% larger than either the 2nd or 3rd. The 3rd squadron can be no larger than the 2nd and no smaller than 75% of the size of the 2nd. The Base and Supply Squadron must keep at least one capsule and cruiser at each planet or moon that had one or more at in Y169. The guidelines of (HC-3.4) must also be observed. Repairs of damaged Krebiz or foreign units are limited both by (HC-2.32) and by (HC-3.26).

The capsule and base builds for the Krebiz from Y169 to Y180 are defined. For the period from Y181 to Y185, the Krebiz player may build capsules and bases in whatever combination is desired, subject to (HC-2.322) and (HC-2.323).

Players not wishing to actually play out the Scavenger Hunt should use the historical Y185 OB.

(HC-2.63) PHASE 3: Play both (HS-18) The Long Journey Home and (HS-19) The Claw of Alcisha, unless only one is being played to afford an opportunity to balance play between players of different skill levels. Since these events had very little effect on the overall force levels of either the Klingons or the Krebiz, no method of simulation is included. The effects of both or either of the scenarios could be added by mutual consent of the players without actually playing them.

(HC-2.64) PHASE 4: Play (HS-20) Closing Up Shop twice, once using the "A" forces and once using the "B" forces. As with (HS-18) and (HS-19), these last minute events had very little effect on the overall force levels of the Krebiz so no method of simulation is included. By mutual consent, the Klingon player could allow the Krebiz player additional capsule repair points without playing these scenarios as a balancing measure.

(HC-2.65) PHASE 5: The Invasion: See (HC-2.8) for set-ups and rules for playing the individual scenarios of the first wave without playing the campaign. See (HC-1.3) & (HC-1.4) to use F&E to play out this phase.

(HC-2.651) GENERAL PROCEDURES: Use the same general procedure for all three waves.

Step 1) Determine which optional combat zones will be used.

Step 2) The Krebiz player and the Klingon player secretly determine their force distributions, as limited by the specific rules for each wave, below.

Step 3) Reveal force distributions.

Step 4) Determine the timeline for the combat zones (HC-2.5).

Step 5) Play the various battles at the combat zones in timeline order. Ships disengaging from one combat zone can go to another, as limited by the specific rules for each wave, below. Use the travel times in (HC-2.42) to determine when a ship arrives at its destination.

Step 6) Setup order: First, the Krebiz player places planets, BATS, BS, SAMS, DEF SATs, ground bases and (secretly) minefields. Second, the Klingon player announces which map side he will enter on. Next, the Krebiz player places his ship(s) (if any), then the Klingon does. Units which fulfill the requirements of (D20.0) do not need to be revealed during setup.

Step 7) Between the invasion waves, the players can build and/or repair their units, according to (HC-2.3).

(HC-2.652) SPECIAL PROCEDURES: These apply to each invasion wave separately.

THE FIRST WAVE: This takes place in Aug Y185. The Klingons have the ships indicated as first wave in (HC-2.21). The Krebiz have the Y185 forces stationed as per (HC-1.5), as modified by any additional scenarios. The Klingon forces may be distributed in any way the Klingon player desires, with two restrictions: At least one ship must be sent to each mandatory combat zone, and the restrictions of (S8.3) must be observed.

The Klingons are expecting an easy battle and are sloppy because of this expectation. The timeline (HC-2.5) for this wave shows poor coordination of the "simultaneous" attack. All Klingon ships are at WS-II, Speed Max.

All Krebiz units are at WS-III, Speed Max. No Krebiz unit can leave the area it is assigned to defend unless a) the base(s) in the area is(are) destroyed or b) the unit is crippled.

No Klingon unit can leave the area it is assigned to attack unless a) the base(s) in the area is(are) destroyed or b) the unit is crippled.

THE SECOND WAVE: This takes place in Feb Y186. The Klingons have the ships indicated as second wave in (HC-2.21). The Krebiz have whatever forces survived the first wave, plus any new additions. The Krebiz forces may be distributed in any way the Krebiz player desires, with two restrictions: At least one ship must be stationed at every mandatory combat zone that had a ship stationed there during the first wave and which still has an undestroyed base of some sort, and the restrictions of (S8.3) must be observed. The Klingon forces may be distributed in any way the Klingon player desires, with two restrictions: At least one ship must be sent to at least 4 of the mandatory combat zones, and the restrictions of (S8.3) must be observed.

The Klingons are more careful. The timeline shows better coordination and all Klingon ships are at WS-III, Speed Max.

All Krebiz units are at WS-III, Speed Max. No Krebiz unit can leave the area it is assigned to defend unless a) the base(s) in the area is(are) destroyed or b) the unit is crippled.

No Klingon unit can leave the area it is assigned to attack unless a) the base(s) in the area is(are) destroyed or b) the unit is crippled.

THE THIRD WAVE: This takes place in Oct Y186. The Klingons have the ships indicated as third wave in (HC-2.21). The Krebiz have whatever forces survived the second wave, plus new additions. The Krebiz forces may be distributed in any way the Krebiz player desires, so long as the restrictions of (S8.3) are observed. The Klingon forces may be distributed in any way the Klingon player desires, so long as the restrictions of (S8.3) are observed.

The Klingons are serious now. The timeline shows better coordination and all Klingon ships are at WS-III, Speed Max.

All Krebiz units are WS-III, Speed Max. No Krebiz unit can leave the area it is assigned to defend unless a) the base(s) is(are) destroyed or b) the unit is crippled. If all bases, claws and mandibles have been destroyed, then any clippers and pincers may disengage and run for the WYN cluster.

No Klingon unit can leave the area it is assigned to unless a) the base(s) is(are) destroyed or b) the unit is crippled.

(HC-2.7) VICTORY CONDITIONS:

For campaign victory levels, the only determining feature is when the last Krebiz unit (ship, base, or ground base) is destroyed or flees the Krebiz system:

During 1st invasion: Decisive Klingon Victory.

During 2nd invasion: Tactical Klingon Victory.

During 3rd invasion: Determined by number of Klingon ships destroyed: 0-9 Draw, 10-14 Krebiz marginal, 15-19 Krebiz Tactical, 20+ Krebiz decisive.

Krebiz not destroyed: Astounding Krebiz Victory.

(HC-2.8) INDIVIDUAL SCENARIOS:

The War of Annihilation is a large, time consuming game. The following scenario setups are provided for players who want a streamlined version of the campaign. These scenarios are all derived from the first attack wave. To reenact the second wave allow the Klingons 30% more BPVs per scenario. To reenact the third wave allow the Klingons 80% more BPVs per scenario.

(HC-2.81) The restrictions on leaving the map listed in (HC-2.652, First Wave) apply.

(HC-2.82) WS and speed on previous turn as noted in (HC-2.652, First Wave).

(HC-2.83) Use the setup procedure from (HC-2.651).

(HC-2.84) Use the standard victory conditions (S2.20) to determine victory in each scenario.

(HC-2.8S1) ASSAULT ON THE MINES: ALNID-ALTA, the innermost planet of the Krebiz system, is comprised of nearly pure heavy metals. Most of the lighter elements were "cooked" out of it's crust by its proximity to the sun. It served as an important source of easily available resources to the Krebiz. The Klingons attempted to cut off this supply by destroying the Alnid-Alta mining facilities.

SETUP: See (HC-2.411)

KREBIZ BASES & FIGHTERS: See (HC-2.411)

KREBIZ SHIPS: 4th Squadron, DDA, 2x FFN, 3x C-CTL.

KLINGON SHIPS: D7; D6P (G1L, G1S, G1K, 3x G1); D6D; D6;

TGA (battle pod, carrier pod, 5x Z-Y); D5H (PB pod).

(HC-2.8S2) STORMING THE SARM OUTPOST: Sarm is a small, cold planet not unlike Mars in our solar system. It was home to a small scientific and military warning base.

SETUP: See (HC-2.414).

KREBIZ BASES & FIGHTERS: See (HC-2.414).

KREBIZ SHIPS: 2x FFN, 2x C-CTL.

