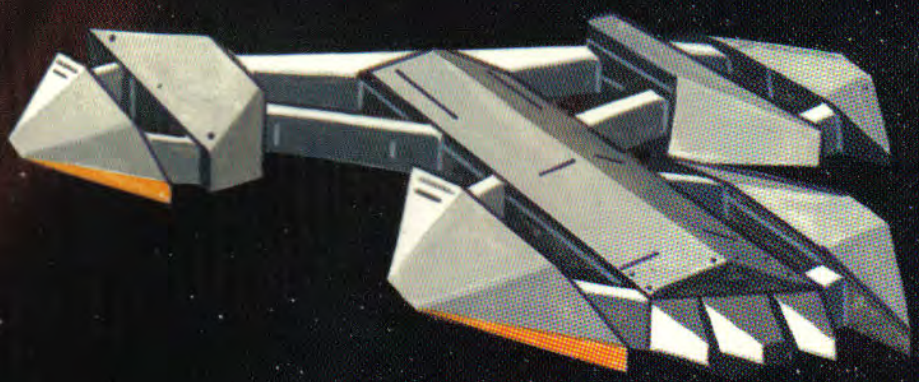
Mechad - 1



COMPANION GAMES

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

INTEGRATION

The material in this supplement is designed for easy integration into your existing rulebook. Simply cut this booklet apart at the center, hole punch it and insert it in your rulebook. The rules are numbered in a unique manner so that new 'official' material, added at a later date, will not contrast with the rule numbers presented here, and so that our products can be easily differentiated from those of TFG. Example: (SW-6) should be inserted at the end of the F section of your rulebook behind the last (SW-5) page. Alternatively, leave this book intact so that all the material is readily accessible.

RULE ABBREVIATIONS

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

OTHER PRODUCTS

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

PHOTOCOPIES

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OTHER PRODUCTS

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Argonians-1, Argonians-2, Argonians-3*	48	$8.50
Indirigans-1	48	$8.50
Krebiz-1, Krebiz-2, Krebiz-3, Krebiz-4*	48	$8.50
Far Side-1	48	$9.95
Mechad-1	48	$9.95
In-Coming Fire (monthly newsletter)	8	$1.00 ea.

Galactic Empires (the science fiction trading card game)		
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Galactic Intercom (bimonthly newsletter)	8	$2.00 ea.
Galactic Empires T-Shirt-1	XL only	$9.95

Shipping & Handling: Call or see In-Coming Fire.

* These products are nearly complete but have not gone to print at this time (Mar 1995). More products are in development; contact Companion Games for a current catalog.

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

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

ON THE COVER

An encounter between a Mechad battlecruiser and a Corporate heavy cruiser near the Vorn gas giant. Cover art by Gary A. Kalin.

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Misnumbering of scenarios has occurred in In-Coming Fire. These rule numbers are how they appeared in the newsletters.

PLEASE NOTE: Some of the rules mentioned at left have not been published yet (see page one for a list of current products). Some rule numbers were changed from the index published in Krebiz 1-3, Argonians 1-2 & Indirigans-1. This index takes precedence over those. There are some additional expansion rules which already exist but are not listed here to prevent confusion. They will appear with future empires that are not as yet completed.

(PR-1.0)BOLAAR PHASER CAPACITORS

The Bolaar equipped all their ships with double-sized phaser capacitors. These capacitors function like all other phaser capacitors (H6.0) except that each Bolaar ship has twice the amount of phaser capacitor space required. This rule is reprinted here to facilitate easier insertion into your rulebook. This version supersedes that printed in Far Side-1.

(PR-1.1) DESIGNATION:

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

(PR-1.2) RESTRICTIONS:

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

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

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

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

(PR-1.25) OPTIONS: Phasers placed in option mounts on Bolaar ships contribute only their standard capacitor space (not double) to the ship's capacitor.

(PR-1.3) DESTRUCTION:

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

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

(PR-2.0) ELECTROMAGNETIC FIELD

The Electromagnetic Field is the primary defensive system used on Mechad ships. This system is a power absorbing field capable of deflecting tremendous amounts of damage. It is only used by the Mechad, and no other race may use it or copy it (even if possessing a captured copy).

(PR-2.1) GENERAL DESCRIPTION:

(PR-2.11) DETAILS: Each Mechad ship has one electromagnetic field generator. There are no boxes representing the electromagnetic field. It cannot be destroyed unless the ship is destroyed. The electromagnetic field protects the Mechad ship in a 360 degree arc. See power distribution nodes (PR-3) for rules on multiplying the amount of power allocated to EM fields.

(PR-2.12) SITUATIONS NOT COVERED: Treat the EMF just like a shield for any situation not covered here. For instance, a ship cannot dock inside a starbase with its shields active, and therefore a ship cannot dock inside a starbase with an active EMF.

(PR-2.2) OPERATION:

(PR-2.21) ENERGY: Each turn, in energy allocation, a Mechad player must energize the electromagnetic field in order for it to function. The amount of energy that may be allocated is limited by the power which is available and the maximum EM field strength for that ship.

(PR-2.22) 1:1: The amount of energy allocated during energy allocation modified by the number of nodes (see (PR-3.0)) represents the amount of damage that the electromagnetic field can absorb before internals will be scored on the Mechad ship.

(PR-2.23) MAXIMUM LEVEL: The maximum strength of an EM field is 180 points for a SC1 unit, 120 points for a battleship-level SC2 unit, 90 points for all other SC2 units, 60 points for SC3 units, 40 points for SC4 units, and 20 points for SC5 units.

(PR-2.231) RATE OF INCREASE: The maximum strength of an EMF is further limited by whatever the lowest strength was at any time on the previous turn and the current turn +1/2 (rounded up) of the difference of the maximum size class-based EMF strength and the lowest strength at any time on the previous turn and the current turn. Example: If a SC3 ship's EMF was reduced to strength 39 on turn 3, the field may be increased to strength 50 [(60-39)/2 = +11] during energy allocation of turn 4, and then up to 55 [(60-50)/2 = +5] during energy allocation of turn 5, assuming no other damage.

(PR-2.232) FIRST TURN EMF STRENGTH: A Mechad ship which does not apply any energy to its EMF for two consecutive complete turns may raise its EMF on the third or any later turn to any level desired up to the size class-based maximum. Therefore, a Mechad ship may normally begin a scenario with its EMF at any strength up to its size class-based maximum.

(PR-2.233) SURPRISE LEVEL: Surprised Mechad can operate EMFs at no greater than 50% normal maximum. When so restricted, the rate of increase of the EMF uses the 50% maximum level in the rate of increase calculation.

(PR-2.24) RESERVE POWER: Reserve power can be applied during the Raise Shields Step of the Impulse Activity Segment to increase the electromagnetic field strength from 0 to a positive value. However, all allocated energy must be canceled in order to use reserve power to energize the EM field during the turn. If any field strength remains at the moment this is done, the field strength is assumed to be 0 for an instant for purposes of defining the maximum allowed field strength.

(PR-2.3) LEVEL IS ANNOUNCED:

PR-2.31) KNOWN: The strength of an EMF is known at all times, just as the strength of a shield (number of shield boxes) on non-Mechad ships is known at all times (except some very few special cases).
(PR-2.32) DAMAGE: Damage sustained by the EMF and its status after damage is known at all times.

(PR-2.4) TRANSPORTERS:

Electromagnetic fields do not block transporter beams. Note that this means a boarding party can board a Mechad ship with a full (or any other) strength EMF.

(PR-2.5) MULTI-SHIELD DAMAGING WEAPONS:

(PR-2.51) FULL DAMAGE: Weapons that normally hit multiple shields will do full damage to the electromagnetic field. Simply combine the damage that would have been scored on all of the six shields into one non-directional volley scored on the EMF. Example: An overloaded Hellbore at range 2 will do 25 points of damage.

(PR-2.6) EMF IS NOT A SHIELD:

(PR-2.61) NOT A SHIELD: Shield Crackers and Shield Parasites have no effect on EMFs. As their own rules state, they affect shields only.

(PR-2.7) EFFECT OF TERRAIN:

(PR-2.71) EFFECT: EMFs are affected by terrain in the same way as PA Panels. If PA Panels are restricted to operating at standard level, then EMFs are restricted to operating at 50% of their normal maximum strength.
(PR-2.72) LOWER INCREASE: When so restricted, the rate of increase of the EMF uses the 50% maximum level in the rate of increase calculation. EMF operation is not otherwise affected by terrain.

(XPR-2.0) X-Technology EMFs:

The following is a quick synopsis of rules which will appear in Mechad-2.
The X-EMF is the same except for the following:
a- Maxima: SC4=50, SC3=75, SC2=110, SC2+=150, SC1=210
b- Reserve power may be applied at the instant damage is scored (in the same manner as shield reinforcement) but this energy is not multiplied by the nodes. This energy may not be applied in advance of damage; reserve energy may be applied only to mitigate incoming damage at the moment that damage is applied.

(PR-3.0) POWER DISTRIBUTION NODES

Power Distribution Nodes are among the most important systems on Mechad ships. They are used to amplify generated power and distribute it to the EMF.

(PR-3.1) DESIGNATION:

Power Distribution Nodes are designated 'NODE' or 'NODES' on the SSD.

(PR-3.2) HOW DESTROYED:

(PR-3.21) DAMAGE: The first internal scored on a Mechad ship during a volley in which the EM field is knocked down is always scored on a node (exception-(PR-3.23)). Damage points from internal volleys which do not occur as the result of a volley which knocked down the EM field are never scored on nodes. The only other way to damage a node is by H&R raid.

(PR-3.22) "Leak" Damage: Damage from "leaky shields", spearfish drones, or other, similar, rules cannot damage a node.

(PR-3.23) Last Node: The last node on every ship is destroyed only when the ship is destroyed. It is specially marked on each SSD. The last node does count as one of the internals on the ship for purposes of determining when the ship is crippled.

(PR-3.24) CDR Repair: A Power Distribution Node requires 10 CDR points to repair but may receive only 1 CDR point per turn, and only one node may receive allocated CDR points during any one turn. Any remaining CDR points may be allocated to other systems at the same time that the 1 point per turn is allocated to a node.

(PR-3.25) EDR Repair: EDR may attempt to repair only one node per turn, although multiple repair attempts may be assigned to that one node.

(PR-3.3) EM POWER MULTIPLIER:

Power Distribution Nodes do not generate any energy of their own, nor do they require allocated energy to function.

(PR-3.31) MULTIPLY: Each node is an energy multiplier. The amount of energy allocated to the electromagnetic field is multiplied by the number of undestroyed nodes to determine the amount of defensive power available for the EM field that turn.
EXAMPLE: The Mechad dreadnought (RH-8.2) has 5 Power Distribution Nodes. The owning player allocates 10 power to the EM field which is multiplied by 5 to provide 50 points of protection.

(PR-3.4) DISENGAGEMENT BY ACCELERATION:

A Mechad ship which wishes to disengage by acceleration may allocate energy to its nodesequal to the result of the following formula: E=10-SC where E is the amount of energy that may be allocated to the nodes and SC is the size class of the ship. If the ship is able to move speed 31 (or its current maximum speed) and has more than that amount of energy left over, the excess energy may be applied to the nodes/EMF as well.

(DW-8.0) TRANS-WARP MISSILES

(DW-8.1) GENERAL INFORMATION:

(DW-8.11) DESCRIPTION: The Trans-Warp Missile is neither a direct-fire nor a seeking weapon, but has aspects of both. In essence, it is a small, drone-like, ultra-velocity guided torpedo. Although it is launched like a drone, guided like a drone, may be destroyed like a drone, and impacts like a drone, it is not represented by a counter on the map and is treated more like a slow direct fire weapon; therefore it has been given a (DW) rule designation.

(DW-8.12) DESIGNATION: Trans-Warp Missiles are hereafter referred to as TRAMs. Trans-Warp Missile launchers are designated TWM on the SSD. Additionally, there is an ammunition track on each SSD for scoring TRAM use.

(DW-8.13) DAMAGE: TWMs are destroyed by a single drone hit on the DAC.

(DW-8.14) SEQUENCE OF PLAY: A TRAM is launched during the Impulse Activity Segment at the same time as drones are launched. Direct fire weapons may fire at a TRAM in an attempt to destroy it during the Direct Fire Segment of the impulse of launch. A TRAM will hit its target (unless destroyed) during the Movement Segment of the impulse after launch at the same time as drones impact on their targets.

(DW-8.15) COUNTERS: There are no TRAM counters; they are not really needed, but a drone counter could be used as a reminder.

(DW-8.2) LAUNCHING TRAMS:

(DW-8.21) FIRING ARCS: TRAMs have a 360 degree firing arc.

(DW-8.22) FIRE CONTROL: TRAMs require Active Fire Control and a seeking weapon control channel from the launching unit, which must be maintained until impact. If lock-on is broken or AFC is turned off for any reason between time of launch and impact, the TRAM will automatically miss its target. This will usually limit TRAM launch to 6 per impulse for most ships (most ships don't have that many launchers, anyway), and 2 per impulse for most fighters (they can't launch them that fast, anyway).

(DW-8.23) BALLISTIC TARGETING: A TRAM may be launched on a ballistic course even if fire control is passive or off in the same manner as a drone. Note that TRAMs are not self-guiding.

(DW-8.24) RANGE: A TRAM has a maximum range of 15. This is the maximum true range between the launching unit and the target unit at the time of launch; movement of either unit on the next impulse does not have any effect on the range determination for purposes of determining if the TRAM may launch. The range for purposes of the damage die roll is determined at the time of impact (it is possible for the units to be 17 hexes apart at this point, or even farther if some special rules are in effect).

(DW-8.25) ERRATIC MANEUVERS: A TRAM may not be launched or guided by a unit which is performing erratic maneuvers.

(DW-8.3) DESTROYING INFLIGHT TRAMS:

Any direct-fire weapon may be fired at a TRAM. No weapon firing at an incoming TRAM is penalized by small target modifiers, special heavy weapon vs. drone modifiers, or anything else. Even rather clumsy heavy weapons have no extra trouble targeting TRAMs because the TRAM's extremely high speed provides a very strong warp signature for weapons tracking.

(DW-8.31) ONE POINT: Only 1 point of damage is required to destroy an incoming TRAM.

(DW-8.32) RANGE: All fire at an incoming TRAM is assumed to occur at range 1 unless TRAM launch occurred at range 0, in which case fire is assumed to occur at a range of 0.

(DW-8.33) TARGET ONLY: Only the target unit or a unit in the same hex as the target unit can fire at an incoming TRAM.

(DW-8.34) FIRING ARCS: Only weapons that bear at the ship which launched the TRAM (i.e. which could fire at the ship which launched the TRAM) are eligible to fire at an incoming TRAM.

(DW-8.35) SEEKING WEAPONS: Seeking weapons generally have no effect on TRAMs.

(DW-8.351) SEEKING WEAPONS VS TRAMS: Seeking weapons may not be launched at TRAMs; TRAMs are too fast for other seeking weapons to hit. A TRAM may not be launched at another TRAM.

(DW-8.352) TRAMS VS SEEKING WEAPONS: TRAMs generally affect seeking weapons normally, but see (DW-8.3524).

(DW-8.3521) NO PENALTIES: A TRAM does not suffer any special damage die-roll (see below) penalties when fired at a drone or other seeking weapon.

(DW-8.3522) DAMAGE VS DRONES: A TRAM will simply do the indicated damage - - - the drone will not be automatically destroyed as it would with a drone or an ADD.

(DW-8.3523) PLASMA TORPEDOES: TRAM damage on a plasma torpedo is treated the same as phaser damage on a plasma torpedo.
(DW-8.3524) SIMULTANEOUS IMPACT: A TRAM is considered to be faster than any drone or any other seeking weapon for purposes of simultaneous impact.

(DW-8.36) OTHER DAMAGE VS TRAMS:
(DW-8.361) EXPLOSIONS: TRAMs are not affected by mine explosions, ship explosions, or collateral damage.
(DW-8.362) MINES: Automatic mines will not accept a TRAM as a valid target (TRAMs are treated as SC7 targets for other purposes). Command-controlled mines with direct fire weapons can fire at a TRAM if they are the target of the TRAM or if the target of the TRAM is in the same hex as the mine.
(DW-8.363) TERRAIN: Most terrain features such as nebulae, dust clouds, heat zones, and asteroids will not damage a TRAM; it moves through the terrain too quickly, and has shielding to protect it and software built in that allows it to avoid most small obstacles. EW effects from terrain will affect the TRAM's damage die roll (see below) normally as if it were a normal direct fire weapon.
(DW-8.364) ESGS: ESGs have no effect on TRAMs. TRAMs have no effect on ESGs. The same shielding which allows them to ignore most terrain phenomena which would normally damage seeking weapons also allows them to ignore ESGs.

(DW-8.37) DISPLACEMENT: Use the usual seeking weapon rules if either the target or the launching unit is displaced; if the weapon would lose tracking, the TRAM will automatically miss and if the weapon would retain tracking, the TRAM will hit as usual (although the range between launcher and target could be very great). If the TRAM itself is displaced, it will automatically miss its target.

(DW-8.38) WEBS VS TRAMS: A TRAM can be fired into a web hex, but cannot be fired out of or through a web hex.
(DW-8.381) A TRAM which impacts a web or is launched from within a web with greater than zero strength will immediately become stuck and run out of fuel before it can impact on a target beyond that web hex.
(DW-8.382) A TRAM launched from a web hex at a unit in that same web hex will hit that unit normally if that unit is still in that web hex on the Movement Segment following launch.

(DW-8.39) CHAFF AND WEASELS: A fighter may use chaff to attempt to break TRAM lock-ons; the chance of success is the same as when used against drones. Wild Weasels will distract TRAMs as if they wer drones.