KLINGON SHIPS: 2x E4.

(HC-2.8S3) DEW STATION I: The Krebiz had a distant early warning system made up of sensor stations in their outer solar system. One of these was on KPAKA-WTU.

SETUP: See (HC-2.416).

KREBIZ BASES & FIGHTERS: See (HC-2.416).

KREBIZ REINFORCEMENT: FFN, C-CTL.

KLINGON SHIPS: D5, E4.

(HC-2.8S4) WHERE'D THEY PUT THOSE BASES?:

The Klingons detached a small force to destroy DEW Stations II, III, & IV located in Asteroid Belt 7.

SETUP: See (HC-2.417).

KREBIZ BASES & FIGHTERS: See (HC-2.417).

KREBIZ REINFORCEMENT: NCA.

KLINGON SHIPS: D5J.

(HC-2.8S41) Krebiz Base and Def Sat are at WS-III, Speed 0, no active fire control.

(HC-2.8S42) A single Klingon force has been detached to destroy all three stations. Play this scenario three times. Determine what order they are played in randomly.

(HC-2.8S43) Starting on Turn 2 of each scenario, the Klingon player rolls 1 die during energy allocation. If the die roll is a 1, the Krebiz ship appears on impulse one of the next turn.

(HC-2.8S5) FIGHT AT F'KEMA: F'KEMA is very similar to Krebizar in size and climate.

SETUP: See (HC-2.412).

KREBIZ BASES & FIGHTERS: See (HC-2.412).

KREBIZ SHIPS: 2nd Squadron, C-CM, C-MS, C-DSM.

KLINGONS: D7V (AD5, AF5, 12x Z-YC); F5M; F5L; 2x F5.

(HC-2.8S6) THE INVASION OF FILNAA: FILNAA was an important Krebiz colony, despite its cold climate.

SETUP: See (HC-2.413).

KREBIZ BASES & FIGHTERS: See (HC-2.413).

KREBIZ SHIPS: 3rd Squadron, C-DSM.

KLINGON SHIPS: D7D; F5V (AF5, 8x Z-Y); D6; F5S; E4.

(HC-2.8S7) ASSAULT ON THE HOME WORLD: This scenario takes place in the ALN satellite system.

SETUP: See (HC-2.4152), (HC-2.4153), and (HC-2.4154).

KREBIZ BASES & FIGHTERS: See (HC-2.4152), (HC-2.4153), and (HC-2.4154).

KREBIZ SHIPS: 1st Squadron plus CV and CVL-P divided among the three combat zones as the Krebiz team desires.

Additional units: At Krebizar: MSH, CRL, FF-O w/ C-DSM, 2x C-CTP, 8x C-CTA, 3x C-RH, C-RL, C-H. At Kral: GRN HMS w/ C-MS, FFN, C-FF, 2x C-CTL. At Krif: DDL, 2x C-CTL.

KLINGON SHIPS: C7 (G1, G1P); D6V (AF5, E4A, 5x Z-YC, 5x Z-PC); MD5; D5W; D5D; D5; F6; F5W.

(HC-2.8S71) This is a very large scenario and should be played by two teams, each with at least three players. Set up each of the three major scenarios and play them in synchronized fashion. In other words, first play turn 1 for all three zones, then turn 2, etc. (or play each zone individually).

(HC-2.8S72) A unit can move from one major scenario to another by disengaging by acceleration from the current scenario and moving to another. During transit, the ship is not placed on any map. Roll 2 dice and add the result to 25. This is the number of impulses that will elapse between the time the unit(s) disengages from one major scenario and arrives at the other.

(HC-2.8S73) Energy allocation is conducted normally while a ship travels from one scenario to another. Movement equivalent to that paid for during the turn that the ship disengaged must be paid for during transit. Repairs can be conducted, batteries recharged, and weapons can be loaded, etc. during transit.

(HC-2.8S74) Players may agree to set up one or more additional combat zones using (HC-2.4151) or (HC-2.4155). Ships can go to or from these areas using the procedure from (HC-2.8S72).

(HC-3.0) SCAVENGER HUNT

(Y169 to Y185) by John E. Kasper, PA

The Krebiz knew that the Klingon's conquest of their home system had been delayed, not canceled, by the General War. If they were to have any hope of survival, they needed more ships. Since they had no shipyards or other facilities for casting large hull plates, they couldn't build these ships. Instead, they went scavenging. During the General War, larger than normal numbers of derelict ships, orphaned fighters and orphaned PFs were to be found. The Krebiz 3rd Squadron went looking for such units and brought them back to be refitted. In some cases, the search was peaceful, but in others getting the goods home required a bit more effort.

(HC-3.1) BACKGROUND:

This is a historical mini-campaign game. Player #1 will command the Krebiz Third Squadron, the fleet that searched for the derelicts. Player #2 will command the assorted enemy fleets that stood in their way. In some of the larger scenarios, two teams would be more appropriate than two players. The basic format will be a series of scenarios with some portion of the Third Squadron attempting to get home with a derelict unit while another fleet tries to prevent this. The success of the Krebiz player in each scenario determines whether additional scenarios will be played.

(HC-3.2) CAMPAIGN ORGANIZATION:

(HC-3.21) SCENARIOS:

MATERIALS NEEDED: In addition to all of the items normally needed to play SFB, a standard deck of cards (52 card) is required. Only Aces, 2 to 10 and Jacks will be used. Shuffle the deck thoroughly.

NUMBER AND YEAR: This Mini-campaign consists of up to 17 scenarios. The Krebiz player can play one scenario per year, starting in Y169 and continuing to Y185. Some years may be skipped, but each must be played in order.

CONDITIONS OF CONTINUING: Some factions on the Krebiz home world are opposed to Operation Scavenger Hunt. Because of this, the operation can only continue if the trips result in no net loss to the strength of the Krebiz battle force. Keep a running total of the BPV of Krebiz cruisers and command capsules destroyed and subtract this from the BPV of the repaired, captured ships. As long as the total is zero or greater, the Scavenger hunt can continue. If it drops below zero, the Krebiz player will have a one year "grace period". After that period, if the total is not zero or greater, the Scavenger Hunt must stop.

TERRAIN: A floating map must be used. Any terrain acceptable to both players may be used.

(HC-3.22) TRANSPORTING DERELICTS:

(HC-3.221) PALLETS: The derelict unit(s) to be moved must first be 'palletized'. This consists of attaching tow cables, force field generators, standard power couplings, etc. around the units and cannot be done during a scenario. A pallet load could consist of one ship, or of a number of small ones with the totals of the movement costs of all units in the pallet added to that of the cruiser. Palletized units are inoperative for the duration of the scenario. A cruiser must drop its capsule before it could attach a pallet. Towing costs: Ship, PF - standard, fighter - 1/20, heavy fighter - 1/10.

Palletized cargo is attached to and detached from the cruiser carrying it using the standard tug pod rules (G14.0). Units held in a pallet are damaged on cargo hits.

Each pallet includes one power pack that maintains the integrity of the pallet. This provides enough power to maintain a non-attached, non-moving pallet for an indefinite period. Players need not keep track of this.

(HC-3.222) MOVING THE DERELICT: Moving a palletized ship (or ships) will degrade the turn mode. The chart below shows the capacities of each cruiser and limited turn mode.

CRUISER TYPE	Capacity		TURN MODE	
	Standard	Maximum	STD. LOAD	MAX. LOAD
CLIPPER	.25	.5	D	E
PINCER	.5	.75	E	F
MANDIBLE	.75	1.0	E	F
CLAW	1.0	1.25	F	F

Carrying cargo like this makes disengaging by acceleration harder. Cruisers with a STD LOAD require two turns of uninterrupted movement, not the normal one. Cruisers with a MAX LOAD require three turns.

Cruisers carrying STD LOAD have no breakdown bonus. Cruisers carrying MAX LOAD have no breakdown bonus and a 2 point breakdown penalty.