(DW-8.4) TARGET IMPACT & DAMAGE:

(DW-8.41) SHIELD FACING AS FOR DIRECT FIRE: The TRAM will impact on the shield of the target unit facing the launching unit at the time of impact, regardless of the relative facing at the time of launch. This is because the launching unit continues to guide the TRAM until the moment of impact.

(DW-8.42) DAMAGE: TRAMs have a proximity fuse, and do damage based on how close they are to their target when they detonate. A TRAM will do between 0 and 3 points of damage at impact. This damage is the same as phaser damage for all purposes not covered here, i.e. TRAM damage is treated the same as phaser damage against plasma torpedoes.
(DW-8.42) NON-VIOLENT COMBAT: TRAM damage may not be resolved with the non-violent combat charts.

(DW-8.43) TRAM DAMAGE CHART:

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

Die rolls less than 1 score the same damage as a 1.
Die rolls greater than 7 score the same damage as 7.

(DW-8.44) ELECTRONIC WARFARE EFFECTS: The damage die roll is affected normally by electronic warfare (natural, lent, etc.) and other effects that modify direct-fire weapons (legendary officers, etc.).

(DW-8.45) RANGE MODIFIER:
At range 0, subtract 2 from the damage die roll.
At range 1-5, subtract 1 from the damage die roll.
At range 6-10, no range modifier.
At range 11-15, add 1 to the damage die roll.
At range 16+, add 2 to the damage die roll.
Use the Effective Range at the moment of impact to determine the range modifier.

(DW-8.46) SPEED MODIFIER:
If the target is speed 0, subtract 3 from the damage die roll.
If speed 1 (or in orbit, etc.), subtract 2 from the damage die roll.
If speed 2-10, subtract 1 from the damage die roll.
If speed 11-20, no speed modifier.
If speed 21-31, add 1 to the damage die roll.
If speed 32, add 2 to the damage die roll.
Use Effective Speed, i.e. EM and other movement will affect the EW balance but is not considered part of speed for purposes of the speed die roll modifier.
(DW-8.461) TRACTORS: If a target unit is tractored, even by the launching ship, there is no special bonus on the damage roll; use the effective speed (usually, the combined pseudo speeds) of the tractored units.

(DW-8.47) CHART: Mechad SSDs have a Tram Die Roll Modifiers Chart cross-referencing target speed and range. This chart simplifies the determination of all modifiers (except EW which must be added after).

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4
EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER					

(DW-8.48) SCORING DAMAGE: Damage from TRAMs is combined into a single volley with all other non-enveloping seeking weapon damage scored on the same shield on the same impulse.

(DW-8.5) TRANS-WARP MISSILE LAUNCHERS:

TRAMs are launched from Trans-Warp Missile Launchers and some fighter launch rails. The launcher is designated TWM on the SSD and is destroyed by one drone hit. Some special shuttles can mount a TWM.

(DW-8.51) CAPACITY: A TWM holds 24 TRAMs. There is only one type of TWM.

(DW-8.52) LAUNCH RATE: A TWM may launch up to 6 TRAMs per turn in "offensive mode". There must be at least 6 impulses between each TRAM launch from a TWM in "offensive mode". [Example: A ship with one TWM launches a TRAM on impulse 1. It may launch a second TRAM from that launcher on impulse 7. The third TRAM from that launcher may be launched on impulse 13.] The usual 8-impulse delay between launchings on consecutive turns does NOT apply; use the 6-impulse delay given here instead.

(DW-8.521) Defensive Firing Rate: A TRAM may be launched at a target which is at range 6 or less and is size class 5 or less AND smaller than the launching unit even if a TRAM has been launched from the same launcher within the last 6 impulses.

(DW-8.522) If the launching unit is a base with active positional stabilizers, the launching unit may be smaller than the target unit for purposes of allowing the faster firing rate permitted in (DW-8.521).

(DW-8.523) Even under the (DW-8.521) firing rate, a single TWM may still launch only 6 TRAMs during the course of a single turn or during any 8 impulse period.

(DW-8.53) RELOADS: One complete reload set of TRAMs is standard. The reloads are destroyed with the last excess damage box. Extra TRAMs may be purchased for .25 BPV each.

(DW-8.54) LOADING & UNLOADING: Up to 8 TRAMs may be loaded or unloaded from a TWM on one turn. A single TWM may not be loaded and unloaded on the same turn. A TWM may not launch during a turn when it is being loaded or unloaded. Loading or unloading must be plotted during energy allocation and takes that TWM out of service for the entire turn. No energy is required to prepare a TRAM for use.

(DW-8.55) CARGO SIZE & HANDLING: A TRAM is 1/2 the size of a type-1 drone for all purposes. It is considered to be explosive ordinance for combat cargo transfer.

(DW-8.56) TWM REPAIR: A TWM may be repaired with 4 points of CDR. When the repair is complete, the TWM is empty but it may be reloaded.

(DW-8.6) FIGHTER-LAUNCHED TRAMS

(DW-8.61) RANGE: TRAMs launched by fighters are limited to a maximum launch range of 10.

(DW-8.62) PENALTY: TRAMs launched by fighters add an additional +1 to the damage die roll, i.e. they are likely to score less damage.

(DW-8.63) LOADING: One TRAM requires one-half of one deck crew action to load onto a fighter or ready rack. The TWM on the Mechad MRS and the core fighter is reloaded at the same rate as a ship-mounted TWM but requires a deck crew for each full turn of reloading.

(DW-8.64) DELAY AFTER LAUNCH: There is a 16-impulse delay after the launch of the fighter before the first TRAM may be launched from that fighter.

(DW-8.65) DELAY BETWEEN TRAM LAUNCH: A fighter may launch one TRAM at a time, and there is a minimum 6-impulse delay between consecutive TRAM launchings from a fighter, regardless if the TRAM is being launched from a launch rail or a TWM. Faster firing rate for small targets at closer range (DW-8.521) is not permitted except against SC7 and smaller targets.

(DW-8.66) NO NON-FIGHTER SCATTER-PACKS: TRAMs may not be loaded into a shuttle scatterpack. The only exceptions are fighter and MRS scatterpacks. A fighter scatterpack will release all of its TRAMs when triggered. An MRS or core fighter scatterpack will release only 1 TRAM from its TWM and will then go inert.

(DW-8.7) COMPLETE EXAMPLE:

During Impulse Activity of impulse 15, a Mechad ship with 4 TWMs launches 4 TRAMs at an Indirigan ship at range 12 moving speed 24. The Indirigan has 6 ECM while the Mechad has 3 ECCM (a +1 defensive shift in the Indirigan's favor). The Indirigan chooses to try to shoot down the TRAMs since a down shield is facing the Mechad ship. During Direct Fire, the Indirigan fires two ph-SRs, one shot at each of two incoming TRAMs. Since fire at an incoming TRAM is assumed to occur at range 1, and since a ph-SR scores at least 3 points of damage at that range, both targeted TRAMs are destroyed. Unfortunately for the Indirigan, there are still two more TRAMs coming in. Fortunately for the Indirigan, his turn mode is satisfied and he is scheduled to move on the next impulse. During Movement of impulse 16, he turns, bringing a new shield to bear toward the Mechad ship and closing the range to 11. The two remaining TRAMs impact on the Indirigan vessel. Die rolls for damage are made. The first die roll is a 2, +1 for the EW shift, +1 for the range, and +1 for the Indirigan's speed; the natural roll of 2 becomes an adjusted roll of 5, which scores 1 point on the Indirigan's shield. The second die roll is a natural 5 which becomes an adjusted roll of 8, which scores no damage.

(DW-8.8A) OPTION MOUNTS:

Many pirate and mercenary ships used TRAM launchers in their option mounts. Each TWM costs 1 BPV and requires one option mount; 1 reload set is included.

(DW-8.8B) POINT VALUE:

A TRAM launcher costs 5 BPVs for inclusion on Commander's annex #6a. Each TRAM launcher comes with 24 trams and 24 reloads.

(DW-8.9) KREBIZ ADD/TRAM REFIT

The Far Side Krebiz copied TRAM technology to a limited extent. ADD racks on units of the Krebiz Capitalist Alliance may use TRAM ammunition or ADD ammunition beginning in Y160. Before Y160, and for all near side Krebiz ships (which never gained this ability), delete one point from the BPV for each ADD rack on the ship or base.

TRAMs launched from ADD racks may not be launched within 8 impulses of an ADD from the same launcher, nor may an ADD be launched within 8 impulses of a TRAM from the same launcher.

TRAMs launched from ADD racks are limited to a maximum launch range of 6.

(XDW-8.0) X-TECHNOLOGY TRAMs:

The following is a quick synopsis of rules which will appear in Mechad-2.

a- A damage die roll result of 0 or less will score 4 points of damage.

b- Rate of fire is increased to once every 4 impulses and up to 8 launches per turn.

c- All ships carry double reloads of TRAMs.

(DW-9.0) THE DISTORTION CANNON

(DW-9.1) DESCRIPTION:

(DW-9.11) GENERAL: The Distortion Cannon is a long-range direct-fire weapon which temporarily warps and rips the fabric of space in a large (10000 km) area. Any unit or other object in this one-hex area will take 1 point of damage. It may do this once every impulse at a cost of one energy per shot. The Distortion Cannon never misses (an entire hex is too big to miss).

(DW-9.12) DESIGNATION: Distortion Cannons are designated DC on the SSD.

(DW-9.13) DAMAGE: The DC is damaged by TORP hits on the DAC. It is a two-space weapon and so two TORP hits are needed to destroy it.

(DW-9.14) SEQUENCE OF PLAY: Distortion cannons are fired in the Direct Fire Segment of the sequence of play.

(DW-9.2) ARMING:

The maximum amount of energy which can be allocated to a DC in one turn is 32 (for one shot each impulse). Any energy not expended by the end of the turn is lost. There is no way to store energy in the DC, so even at WS-3 the weapon must be charged as needed. Reserve power may be used to operate the DC. Any type of energy may be used to arm a distortion cannon.

(DW-9.3) FIRING:

The DC may fire once for every point of energy applied to it. It may fire once per impulse. One DC may target only one hex at a time. The usual 8-impulse delay does NOT apply to DC fire.

(DW-9.4) RANGE & EFFECT:

(DW-9.41) RANGE: The Distortion Cannon has a range of 0 to 50 and has the same effect at any range, see (DW-9.42).

(DW-9.42) EFFECT: This effect is to score 1 point of damage on every unit in the target hex. The shield/PA Panel Bank/Armor Group/etc. is determined randomly for each unit which is affected. This damage is added to any other non-enveloping damage scored on that shield (or whatever) as a single volley.

(DW-9.421) NON-VIOLENT COMBAT: Damage from a distortion cannon may not be resolved with the non-violent combat tables.

(DW-9.43) ELECTRONIC WARFARE: EW has no effect on the operation of the Distortion Cannon. However, the DC can be used only with Active Fire Control.

(DW-9.44) FEEDBACK: The firing unit takes 1 point of feedback damage on the facing shield at range 11-15. The firing unit takes 2 points of feedback damage on the facing shield at range 6-10. The firing unit takes 3 points of feedback damage on the facing shield at range 1-5. At range 0, the firing unit will take 4 points of feedback damage on its facing shield (firing ship's choice if situation is ambiguous). Naturally, a non-immune unit which fires its DC at its own hex will also take normal DC damage, although this is not feedback damage.

(DW-9.45) SINGULAR EFFECT: Only one DC may be fired at 1 hex on the same impulse. Multiple DCs fired on a hex will still produce only 1 damage point.

(DW-9.46) UNIVERSALITY OF EFFECT: Damage from a DC will affect any unit not immune as described below, including drones, plasma torpedoes, and boomerang fuser mechanisms. Terrain has no effect on a Distortion Cannon unless it prevents lockon to the target hex. The damage is treated as phaser damage for most purposes.

(DW-9.47) UNITS IMMUNE FROM DISTORTION: Mines and units on planetary or lunar surfaces or with active positional stabilizers are immune to the Distortion Cannon. Large asteroids aren't large enough to produce immunity. Simply being in the atmosphere of a planet isn't enough to be immune. A DC may be fired by a unit with active positional stabilizers or on a planetary or lunar surface and such a unit is still subject to feedback damage.

(DW-9.48) FIRING ARC: All DCs on standard ships use the FA arc only. DCs on most bases have a 360 degree arc.

(DW-9.49) TERRAIN: DCs are not affected by most terrain. Terrain which blocks line of sight, and therefore lockon, will prevent DC fire. Webs block DCs normally.

(DW-9.5) DEPLOYMENT:

(DW-9.51) AVAILABILITY: The DC cannot be mounted on ships smaller than SC3. Ships of SC3 can mount no more than one; ships of SC2 can mount no more than 2; see the SSDs for the number that can be mounted on bases. Historically, only Mechad command ships mounted the DC.

(DW-9.52) COMMAND SHIPS: The Mechad player must have at least two non-command ships for every command ship in his battle force. An exception is made for the first command ship. Therefore, if there are only 2 Mechad ships in play, one of them may be a command ship; if there are 4 Mechad ships in play, only 1 may be a command ship; if there are 6 Mechad ships in play, 2 may be command ships. This force mixture requirement is only for point-based pickup games; players which have developed their own campaign systems with their own restrictions or penalties on command ships may ignore this rule.

(DW-9.6) REPAIR:

The Distortion Cannon requires 15 CDR points per box (30 to repair both boxes, and this would count as two repairs). EDR and other repair systems operate normally.

(DW-9.7A) OPTION MOUNTS:

Distortion cannons may not be placed in the option mounts of non-Mechad ships. If you want to use them anyway, they require 2 adjacent centerline mounts (2 hits to destroy), can only be mounted on SC3 and larger units, and cost 10 BPV each.

(DW-9.7B) POINT VALUE:

Distortion cannons take 2 hits to destroy, can only be mounted on SC3 and larger units, and cost 20 BPV each.

(XDW-9.0) X-Technology Distortion Cannons:

These are exactly the same as standard DCs except they have a 5 point energy capacitor.

(DW-10.0) SUBSPACE WHIPS

(DW-10.1) DESCRIPTION:

There are no external, visible weapon mounts for subspace whips. The whips are part of the warp field controls of Mechad ships. No other ships use this type of warp field controls and so no other empire may use subspace whips on its ships. Subspace whips use an extension of the ship's own warp field to score damage on opponent units. Once the warp field is properly tuned to the target, it becomes more accurate. A side effect sometimes destabilizes the warp field, preventing any of the ship's whips from firing (except at small targets at close range) for a short period of time.

(DW-10.11) Arming and Firing: Subspace whips are armed and fired just like phaser-MRs (1 point each, 1 shot per turn, uses similar capacitor system, etc.). The only exception is that the whip capacitor does not need to be warmed up with one point of energy for one turn before energy may be stored in it and whips fired.

(DW-10.12) Damage: Subspace whips are damaged by PHASER hits on the DAC.

(DW-10.13) Repair: Subspace whips may be repaired with 6 points of CDR and other repair systems operate on them normally.

(DW-10.14) Situations Not Covered: Subspace whips and the damage they do are treated the same as phasers (ph-MRs when a specific type is needed) for any purpose not specifically covered or excepted below. For instance, terrain will affect damage from whips exactly as it affects damage from phasers.

(DW-10.2) GENERAL WHIP RULES

(DW-10.21) Subspace whips do not need to be "warmed up" with one point of energy before they may be armed or used.

(DW-10.22) 'M': The M on the chart indicates a miss.

(DW-10.23) 'T': The T indicates a termination of effect. If a T is generated by any of the whips fired on the current impulse, no whips can be fired by the ship until the fourth impulse following the termination. Only a "natural" die roll will generate a T result; if, due to EW shifts or other factors, the natural die roll indicates damage or an M result but the adjusted die roll is a T result, the shot is considered to be an M result instead of a T result.

(DW-10.24) Whips may be fired at SC6 and SC7 units at range 0 to 6 during the 4 impulse termination delay. Such fire during a termination delay may not earn, maintain, or use a sequential bonus.

(DW-10.3) SEQUENCING:

(DW-10.31) Sequential Bonus: If only one whip is fired on one impulse and that whip scores any non-M/non-T result, then a whip fired on the following impulse receives a -1 bonus to its die roll (if only one whip is fired at the same target as the previous impulse).

(DW-10.32) The bonus modifier never gets better than -1, even after several impulses of sequential fire.

(DW-10.33) The modifier is lost if on any impulse a whip is not fired, or if a 'T' terminates the whip series, or if more than one whip is fired, or if a new target is selected. An 'M' result is a miss, but does not affect the modifiers.

(DW-10.4) TARGETING:

(DW-10.41) Arc Restrictions: Although all whips have a 360 degree arc, only 1/3 of the whips (rounded down but at least 1) on a ship may fire into the RH arc during any one turn (or within 1/4 turn between turn breaks). The remainder may fire only into the FH arc.

(DW-10.42) When performing the above calculation, use the original number of whips mounted on the ship; damage does not change the number of whips that may fire into the RH arc as long as that many whips remain undamaged.

(DW-10.43) The FH firing arc restriction may be violated if the target is SC5 or smaller AND of a smaller size class than the firing unit, and is at range 6 or closer. This fire, if the target is within the RH arc, does not count against the number of RH whip shots that may occur that turn.

(DW-10.44) If the firing unit is a base with active positional stabilizers, the target unit does not need to be smaller than the firing unit for purposes of (DW-10.43). Of course, since most bases do not have an RH arc, this is usually not an issue. The arc restriction rule can be ignored for almost all bases.

(DW-10.45) This firing arc restriction does not apply to shuttle/fighter whips, all of which are 360 degree.

(DW-10.5) PLASMA TARGETS

(DW-10.51) Whips vs Plasmas: Every two points of whip damage (round down) scored on a plasma torpedo increases its effective range by 1.