(HC-3.23) KREBIZ SHIPS:

(HC-3.231) SHIPS AVAILABLE: The only ships that can be used for this mini-campaign are those of the Third Squadron. In Y169, the available cruisers are: CA-O; 2x CL-O; 2x DD-O; 4x FF-O. In Y169, the available capsules are: 2x C-CC; C-CA; C-CL; C-SC; 2x C-DD; C-FF; C-TT. In Y171 add a C-GS. In Y174 add C-CL. In Y176 add C-CC. In Y180 add C-BC.

Within the limits of (HC-3.4), some captured ships can be added to the Third Squadron.

(HC-3.232) SHIP SELECTION: The Krebiz player draws 1 to 6 cards (his choice) from a deck not looking at them until all are drawn. He secretly notes the total point value of the cards (Jacks = 0, Aces = 1, others = face value) and sets the cards aside for examination by the enemy player after the game.

The Krebiz player secretly selects a fleet with a BPV no greater than ten times the number of points on the cards he drew. Commander's options are not included in this total. If this total is too small to purchase a cruiser then the Krebiz fleet consists of a clipper without a capsule.

(HC-3.24) ENEMY SHIPS:

(HC-3.241) SHIPS AVAILABLE: The Enemy player rolls two dice and consults the table below to determine the race of his fleet. If there are two entries, roll a third die. If the third die is a 5 or 6 use the second race, otherwise use the first.

DIE	169-170	171-172	173-181	182-185
2	ORI/VEK	ORI/VEK	ROM	GRN/ARG
3	KZI	ORI/VEK	ORI/VEK	ORI/VEK
4	KZI	KZI	KZI	KZI
5	KZI	KZI	KZI	KZI
6	KZI	KLI	KLI	KLI
7	KLI	KLI	KLI	KLI
8	KLI	LYR	LYR	LYR
9	LYR	LYR	LYR	LYR/LDR
10	LYR	HYD	HYD	HYD
11	HYD	HYD	FED/THL	WYN
12	HYD	FED	WYN	FED/THL

The Enemy player's ships can be any ships available at the date of the battle, limited only by the permitted BPV total (HC-3.242) and (S8.3), (S8.4), and (S8.5).

(HC-3.242) SHIP SELECTION: The Enemy player draws the same number of cards that the Krebiz player drew, notes the total point value, and sets the cards aside for examination by the Krebiz player after the game.

The Enemy player then secretly selects a fleet with a BPV no greater than ten times the number of points on the cards he drew. Commander's options are not included in this total.

If the Enemy player's total is too small to purchase a ship, then the Enemy fleet consists of one police ship (smallest available for that race).

(HC-3.25) DERELICT UNIT:

(HC-3.251) SHIPS AVAILABLE: The derelict unit can be any unit(s) that satisfy the requirements of (HC-3.252).

(HC-3.252) SHIP SELECTION: The Krebiz player draws one card from the large deck. The value of the card determines the size of the unit found:

- An Ace indicates a CA (move cost 1).
- A 2 or 3 indicates a CL (move cost .67 or .75).
- A 4, 5, or 6 indicates a DD (move cost .5).
- A 7, 8, 9, or 10 indicates a FF (move cost <.5).
- A Jack indicates 6 - 12 fighters or 3 - 6 heavy fighters or 3 to 6 INTs or 3 to 6 PFs or 1 police ship (determine number randomly).

The Krebiz player rolls two dice and consults the RACE TABLE (HC-3.241) to determine the derelict race. He then selects three different (if possible) units or sets of units from ANNEX 3 or 4 as appropriate. They must be available 2 years before the current year and fulfill the criteria above.

The Enemy player then selects three units or sets of units following the same procedure. The Enemy player may select the same unit multiple times.

The six selected units are numbered 1 to 6 and the Krebiz player rolls one die. The number rolled indicates the derelict actually found.

(HC-3.253) CONDITION OF THE DERELICT: Any fighters found will have no drones or heavy weapon charges and will have from 0 to (1 point shy of destroyed) points of damage determined randomly.

Any PFs and INTs will have from 0 to (1 point shy of destruction) points of damage; randomly determine the number of points of damage, and apply them to the PF or INT in one non-directional volley using the DAC.

Most ships (including separated sections) will have the following systems destroyed: 95% of their power systems; 75% of their Phasers; 33% of SEN, SCAN, DAM CON, & EX DAM; and 75% of all other internals except weapons hit on DRONE or TORP. Roll 1 die for each of these; a 1-5 indicates destroyed. All systems are off-line and cannot be used.

In some cases, a Klingon ship or rear hull will have become a derelict because of a mutiny, not damage. Roll 2 dice; on a 2 the ship is crewed with mutineers. In that case, a different procedure is used to determine damage. First mark all CONTROL and SECURITY boxes destroyed. Then apply a 10 point non-directional volley (using the DAC) for each CONTROL and SECURITY box destroyed, re-rolling any roll of 2. The mutineers were offered asylum and have joined the Krebiz. If this occurs as part of (HC-2) all Klingon ships recovered after a victory here can be repaired in 75% of the normal foreign ship time.

(HC-3.3) SCENARIO ORGANIZATION:

Each scenario is organized as follows.

(HC-3.31) INITIAL SETUP:

KREBIZ: A Krebiz cruiser within two hexes of 2215, speed 0, random facing, WS-I. Zero or more Krebiz units within 10 hexes of 2215, speed 10, WS-II, facing at player's option.

DERELICT: Palletized and held by cruiser near 2215.

ENEMY: One or more enemy ships (HC-3.462) enter from a randomly selected map side, with 2215 in their FA arc, speed max, WS-III.

(HC-3.32) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(HC-3.33) STANDARD RULES

(HC-3.331) MAP: Use a floating map. The Krebiz force can only disengage by acceleration or separation in a direction secretly determined and written down by the Krebiz player before the scenario begins. See (HC-3.21) for terrain.

(HC-3.332) SHUTTLES AND PFs: Shuttles and PFs may have WBPs, depending on the year of the scenario.

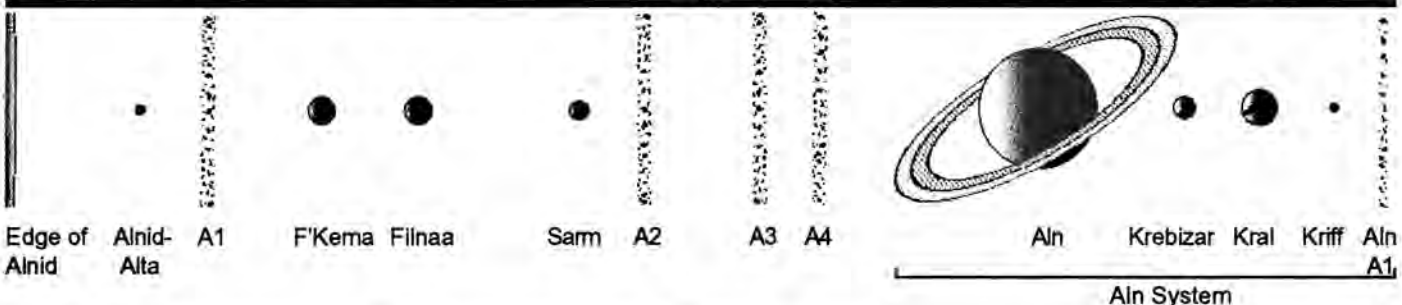
(HC-3.333) MRS shuttles may be used if the players agree, limited by (J8.5) and (HC-3.341).

(HC-3.334) Some portions of this scenario use fighters. They can be of any legal type. If the players wish to use EW fighters, use the standard deployment patterns for EW fighters (one for each squadron of eight or more fighters). (HC-3.335) Some portions of this scenario could use PFs. The Krebiz can only use captured PFs.

(HC-3.34) COMMANDER'S OPTION ITEMS:

(HC-3.341) Each ship can select additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions.

(HC-3.342) Drone speeds will vary depending on the year of the scenario that you are playing. See (FD10.65). Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.