(DW-10.52) Example: A pl-F which has traveled 9 hexes by impulse 15 is about to hit a Mechad ship. The Mechad fires 3 whips at the plasma from range 1, scoring 13 damage. This increases the effective range traveled by the plasma by +6, to 15. When the plasma moves into the Mechad ship's hex on impulse 16, it scores no damage since a pl-F which has traveled 16 has a strength of 0.

(DW-10.6) SHUTTLE WHIPS:

These are low-power whips usually mounted on shuttles and fighters.

(DW-10.61) Energy: A shuttle or fighter does not require any special energy to fire a whip, just as other shuttles and fighters do not require any special energy to fire their phasers.

(DW-10.62) Fighter Whip Pods: Mechad carriers have subspace whip pods for their fighters instead of ph-3 pods. Whip pods operate the same as phaser pods.

(DW-10.63) Damage: A shuttle whip will do damage as indicated on the subspace whip table. In general, a shuttle whip scores damage and otherwise operates just like a normal whip except the effective range is shifted 3 range columns to the right on the damage chart.

(DW-10.64) Low-Power Whips: A standard subspace whip on a ship can fire once per turn as a shuttle whip for only 1/2 point of power. This is similar to a ph-1 or ph-2 firing as a ph-3.

(DW-10.641) Scout Sensors: Subspace whips fired at the low-power setting will not blind scount sensor channels.

(DW-10.7) HEAVY WHIPS:

Heavy whips can only be mounted on bases. If the base's positional stabilizers are not active, the heavy whips may fire as standard whips only. All whips on bases are assumed to be heavy whips unless otherwise noted.

(DW-10.71) Energy: A heavy whip requires 2 points of energy per shot.

(DW-10.72) Damage: Heavy whips use the same table as standard whips with the following exceptions:

(DW-10.721) All fire from range 16 through range 75 receives a -1 bonus to the die roll (when combined with the sequential bonus, a -2 advantage can result). All fire from range 0 through range 15 receives a -2 bonus to the die roll (when combined with the sequential bonus, a -3 advantage can result). From range 0 through range 75, any die roll result of 0 or better will do double the damage which would normally be indicated by a die roll result of 1 at that range.

(DW-10.722) A heavy whip may fire from range 76 through range 100 using the standard whip's range 51-75 column without the (DW-10.721) bonus.

(DW-10.723) A heavy whip may fire from range 101 through range 150. If it does so, it will score 1 point of damage with a die roll of 1, and will terminate on any other die roll. At this range, the (DW-10.721) bonus does not apply.

(DW-10.73) Low-Power Heavy Whips: A heavy whip may fire once per turn as a standard whip for 1 point of energy. A heavy whip may fire once per turn as a shuttle whip for 1/2 point of energy.

(DW-10.8A) OPTION MOUNTS:

Whips may not be placed in non-Mechad option mounts. If you want to put them in option mounts anyway, the whip capacitor is treated as seperate from the phaser capacitor (if any). The first whip costs 1 BPV, the second 1.5, the third 2, and the fourth and any additional cost 2.5 each. Heavy whips are double the cost of standard whips.

(DW-10.8B) POINT VALUE:

Whips may not be placed on non-Mechad ships. If you want to put them on units with phasers anyway, the whip capacitor is treated as separate from the phaser capacitor. For the purposes of commander's annex #6a the first whip costs 3 BPV, the second 3.5, the third 4, and the fourth and any additional cost 4.5 each. Heavy whips are double the cost of standard whips.

(XDW-10.0) X-Technology Whips:

The following is a quick synopsis of rules which will appear in Mechad-2.

X-whips are the same as standard whips except:

a- A termination prevents further offensive whip fire for only 3 impulses.

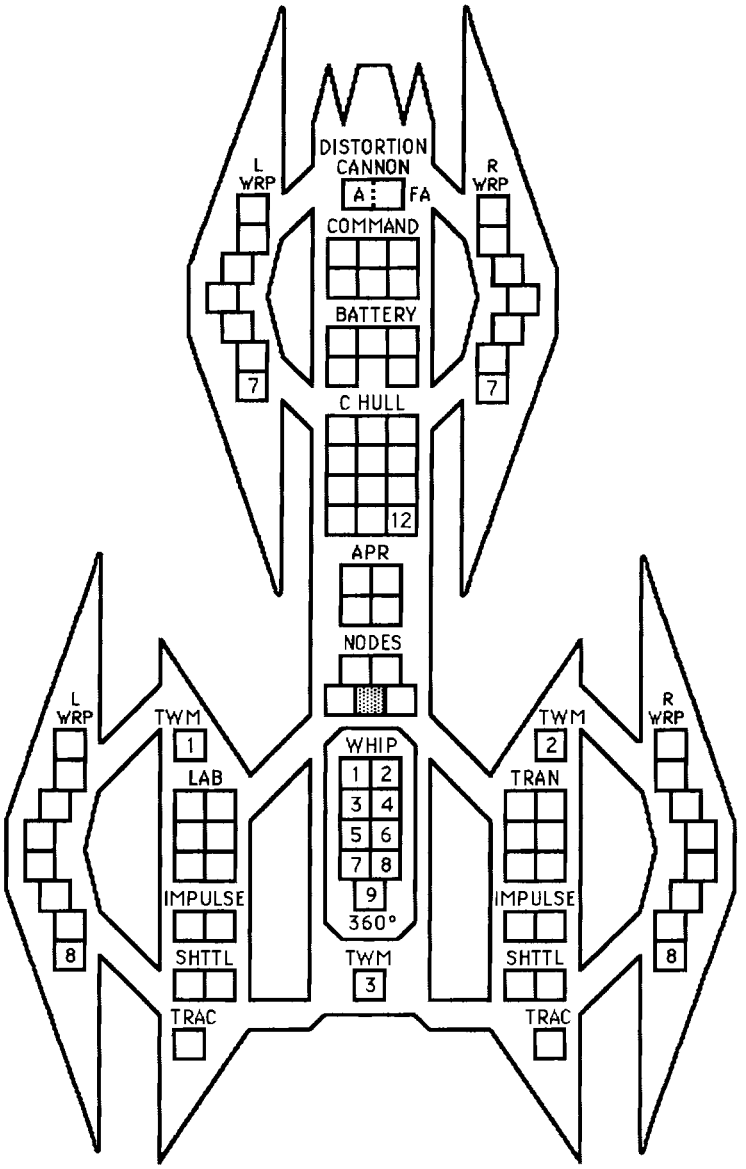
b- Whip capacitor is twice normal size (i.e. large enough to fire each whip in normal mode twice).

c- At a true range of 0 through 15, 1 point of energy may be expended from the whip capacitor or from reserve in order to gain an additional -1 die roll bonus.

d- One whip may fire as two shuttle whips (1/2 point each shot), but not twice on the same impulse. There is no "pseudo-aegis" restriction on this fire.

e- One heavy whip may fire as two standard whips or four shuttle whips, but no two shots may occur on the same impulse. There is no "pseudo-aegis" restriction on this fire.

MECHAD TOURNAMENT COMMAND CRUISER



GUARDS

BOARDING PARTIES

18

SHIP DATA TABLE

TYPE	=	TCC
MOVEMENT	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.6T
INTERNALS	=	98

PLAYER	
ROUND	
TOURNEY	

SHUTTLES

TWO BAYS

CNTR	HIT POINTS						TYPE

SENSOR

6	6	6	3	0

SCANNER

0	0	0	5	9

DAM. CON.

4	4	4	2	0

EX. DAM.

27

POWER CURVE

WARP	=	30
IMPULSE	=	4
APR	=	4
AWR	=	0
TOTAL	=	38
BATTERY	=	5

TRAM LAUNCHERS

NO RELOADS

1												24
2												24
3												24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

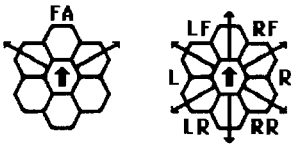
ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE			REINF	END

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

NOTES:

1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. THE SHADED NODE BOX CANNOT BE DESTROYED.

TURN MODE C

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

HET			BD	
		5	6	

60 MAX

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(ER-10) MECHAD SPECIAL RULES

(ER-10.1) MECHAD CREW:

An examination of the SSDs will indicate that Mechad ships have no crew unit boxes. This is because their crew are built-in pieces of equipment that are destroyed and repaired with the system boxes.

(ER-10.2) BUILT-IN SYSTEMS:

The crew on Mechad ships are built-in systems. Some might in fact be roving pieces of equipment but even these units are so linked to the Mechad operating system that if the box they are associated with is destroyed that roving unit becomes inoperable.

(ER-10.3) RECORDS NOT REQUIRED:

There is no need to keep records on Mechad crew. Mechad ships can never go uncontrolled due to a lack of crew. If there are boxes left on the ship, those boxes operate normally.

(ER-10.4) LEGENDARY OFFICERS:

There are no legendary Mechad officers. Players could experiment with conjectural 'advanced equipment' which functions like legendary officers.

(ER-10.5) OUTSTANDING/POOR CREW:

There are no outstanding or poor Mechad crews. Players could experiment with conjectural 'advanced equipment' which functions like outstanding crew or 'outdated equipment' which functions like poor crew.