(HC-3.35) REFITS: The exact refit status of each ship will need to be determined from the (Rn.R0) section of the rules for each race.

(HC-3.36) REINFORCEMENTS: At the end of any turn, either player may summon reinforcements. To do this, he rolls 1 die. The number rolled, added to the current turn number is the turn in which the reinforcements arrive. Additional reinforcements cannot be summoned until the turn after those previously summoned arrive. Whenever one player summons reinforcements, the other has the option to do so also, using the same procedure, but this option must be exercised immediately. Before energy allocation of the turn in which the reinforcements are scheduled to arrive, the summoning player draws 1 to 3 cards from the deck and then selects a reinforcement fleet using the procedure in (HC-3.232) or (HC-3.242) as appropriate, under the limitations of (HC-3.231) or (HC-3.241). Enemy reinforcements are of the same race as the enemy or optionally of a randomly selected allied race. Reinforcements are placed on the board during Impulse 1 of the turn they arrive. Facing, location, WS, and speed as in (HC-3.31) Enemy.

(HC-3.4) BETWEEN SCENARIOS:

As soon as the Krebiz player finishes the first scenario in which one of the Krebiz ships was crippled or in which the Third Squadron returned with a captured derelict ship a repair schedule must be started. The Krebiz player rolls two dice. This determines what month of the current year the ships returned to their base. From this point on, a month by month account must be maintained of what ships are under repair/conversion at the Krebizar FRD. Use the repair times in (HC-2.326) for all foreign units recovered.

The War of Annihilation starts in August of Y185. Any repairs not completed by then will not be completed.

In general, the rebuilt ships will be assigned to the 4th Squadron (5th squadron, if a carrier or PFT). The sole exception to this is that a captured & refitted ship may be used to replace a 3rd Squadron cruiser and capsule, if one has been destroyed.

Rebuilt fighters, INTs, and PFs will be assigned to the 5th Squadron.

(HC-3.5) VICTORY CONDITIONS:

The purpose of this operation was to increase the Krebiz fleet. If that is accomplished, the Krebiz win. If it isn't, they lose. Use the levels of victory in S2.3, but use the combat BPV value of the 3rd, 4th & 5th squadrons when reaching Y185 divided by 1178.

Alternatively, use the BPVs of gained ships divided by the BPVs of those lost plus those damaged but not repaired by Y185.

(HC-3.6) VARIATIONS:

This mini-campaign offers a great deal of variety. For even more variety make one or more of the following changes:

- Add the Andromedans, ISC, Frax, Seltorians and/or Far Side races to the RACE TABLE found in (HC-3.241).
- Play (HS-18), The Long Journey Home, and/or (HS-19), The Claw of Alcisha, as part of this campaign at the appropriate time on the timeline.

(HC-3.7) BALANCE:

This mini-campaign can be balanced between players of different skill levels by increasing or decreasing the number of cards each player is allowed to draw or by choosing a specific BPV amount for each side.

(HC-3.8) TACTICS:

ENEMY: Your Primary targets are the cruisers. If you can kill them, the scenario is over.

KREBIZ: Depending on the relative sizes of the fleets, you may want to a) drop the derelict and run, b) grab the derelict and run, c) stand and fight, then grab the derelict and run.

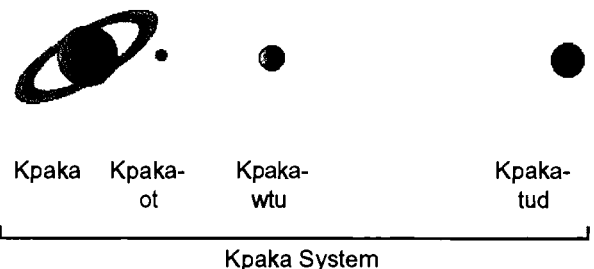
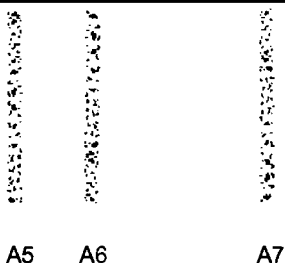
(HC-3.9) HISTORICAL OUTCOME:

The Krebiz got home with the forces listed below and lost 1x CL-O, 1xDD-O, 3xFF-O and 5 capsules in the process. See also (HC-1.7) for how these units were repaired and modified.

- FED: CAR, A20, F4, 7x F-18
- KLI: E4J, G1-D, G1, Z-2, Z-Y, Z-V, Z-P
- ROM: G-F
- KZI: DD, 2x SAS, DAS, MRN-A
- GRN: HMS, PTER-D
- HYD: ST-1, ST-2
- LYR: SJT, DW, BOB-A, BOB-D, FI-CON

This campaign resulted in an effective increase in the Krebiz forces and was probably the deciding factor which allowed them to overcome the second Klingon invasion wave. Unfortunately (for the Krebiz anyway) these additions were insignificant in the grand scheme of things and the Krebiz were (as you know by now) eventually conquered.

The diagram below is of the Krebiz solar system. Planets are drawn to scale with respect to each other's size, however, the distances between them are representative only and not on the same scale as that of the planets' sizes.



KREBIZ (PSEUDO) FAST PATROL SHIPS STANDARD

1

Internal components: SABOT, PH-1, A, B, PH-1, FH, BRIDGE, HULL, IMPULSE, C WARP, WBP, L, R, CREW, DAM CON, EX DAM, BP, HET, BD.

External shields: #1, #2, #3, #4, #5, #6.

2

Internal components: SABOT, PH-1, A, B, PH-1, FH, BRIDGE, HULL, IMPULSE, C WARP, WBP, L, R, CREW, DAM CON, EX DAM, BP, HET, BD.

External shields: #1, #2, #3, #4, #5, #6.

3

Internal components: SABOT, PH-1, A, B, PH-1, FH, BRIDGE, HULL, IMPULSE, C WARP, WBP, L, R, CREW, DAM CON, EX DAM, BP, HET, BD.

External shields: #1, #2, #3, #4, #5, #6.

4

Internal components: SABOT, PH-1, A, B, PH-1, FH, BRIDGE, HULL, IMPULSE, C WARP, WBP, L, R, CREW, DAM CON, EX DAM, BP, HET, BD.

External shields: #1, #2, #3, #4, #5, #6.

PF DATA TABLE

TYPE	=	PF1
POINT VALUE	=	113/67
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.PF1
INTERNALS	=	32

TURN MODE C

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

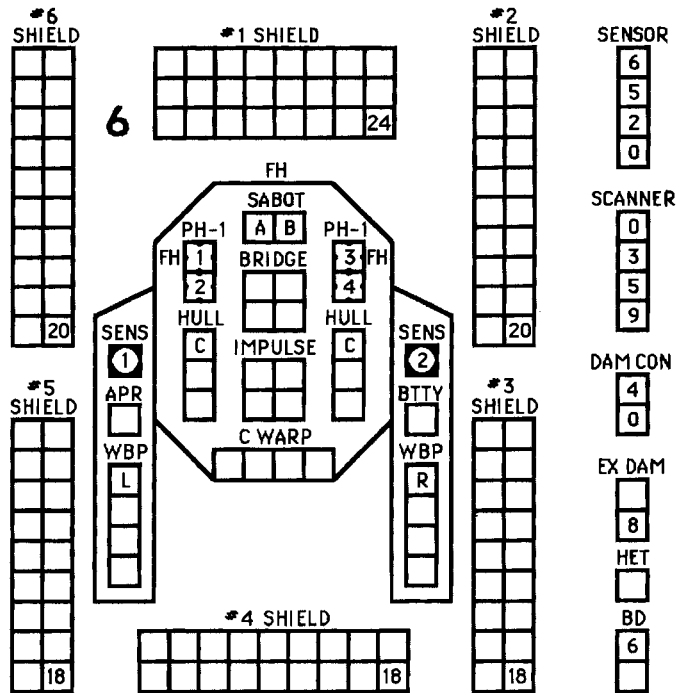
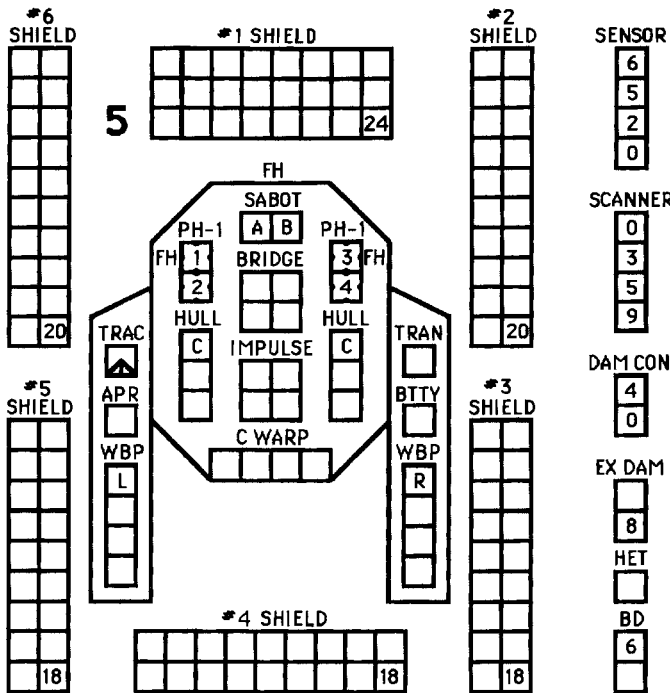
POWER CURVE

WARP	=	4/12
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	8/16
BATTERY	=	0

NOTES:

1. CAPSULE TURN MODE IS D W/O PACKS.
2. THESE UNITS ARE NOT TRUE PFs. THEY MUST PAY FOR SHIELDS, LIFE SUPPORT, FIRE CONTROL AND EW.
3. SEE REVERSE FOR WEAPON CHARTS AND MOVEMENT CHART.
4. THESE UNITS ARE NOT NIMBLE.
5. THESE UNITS CANNOT COMBINE THEIR SABOT SEQUENCES.
6. PACKS CAN ONLY BE MOUNTED IN PAIRS.
7. THESE UNITS ARE NOT EFFECTED BY (K1.63).

KREBIZ (PSEUDO) FAST PATROL SHIPS LEADER SCOUT



PF DATA TABLE

TYPE	=	PFL
POINT VALUE	=	120/60
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.PF2
INTERNALS	=	36

CREW

										8
										6

POWER CURVE

WARP	=	4/12
IMPULSE	=	4
APR	=	1
AWR	=	0
TOTAL	=	9/17
BATTERY	=	1

TYPE	=	PFS
POINT VALUE	=	140/65
MOVEMENT	=	1/5
SHIELDS	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	5
REFERENCE	=	RH-1.PF3
INTERNALS	=	36

CREW

										8
										6

POWER CURVE

WARP	=	4/12
IMPULSE	=	4
APR	=	1
AWR	=	0
TOTAL	=	9/17
BATTERY	=	1

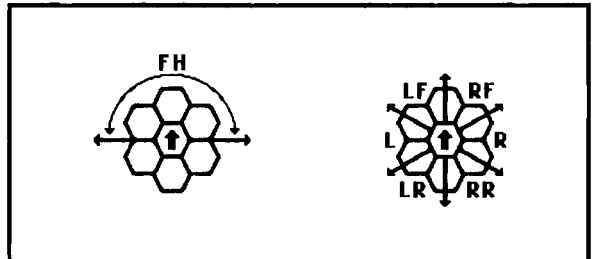
SABOT COMBAT TABLE

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 C

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

WEAPON ARCS



PHASER-1

DIE ROLL	0	1	2	3	4	5	6-9	10-15	16-26	27-51
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	-
3	7	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-
5	5	4	4	4	3	3	1	-	-	-
6	4	4	3	3	2	2	-	-	-	-

NOTES: 1. CAPSULE TURN MODE IS D W/O PACKS.

- THESE UNITS ARE NOT TRUE PFs. THEY MUST PAY FOR SHIELDS, LIFE SUPPORT, FIRE CONTROL AND EW.
- THESE UNITS ARE NOT NIMBLE.
- THE SENSORS ARE DESTROYED ON TORPEDO HITS.
- THESE UNITS CANNOT COMBINE THEIR SABOT SEQUENCES.
- PACKS CAN ONLY BE MOUNTED IN PAIRS.
- THESE UNITS ARE NOT EFFECTED BY (K1.63).

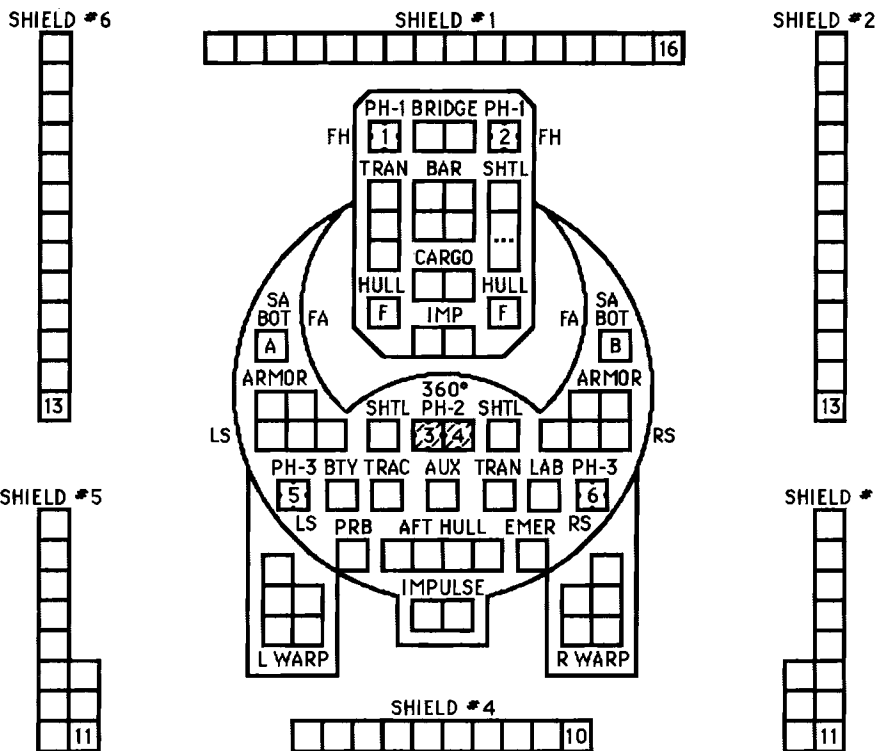
PHASER-3

DIE ROLL	0	1	2	3	4-9	10-15
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	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6
Fraet.	1/5	2/5	3/5	4/5	1	1 1/5	2/5	3/5	4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6	

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

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

SHIP DATA TABLE

TYPE	=	TTL
POINT VALUE	=	92
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.87
INTERNALS	=	51/61
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