(ER-10.6) BOARDING PARTIES:

Mechad boarding parties function in the standard fashion, as do Mechad marines, commandos, HWSs, etc. Note the larger numbers of boarding parties. If your shields didn't block transporters you'd have extra guards, too.

(ER-10.61) Defensive Boarding Parties: Note that about one-third of the boarding parties on Mechad ships are designated for defensive functions only. These boarding parties may be assigned as guards or used to repel boarding attempts, but may never leave the ship for any reason. They may not be rescued during catastrophic damage, etc. These defensive boarding parties represent fixed equipment and anti-boarding defenses.

(ER-10.62) Prize Crew Replacement: Mechad boarding parties may function as crew units on captured vessels or for other purposes. Each boarding party may function as one crew unit but may not do so while acting as a boarding party. The function of each boarding party, either boarding function or crew function, must be plotted during energy allocation each turn. If not plotted, they are assumed to be functioning in boarding party mode.

(ER-10.7) UNIFIED COMMAND:

Mechad ships have a centralized, unified command structure. As such there is no differentiation between types of command systems. Labeled on the SSD as 'Command', command is hit on bridge, flag, aux or emer. Each command box may be repaired with 10 points of CDR.

The following is a small historical piece presented here to fill space, allowing rules pages to be separated and collated into your rulebook.

Final Report of the Sub-Committee on Machine Sentience of the Krebizar Council of Robotics.

By John E. Kasper

Abstract

Nearly 36 years ago, the Great Council of the Alliance directed the Krebizar Council of Robotics to study the so-called Mechad machine intelligences in an effort to understand them and more easily defeat them in combat. This paper summarizes that research effort and serves as an index to other published documents which delineate the research in greater detail.

During the early years of warfare with the Mechad, a lack of understanding of their thought processes and motivations severely hindered Krebiz strategic planners. Some captains asserted that it was almost like dealing with two entirely different opponents. At times the Mechad would behave in a mechanical, somewhat predictable, and quite dispassionate manner; then suddenly they would seem to change, becoming violent, vindictive, and obsessed with destroying the Krebiz ship, even at the cost of their own ship. This behavior seemed so alien for a computer life form that it often was a completely unexpected surprise.

It was finally determined that the only way to actually understand the enemy in this case was to recreate him in our labs. The Sub-Committee on Machine Sentience of the Krebizar Council of Robotics was created to conduct this research. Initially, the research led to extremely advanced but non-sentient computers. (Indeed, most of the modern computers in use in the KCA are direct descendents of the machines developed during this research.) Eventually it was determined that the impediment to the development of sentience in these computers was, simply put, their inability to make mistakes.

A new internal architecture was developed for a new class of machine. These machines were based on neural networks with the capacity to self-modify the connections among their circuits. The flexibility inherent in this design was increased by incorporating free association modules. These devices allowed the computers to finally achieve sentience, largely through the ability to combine seemingly unconnected items of information to achieve unanticipated insights about the world. The first sentient computers developed by the Sub-Committee were rather wooden in their responses. To refine the design, the method of genetic algorithms with chaotic modification was used to "cross-breed" successful operating systems to produce even more successful ones. An interesting side effect to this methodology was the occasional development of what appear to be obsessions in many of the sub-systems related to primary systems. One of the individuals created in this project had a risk-analysis sub-process that spawned an interest in gambling. It is thought that this is similar to the actions of the Mechad as reported by those familiar with them. Apparently their protective directives led to the "AIs [going] into a virtual panic" at the thought of threats to their creators and eventually led to "the machine-citizens' smothering desire to protect and nurture them." Several sources note that "their loyalty is very strong." From these and other parallels, it seems that the machine intelligences developed in the Sub-Committee labs are good models for the Mechad.

[Note that the printed version of the abstract of this report continues for another 11 pages, while the actual report is several hundred pages long.]

(RH-8.0) MECHAD HOLDFAST:

LOCATION: The Mechad are located on the Far Side of the galaxy, at the galactic edge near the Tuforeous Dead Zone. Their territory borders the Free Trade Zone / Indirigan Space and the Plasma Occupied Territory, and is close to the area held by the Krebiz Capitalist Alliance. The Mechad originate from a solitary planet orbiting a double star. Their homeworld is an extremely mechanized society where machines control every process.

EARLY HISTORY: Before Y100 there was no Mechad Holdfast. The Mechad homeworld was called Arretia by its inhabitants, a race of humanoids with a very advanced technology and well-developed social engineering. The petty squabbles among nations experienced by most planets early in their history were avoided almost entirely, and the global computer network permitted the development of a government by referendum where every citizen could participate in nearly every decision - - - and in all legislative acts.

Very little of the planetary resources had been expended to develop spaceflight. Instead, the Arretians concentrated their efforts on computers, automation, and articificial intelligence. By Y-45, nearly every mundane, dangerous, and otherwise undesireable task was performed by machines, most often under the control of computers whose articificial intelligence routines were so advanced that they were fully sentient and self-aware.

The self-aware artificial intelligences increased greatly in numbers, capability, and responsiblility during the next few decades. Articifical intelligences (AIs) became so much a part of everyday life on Arretia that some became media personalities and many others were afforded honarary membership in certain technological, social, and scientific societies. Always the machines made life easier, safer, and more profitable for the Arretians. By Y-12, the standard of living was so high that most distinctions created by social caste, economic leverage, and physical power were erased. The self-aware AIs were responsible for the majority of the design of the everyday systems that made life on Arretia a veritable paradise.

Beginning during Y-12, the self-aware AIs began to lobby for recognition of their sentience and rights as free-willed creatures. There was surprisingly little opposition to this among the enlightened Arretian population, and so self-aware AIs were given full citizeship, including the right to vote, in a planetary referendum during Y1. In recognition of these rights, the machines exercised their freedom to procreate and created tremendous numbers of new self-aware AIs. However, this did not significantly change the number of machines; most self-aware AIs "existed" within and between the global computer network. However, it was not long before artificial citizens greatly outnumbered the organic Arretians. The organics rarely felt threatened by this, however, for without exception every AI's motivation was the health, safety, and luxury of the living citizenry. Of course, there was wide variation in opinion, both among the machines and among the organics, as to the best expression of this motivation; even very similar AIs had different personalites and therefore different ways of fulfilling their purposes for existence.

ENEMY ALIENS: In Y53, the Arretians experienced their first contact with alien life more sophisticated than a microbe. A KCA exploration vessel took orbit around Arretia and initiated communication. Naturally, this first contact was with Arretian AIs, and the Krebiz crew was filled with both envy of and an odd sense of distaste for Arretian society. The Krebiz captain, a rugged individualist and believer in living spirit, was one of the most affected and disturbed. During the first weeks of contact, the Krebiz were approached by a small group of Arretians who were concerned about the machine-majority and their resultant political control. This group of disaffected Arretians had been founded by one of the last political parties on the planet, and wished to return to the days when media manipulation could influence the outcome of a referendum. The Krebiz captain heard the pleas of this tiny minority and took it upon himself to "free" the Arretians from what he perceived as dangerously controlled, pampered, and unfulfilling lives. The Krebiz, using their superior weapons technology, and with no space-faring opposition, attacked several central planetary computer nodes with both commando raids and planetary bombardment.

The AIs imediately reacted by taking over the relatively unsophisticated computers of the Krebiz ship, disabling it and making the efforts of those Krebiz involved in ground actions inconsequential to the eventual outcome of the very brief conflict. The disaffected Arretians who gave impetus to this action were horrified by the violence and most of them ended up being instrumental in the peaceful capture of the Krebiz ship.

Although the damage was relatively slight, with the exception of a few natural disaasters it was the greatest destruction seen on Arretia for hundreds of years. While the Arrettian people were frightened, disgusted, and disturbed by this action on the part of the alien Krebiz, the AIs went into a virtual panic: There were obviously hostile forces "out there" and these aliens were threatening not only to the existence of the machines, but were a danger to the safety and security of their precious charges, the organic Arretian citizens.

THE MACHINES TAKE OVER: During the next decades, the Arretians began to design and build a space fleet to defend themselves from these alien predators. However, the first organic deaths caused by the dangers of the unknown conditions of space travel forced the machine-majority to pass a benevolent but ultimately stifling referendum: Organic Arretians were banned from such dangerous journeys, forever. And as time passed, the living citizens lost more and more of

their self-determination because of the machine-citizens' smothering desire to protect and nurture them. In Y100 the organics lost the right to vote and were eventually reduced to a type of pampered-slave status.

With nearly perfect efficiency, the artificial Arretians developed starships and weapons systems based on and designed to defeat the Krebiz ship which attacked them in Y53. Before long, they had a large and powerful starfleet. The electronic Arretians decided to pro-actively defend their organic charges, and before long initiated a series of violent actions against the Krebiz, Indirigans, and other neighboring empires. During these early years, the AIs rarely chose to communicate with the lesser organics of the galaxy. The name "Mechad" was bestowed on them by the Krebiz, who remained their dearest enemy for a very long time.