☒	☒	☒	☒	☒	☒	☒	☒	☒	☒
HQ									32

BOARDING PARTIES

CS	CS	HW	HW							22
----	----	----	----	--	--	--	--	--	--	----

TRANSPORTER MINES

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

SHUTTLES THREE BAYS

CNTR	HIT POINTS	TYPE
		8 GAS
		HTS
		12

SENSOR

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

PROBES

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

SCANNER

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

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%

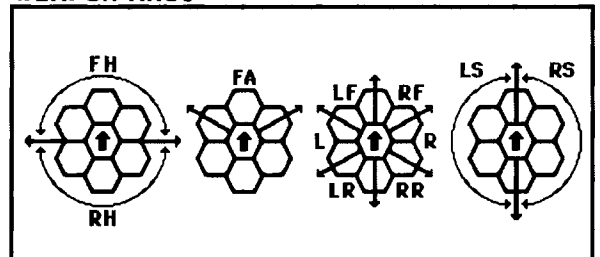
PHASER-1

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

TURN MODE B

1	2-6
2	7-12
3	13-19
4	20-26
5	27+
NIMBLE SHIP	
HET	BD
☒	☒

WEAPON ARCS



PHASER-2

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

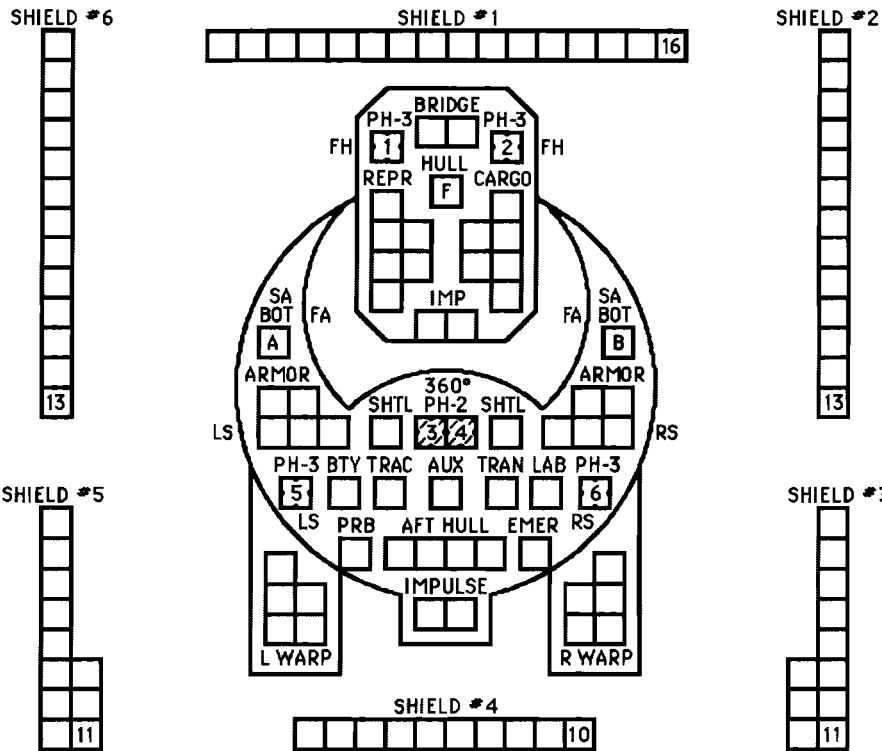
PHASER-3

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

1/3 WARP MOVEMENT CHART

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

KREBIZ CLIPPER LIGHT REPAIR CRUISER



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

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

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

SHIP DATA TABLE

TYPE	= CRL-C
POINT VALUE	= 75/65
MOVEMENT	= 1/3
SHIELDS	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= RH-1.180
INTERNALS	= 50/60
REFIT	= +3
W/O CAPSULE	= 30

CREW UNITS

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

BOARDING PARTIES

1	2	3	4	5	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
---	---	---	---	---

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%

PHASER-1

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

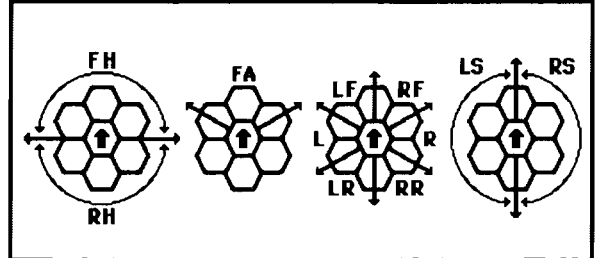
TURN MODE B

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

NIMBLE SHIP

HET	BD
*1	1 2/3
6	

WEAPON ARCS



PHASER-2

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

PHASER-3

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

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

KREBIZ CLIPPER LIGHT MINESWEEPER

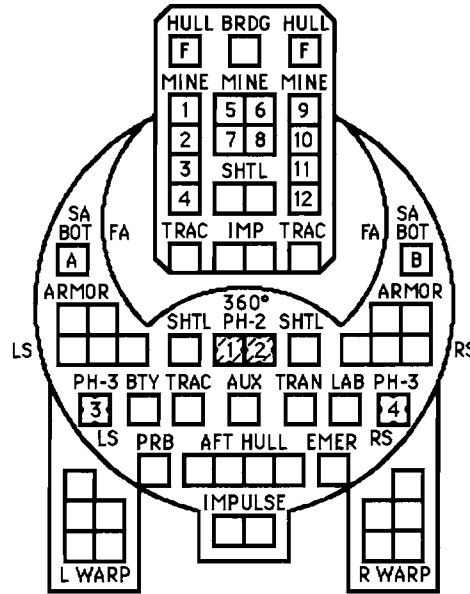
SHIELD #6



SHIELD #1



SHIELD #2



SHIELD #5



SHIELD #4



SHIELD #3



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

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

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

- 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.

SHIP DATA TABLE

TYPE	=	MSL
POINT VALUE	=	77
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.181
INTERNALS	=	52/62

REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

20

BOARDING PARTIES

6

TRANSPORTER MINES

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

MINE RACKS

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

HIT ON CARGO, SHUTTLE OR EX. DAM.

SHUTTLES THREE BAYS

CNTR	HIT POINTS	TYPE
		MSS
		MSS

SENSOR

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

PROBES

1	5
---	---

SCANNER

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

POWER CURVE

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

DAM. CON.

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

EX. DAM.

7

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-1

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

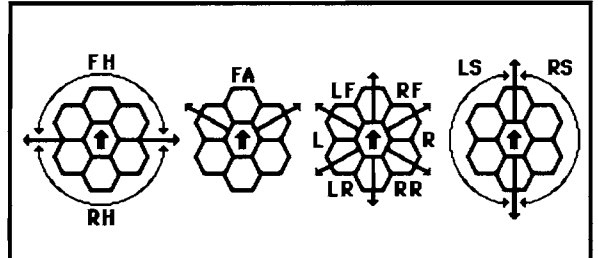
TURN MODE B

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

NIMBLE SHIP

HET	BD
* 1 2/3	6

WEAPON ARCS



PHASER-2

DIE ROLL	RANGE	0	1	2	3	4-9	16	31
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	-	-	-	-

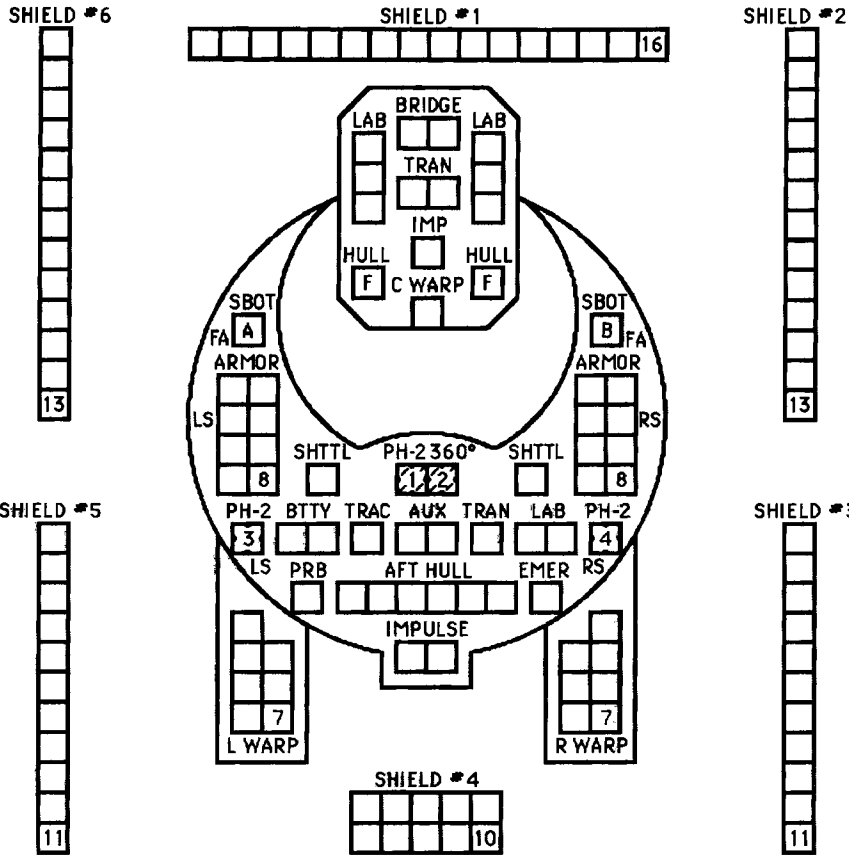
PHASER-3

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

1/3 WARP MOVEMENT CHART

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

KREBIZ PINCER HOSPITAL SHIP



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	=	HS
POINT VALUE	=	90
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.173
INTERNALS	=	54/70
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
---	---	---	---	---

POWER CURVE

WARP	=	15
IMPULSE	=	3
APR	=	0
AWR	=	0
TOTAL	=	18
BATTERY	=	2

DAM. CON.

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

EX. DAM.

			9
--	--	--	---

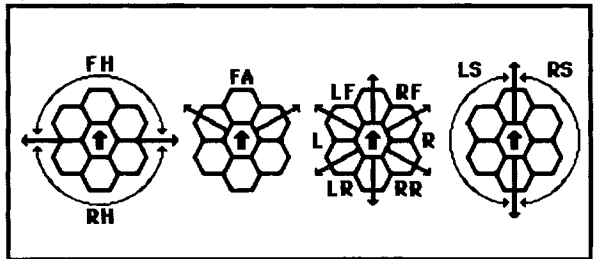
SABOT COMBAT TABLE

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	1/3
BD	6

WEAPON ARCS



PHASER-1

DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	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	RANGE	6-	9-	16-	31-			
ROLL	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	-
3	6	4	4	4	1	1	-	-
4	5	4	4	3	1	-	-	-
5	5	4	3	3	-	-	-	-
6	5	3	3	3	-	-	-	-

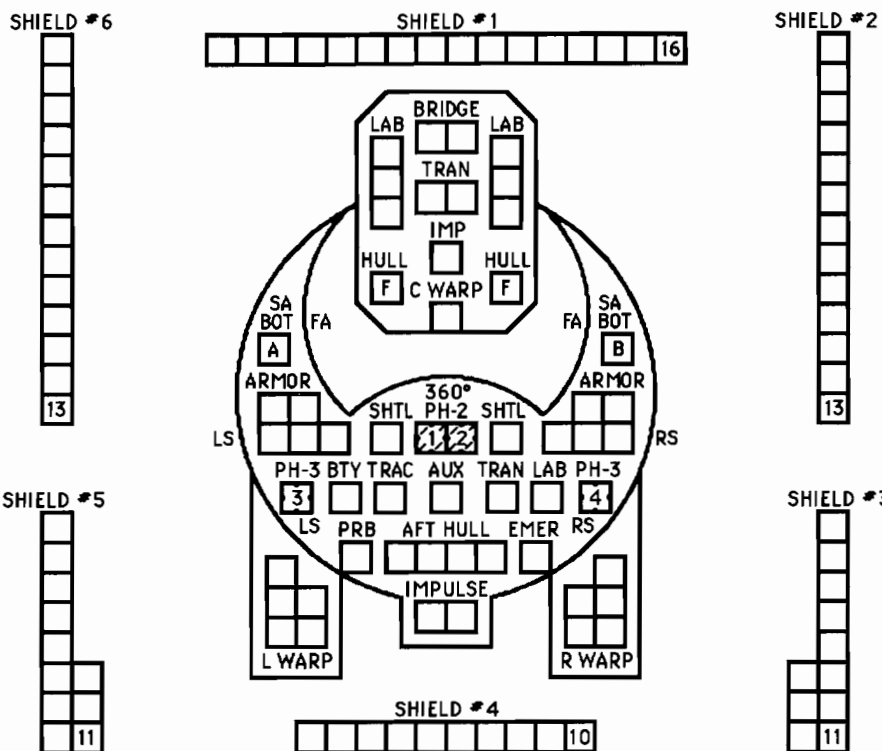
PHASER-3

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

1/3 WARP MOVEMENT CHART

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

KREBIZ CLIPPER LIGHT HOSPITAL SHIP



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

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

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

SHIP DATA TABLE

TYPE	=	HSL
POINT VALUE	=	65
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.183
INTERNALS	=	45/55
REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

	*								
									22

BOARDING PARTIES

						6
--	--	--	--	--	--	---

TRANSPORTER MINES

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

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

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

PROBES

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

SCANNER

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

POWER CURVE

WARP	=	11
IMPULSE	=	3
APR	=	0
AWR	=	0
TOTAL	=	14
BATTERY	=	1

DAM. CON.

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

EX. DAM.

			7
--	--	--	---

- 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

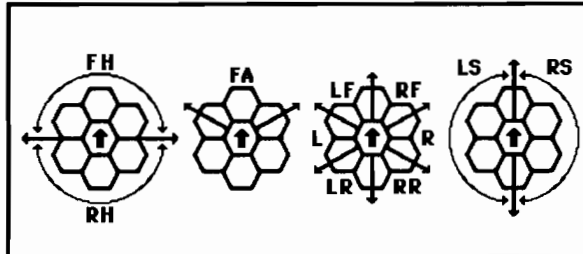
SUCCESSIVE VOLLEY DAMAGE PERCENTAGES				
VOLLEY	1st	2nd	3rd	4th+
ACTIVATED TARGET SHIELD	25%	50%	75%	100%
REMAINING FIVE SHIELDS	75%	50%	25%	0%

TURN MODE B

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

NIMBLE SHIP	
HET	BD
*	1 2/3 6

WEAPON ARCS



PHASER-1

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

PHASER-2

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

PHASER-3

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

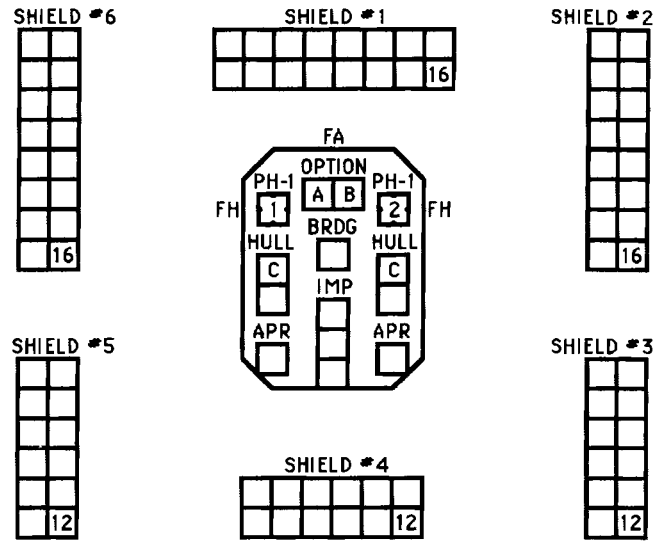
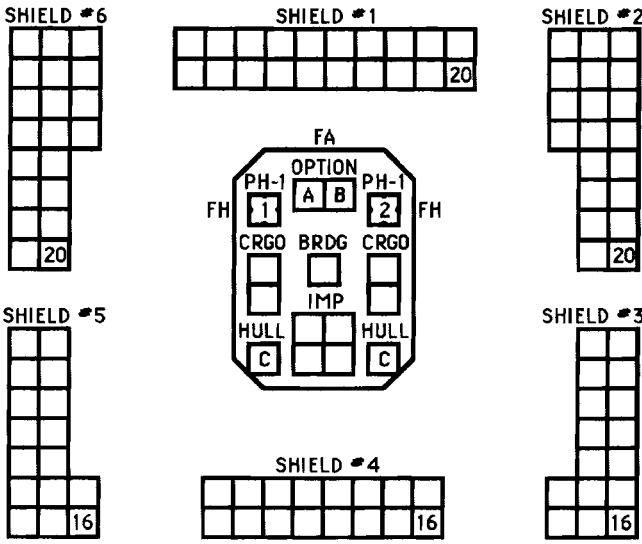
1/3 WARP MOVEMENT CHART

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

CAPSULES OPERATED BY OTHER RACES

PIRATE

WYN



OPTION MOUNTS

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

AMMUNITION

MOUNT	AMMUNITION										TYPE

USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

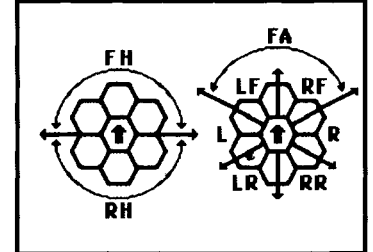
NOTES:

1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.
3. THESE CAPSULES CANNOT DOUBLE THEIR ENGINES.