The machine intelligences of Arretia have an extreme disregard for all non-Arretian organic life and will not negotiate or align themselves with any of the other Far Side empires. They do not hesitate to kill organics when necessary but will avoid this whenever possible. Their loyalty is very strong, albeit oddly expressed, but is to the organic units of their own homeworld only.

As the Free Trade Zone formed (from Y145 to Y155), the Mechad continued their constant aggression with limited, but very frequent, wars with the Krebiz Capitalist Alliance and the Clydon Empire. It is believed that Mechad aggression was the only thing that prevented the Clydons from conquering the Free Trade Zone during its formation.

After the economic boom caused by the formation of the Free Trade Zone, the Mechad were forced to adapt by actually engaging in trade with the lower life forms of the other galactic empires. These exchanges were often conducted in remote areas by androids, Mechad units with an organic appearance usually animated by an AI. These androids were often mistaken for organic beings.

SHIPS AND CREW: Mechad starship crews are entirely non-organic. Most crew units are built-in pieces of equipment. The large number of mechanized boarding parties are needed for guarding systems since the electromagnetic field defense does not block transporters. Some of the boarding parties represent internal security defense systems rather than mobile robot-like weapons platforms.

The Mechad usually have some androids for use when direct contact with alien organics is necessary. Most contact is made by computer intelligences which create virtual images which serve well enough for the majority of communication needs.

Most Mechad ships are smaller than equivalent classes used by other empires. This is because very little of their internal volume is devoted to living space and organic life support. Cargo tails are used when material or organics need to be transported. The solid construction of the ships makes them very durable and they can take more hull stress than most starships.

The Mechad do not give class names to their starships, although other empires occasionally assigned code names to them. To the Mechad, the heavy cruisers were simply heavy cruisers; class name conventions employed by the other empires were considered redundant and wasteful.

(RH-S8.0) MECHAD SCENARIO BALANCE

In any point-based pickup game which will take place in open space (unlimited running room and time, no stationary objective, etc.) and will be between only two opposing forces, the Mechad's opponent scores points as follows:

BPV of Mechad	Bonus Points
001-100	20%
101-200	15%
201-300	10%
301-400	05%
401+	00%

The Mechad's opponent may score the percentage shown of the Mechad's BPV either as victory points or as additional BPV to be used to purchase his own force. This is only for design-your-own or pick-your-own-fleet scenarios; published scenarios will have balance factored into their victory conditions unless noted otherwise.

(RH-8.R1) INTERCHANGEABLE TAILS:

Most Mechad ships can mount an auxiliay pack, known as a tail, on the aft portion of the hull. Only one tail may be attached at a time. Tails cannot operate independently. Tails may not be mounted or dismounted during a scenario; doing so takes several hours. The BPV on the SSD does not include a tail (except CV and PF ships). Tails may be specified by scenario. Where they are not specified, they may be purchased with Commander's Option Points; they are not considered a refit. See the SSDs for available types.

(RH-8.R2) CV TAILS AND PF TAILS:

The CV Tail and the PF Tail are not available as options and are permanent refits for the ships to which they are attached; they are part of the BPV and internal count of the ship provided on the SSD.

(RH-8.R3) TWO BREAKDOWN BONUSES:

Most Mechad ships get two breakdown bonuses because of their sturdy construction and relatively small unbraced internal volume. This is noted on the SSDs by providing an extra check-off box for the second breakdown bonus.

(RH-8.R4) MECHAD LIFE SUPPORT:

Even though organic units are usually not present on Mechad ships, the ships must still expend energy for life support normally. In the case of the Mechad, however, the life support energy represents power for the ship's computer network, internal control systems, and structural integrity field rather than environmental control, artificial gravity, and inertial dampeners.

(RH-8.1) BATTLESHIP (BB)

This large ship was built in response to the huge vessels being fielded by the Indirigans. The SSD for this unit may be found in this product.

(RH-8.2) DREADNOUGHT (DN)

The Mechad dreadnought was heavily armed and very fast when it wasn't rearming its subspace whips. Like most Mechad ships, it lacked the offensive punch to destroy its opponents with one blow and had to rely on careful tactics to bring its weapons into play most effectively.

(RH-8.3) SPACE CONTROL SHIP (SCS)

This ship carried 12 virus fighters and 6 PFs. The PF tail was a permanent feature of the ship and could be removed only with a major refit. No other tail can be attached to this ship. Very few of these were constructed, as the Mechad never made very much use of fighters and PFs. 500 spaces of reload TRAM storage (1000 TRAMs).

(RH-8.4) HEAVY CARRIER (CVA)

This ship carried 24 virus fighters. Sometimes it carried 12 virus fighters and 6 core heavy fighters. The SSD illustrates the more common configuration. When cores were carried, 3 core fighters replaced 6 virus heavy fighters in each of the two internal bays. No other tail can be attached to this ship. Very few of these ships were built; no empire of the Far Side made extensive use of fighters. 500 spaces of reload TRAM storage (1000 TRAMs).

(RH-8.5) BATTLECRUISER (BC)

Equivalent to the heavy battlecruisers used by other empires, the Mechad battlecruiser often formed the core of raiding squadrons. It often operated alone, and was commonly assigned to commerce raiding behind enemy lines.

(RH-8.6) COMMAND CRUISER (CC)

This ship was a modified heavy cruiser with enhanced command and control ability. Two of the CA's TWM's were removed to make room for the distortion cannon mounted in the nose and for its power conduits and warp field power sinks distributed throughout the ship. The CC led smaller squadrons during wartime and operated independently when tensions were at a low ebb.

(RH-8.6T) TOURNAMENT COMMAND CRUISER

The SSD provided in this product supercedes the one published in In-Coming Fire #15.

(RH-8.7) HEAVY CRUISER (CA)

The mainline ship of the Mechad starfleet. Since it was not a command ship it did not have a distortion cannon.

(RH-8.8) MEDIUM CRUISER (CM)

An improved version of the light cruiser, with two additional, albeit smaller, warp engines. This ship was the Mechad's war cruiser hull.

(RH-8.9) LIGHT CRUISER (CL)

Light cruisers were produced in larger numbers than any other Mechad ship of its size class. Almost all variants were based on the light cruiser hull. It was a little short on energy in heavy combat situations.

(RH-8.10) SCOUT CRUISER (CLS)

Based on the light cruiser, this ship had plenty of power for EW loaning. The small number of scout channels proved to be a disadvantage in some situations.

(RH-8.11) PF TENDER (CLP)

Another light cruiser variant, it was one of the better PFTs on the Far Side. Just as most empires of the Far Side, the Mechad didn't use PFs very much. No other tail can be attached to this ship. It has 250 spaces of reload TRAM storage (500 TRAMs).

(RH-8.12) CARRIER (CLV)

A relatively rare variant of the ubiquitous light cruiser, as the Mechad never fielded very many fighters. No other tail can be attached to this ship. It has 250 spaces of reload TRAM storage (500 TRAMs).

(RH-8.13) MINESWEEPER (CLM)

The minesweeper was another light cruiser variant. Mechad weapons weren't particularly well-suited for minesweeping. The Mechad did not make any SC4 minesweepers since the weaker EMF would not have provided sufficient protection for the smaller ships. This minesweeper has two mine racks but no mines are included in the ship's BPV. The BPV includes two minesweeping shuttles.

(RH-8.14) DESTROYER (DD)

The destroyer did not have a large alpha strike but was able to outlast its opponents when it had room to maneuver.

(RH-8.15) TRAM DESTROYER (DDT)

This ship exchanged two subspace whips for two additional TWMs. It was very effective against slow-moving and stationary targets.

(RH-8.16) DESROYER ESCORT (DE)

This is a DDT with an aegis refit. There was no destroyer escort with partial aegis. No SSD is provided for this ship; it is considered a refit of the DDT.

(RH-8.17) SCOUT DESTROYER (DDS)

A pretty good scout for most purposes. It had less total power but more channels than the scout cruiser.

(RH-8.18) FRIGATE (FF)

One of the most heavily-produced ships on the Far Side, the Mechad frigate had strong defenses for its size and class but lacked heavy-hitting weaponry.

(RH-8.19) TRAM FRIGATE (FFT)

This ship exchanged two subspace whips for two additional TWMs. It was a very effective ship as long as the TRAM ammunition held out.

(RH-8.20) FRIGATE ESCORT (FE)

This is an FFT with an aegis refit. There was no frigate escort with partial aegis. No SSD is provided for this ship; it is considered a refit of the FFT.

(RH-8.21) SCOUT FRIGATE (FFS)

Like most small scouts, it lacked both power and channels to be really effective in combat situations. It was often used for independent operations to track enemy movments.

(RH-8.22) SURVEY DESTROYER (DDG)

The survey ship of the Mechad fleet. Generally carried a science tail, but was capable of carrying others.