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	RANGE	6-9-16-26-51										
ROLL		0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	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	RANGE	4-9-16-31										
ROLL		0	1	2	3	8	15	30	50			
1	6	5	5	4	3	2	1	1	-	-	-	-
2	6	5	4	4	2	1	1	-	-	-	-	-
3	6	4	4	4	1	1	-	-	-	-	-	-
4	5	4	4	3	1	-	-	-	-	-	-	-
5	5	4	3	3	-	-	-	-	-	-	-	-
6	5	3	3	3	-	-	-	-	-	-	-	-

(for reference only)

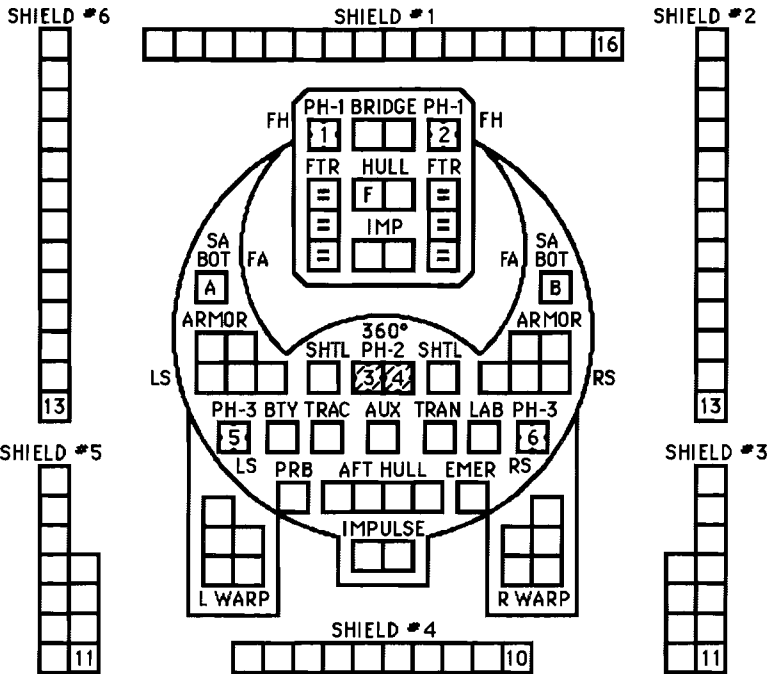
PHASER-3

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

1/5 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	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fract.	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

KREBIZ CLIPPER LIGHT CARRIER



SHIP DATA TABLE

TYPE	=	CVL-C
POINT VALUE	=	75
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-1.182
INTERNALS	=	45/55

REFIT	=	+3
W/O CAPSULE	=	30

CREW UNITS

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

BOARD. PRTS. DECK CREWS

[] [] [] [] [] [] [] [] [] []	6	[] [] [] [] [] [] [] [] [] []	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
---	---	---	---	---

POWER CURVE

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

DAM. CON.

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

EX. DAM.

[] [] [] [] [] [] [] [] [] []	9
---	---

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

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 REFIT.
 4. NO FIGHTERS IN REAR SHUTTLE BAYS.

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

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
 CAN USE ERRATIC MANEUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, 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) SMALL TARGET MODIFIERS (E1.7).
 RING DAMAGE (P2.223).
 +1 ON SMALL MOON DIE ROLLS (P2.231).
 +1 TO DIE ROLL FOR QUICK REVERSE (C1.36).
 MOVES AFTER ALL NON-NIMBLE SHIPS HAVE (C1.313).

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

FIGHTER SABOT CHART

RANGE	0-1	2-4	5-8	+ USE SUCCESSIVE VOLLEY DAMAGE PERCENTAGES FOUND ON THE STANDARD SABOT COMBAT TABLE.
HIT	1-5	1-4	1-3	
DAMAGE †	12	8	4	

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%	

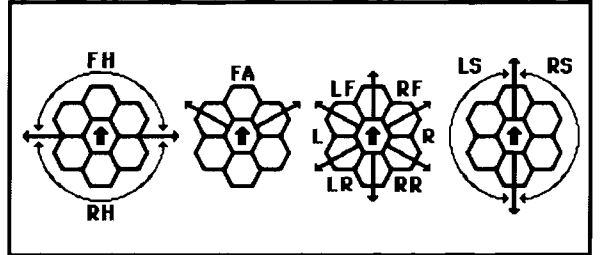
TURN MODE B

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

NIMBLE SHIP

HET	BD
[] [] [] [] [] [] [] [] [] []	[] [] [] [] [] [] [] [] [] []

WEAPON ARCS



PHASER-1

DIE ROLL	RANGE	0	1	2	3	4	5	6	9	16	26	51
1		9	8	7	6	5	5	4	3	2	1	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	9	16	31
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	-	-	-	-

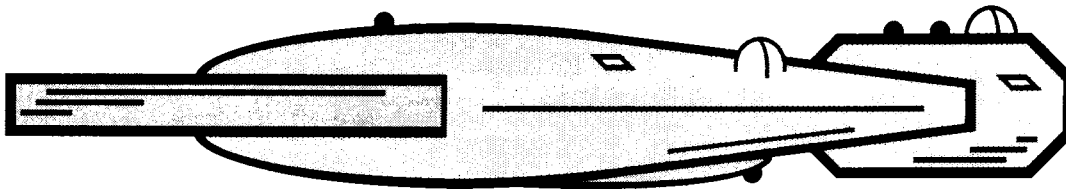
PHASER-3

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

1/3 WARP MOVEMENT CHART

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

KREBIZ-3



INCLUDES - THE FOLLOWING KREBIZ RULES:

IMPROVED TECHNOLOGY: Krebiz X-1 rules are presented in this product. While X-1 technology was conjectural for the Krebiz on the near side of the galaxy, the Krebiz Capitalist Alliance on the Far Side of the Milky Way galaxy built these powerful improved capsules and cruisers. The Krebiz were able to improve the SABOT heavy weapon by decreasing the number of volleys (from 4 to 3) needed to reach 100% activated target shield damage. Additionally, standard (not overloaded) X-1 SABOTs can be armed in just 1 turn. On the defensive side, Krebiz X-1 armor blocks twice as much internal damage as standard Krebiz armor and Krebiz X-1 cruisers actually have shields.

X-1 SHIP DESCRIPTIONS: This history section defines all of the Krebiz X-1 units including: four X-1 cruisers, four X-1 capsules, 8 X-1 combinations and X-1 bases including the starbase, battlestation and fleet repair dock.

THE WAR OF ANNIHILATION CAMPAIGN GAME: This campaign reenacts the battles leading up to the destruction of the 'local' Krebiz by the forces of the mighty Klingon Empire. The 'Krebiz Police Action', as it was called by the Klingon Admiralty, was a devastating mission of domination used against 'unruly subjects' to return the Krebiz System to tight fistled Klingon rule. The scenarios in Krebiz-2 (HS-17 through HS-20) were just a prelude to the War of Annihilation campaign game.

THE KREBIZ SCAVENGER HUNT: The Krebiz Scavenger Hunt is a mini-campaign which preceded the War of Annihilation and can be played independently or as part of that campaign.



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