(RH-8.PF) MECHAD FAST PATROL SHIPS

(RH-8.PF1) STANDARD PF (PF)

None of the Far Side empires deployed large numbers of PFs. The Mechad experimented with the usual PF variants. The maximum EMF strength for PFs is 20 and they have 4 nodes. The maximum range for the subspace whips is 15 and the maximum range for the TRAMs is 15 (just like ship-launched TRAMs).

(RH-8.PF2) WHIP-ARMED PF (PFW)

Replaced the TWMs with additional whips.

(RH-8.PF3) TRAM-ARMED PF (PFT)

This PF replaced two of the subspace whips with two additional TWMs. It was a very power-efficient PF. With no onboard reloads for its TRAM launchers, this PF was nearly useless in long battles.

(RH-8.PF4) PF VERSIONS

The Mechad experimented with all of the various types. Most flotillas had one PFL and one PFS included.

(RH-8.PF4) CARGO PF (PFC)
(RH-8.PF5) SCOUT PF (PFS)
(RH-8.PF6) LEADER PF (PFL)

There are leader versions of the PF, the PFW, and the PFT.

(RH-8.PF7) MINE WARFARE PF (PFM)

This PF had one transporter and could carry a transporter mine, just like a leader version.

(RH-8.PF8) FI-CON PF (PFF)
(RH-8.PF9) GROUND ASSAULT PF (PFG)

(PF-8.PF10) INTERCEPTOR (INT)

Interceptors were briefly tested but were quickly replaced by PFs. Attrition units never found much favor among the empires of the Far Side.

(FR-8.F0) MECHAD FIGHTERS

(FR-8.F1) Mechad Shuttles: All Mechad shuttles are identical to the shuttles of other empires except they have one 360 degree whip in place of each ph-3.

(FR-8.F2) The Mechad Virus Fighter: The Mechad developed only one mass-production fighter. As with all Far Side races, the Mechad did not use fighters to any great extent. "Virus" was the code name given to this fighter by the Krebiz.

The virus fighter has the following characteristics:
Speed=15, Damage=10, Whips=2, TRAMs=6, DFR=3, Chaff=1, BPV=10. The EW version has no TRAMs.
When crippled, the virus is reduced to a single whip and all TRAMs must be ejected into space.
The virus fighter's TRAMs must be launched in its FA arc but may be guided in any direction. It may launch only 1 TRAM every 6 impulses. The TRAMs suffer a +1 damage die roll penalty and have a maximum launch range of 10.

(FR-8.F3) The Mechad Core Heavy Fighter: Rarely used, it saw some service during the few years just prior to the introduction of PFs. The core is a double-sized fighter. "Core" was the code name given to this fighter by the Krebiz.

The core fighter has the following characteristics:
Speed=12, Damage=17, Whips=3, TWM=1, DFR=1, Chaff=1, EW Pod=1, BPV=15.
The core has the internal volume of an admin shuttle and may be used to transport personnel and objects. It may not perform any other function of an admin shuttle, (i.e. the core may not be used as a wild weasel, etc.).
The core fighter was specialized for ground attack roles, and when used in that role it may use any characteristics of a ground assault shuttle (GAS) in place of the usual ground attack characteristics of a heavy fighter.
When crippled, the core is reduced to a single whip and all TRAMs in the TWM must be ejected into space. It retains its special ground attack characteristics when crippled, acting as a crippled GAS as desired by the owning player.
The TWM has 24 shots but suffers from a +1 damage die roll penalty and has a maximum launch range of 10.
The core's TWM-launched TRAMs may be launched and guided in any direction.

(FR-8.F4) The Mechad Bug MRS: The bug is a standard MRS with additional characteristics:
Whips=2, TWM=1. "Bug" was the code name given to this unit by the Krebiz.
When crippled, the bug is reduced to a single whip and all TRAMs in the TWM must be ejected into space.
The TWM has 24 shots but suffers from a +1 die roll penalty and has a maximum launch range of 10.
The MRS's TWM-launched TRAMs may be launched and guided in any direction.
Purchasing a bug also purchases two loads of TRAMs for the bug's TWM in much the same way that purchasing a drone-armed MRS provides some extra drones for the ship operating the MRS.

(HS-25.0) FREIGHTER ROULETTE

by John E. Kasper, PA **(Y142)**

The mechanical nature of the Mechad resulted in some odd experiments with fleet composition. In some cases, the control software (i.e. the crew) of all of the ships in the fleet were identical. The ships in such a fleet were capable of very close cooperation, having a unity of purpose that simply couldn't exist with ships and crews whose thought processes weren't identical. This often worked very well, resulting in closely coordinated fleets that were extremely hard to defeat. On some occasions there were odd side effects.

In Y142, two battlecruiser crews cloned from the same operating system were jointly engaged in a reconnaissance-in-force expedition through the border marches of the KCA when they came across a poorly defended convoy. The risk assessment sub-processes of these two crews had a slightly odd configuration that led to an obsession with gambling. They decided that the combination of the freighter convoy and the random nature of the distortion cannon provided an irresistible gambling opportunity. This is the story of that episode.

(HS-25.1) NUMBER OF PLAYERS: 3 to 5; two Mechad players and one to three KCA players. The freighters and escorts are played by one player, the rescue squadrons can be played by additional players if available.

(HS-25.2) INITIAL SETUP

TERRAIN: Use a floating map composed of two maps at a time (or more if needed) with the x30 row of Map 2 adjacent to the xx01 row of Map 1. The historic episode occurred in empty space, but any terrain acceptable to all players can be used. NOTE: The notation "1-3204" means "hex 3204 on map 1".

MECHAD 1: BC MS@DC-W12IN5:43a with a Tractor Tail in hex 1-1730. Speed last turn: 30. WS-III. Facing A.

MECHAD 2: BC MS@DC-W12IN5:43b with a Transporter Tail in hex 1-2730. Speed last turn: 30. WS-III. Facing A.

FREIGHTERS & ESCORTS (Krebiz): A number of assorted civilian ships with a total Combat BPV no more than 170 and including a total number of cargo boxes at least equal to 250, plus 1xCTL-C and 1xFFN. All within 3 hexes of 2-2210, facing A. At least 4 ships must be deployed on the "D" side of the xx10 hex row. Speed last turn: 10. All ships are at WS-III.

RESCUE SQUADRONS: See (HS-25.46).

(HS-25.3) LENGTH OF SCENARIO: The scenario continues until all ships on one side or the other are captured, destroyed, or disengage.

(HS-25.4) SPECIAL RULES

(HS-25.41) MAP: Use a floating map, as described in (HS-25.2). Krebiz, both the Freighters & Escorts and the Rescue Squadrons, can only disengage in directions A or B. The Mechad can only disengage in directions C or D.

(HS-25.42) SHUTTLES AND PFs:

- No shuttles in this scenario have warp booster packs.
- Any eligible ship could be carrying an MRS. See (J8.5) and (HS-25.43).
- There are no PFs in this scenario.

(HS-25.43) COMMANDER'S OPTION ITEMS:

(HS-25.431) All ships can select Commander's Option Items up to 20% of their Combat BPV. See (S3.2) for details and exceptions.

(HS-25.44) REFITS: All KCA ships have the refit.

(HS-25.45) MECHAD RESTRICTIONS: The Captain AIs of the two Mechad ships are avid gamblers and have agreed to a game to add a little spice to what would have been an easy and boring convoy raid. The contest that they have agreed to (and placed LARGE bets on) is to see which of them can destroy more freighters (and escorts) using only their Distortion Cannons.

(HS-25.451) The Mechad can freely fire on the Freighters & Escorts with their Distortion Cannons only. A Mechad ship can fire other weapons at a freighter or escort only after that freighter or escort fires weapons at that Mechad ship. If a Mechad ship uses any weapon to damage a freighter or escort other than the Distortion Cannon, that Mechad cannot claim the destruction of that freighter or escort for victory purposes. Fire at any target of SC6 or smaller is unrestricted.

(HS-25.452) This is a fiercely-contested bet. The Mechad ships may freely fire upon each other, subject only to the following conditions.

(HS-25.4521) Non-violent Combat (D6.4) must be used. Therefore, only Subspace Whips can be used for this purpose as TRAMs and Distortion Cannons may not use the NVC rules.

(HS-25.4522) At the time that fire is declared, the declared fire must not be capable of crippling the target Mechad ship. EXAMPLE: MS@DC-W12IN5:43a's EMF is down and MS@DC-W12IN5:43b is preparing to fire from range 2. MS@DC-W12IN5:43a has no internal damage. MS@DC-W12IN5:43b cannot fire twelve Subspace Whips at MS@DC-W12IN5:43a, since this could cause 7 x 12 = 84 points of damage, more than enough to cripple MS@DC-W12IN5:43a. Eight whips (56 points of damage max) could be fired, since this will not cripple the MS@DC-W12IN5:43a.

(HS-25.4523) A Mechad ship cannot fire at a crippled Mechad ship.

(HS-25.453) The Mechad players must secretly determine each impulse which hexes (if any) are their Distortion Cannon targets. If both players choose the same hex and a ship is destroyed by that shot each Mechad ship rolls one die. Any ships destroyed by that DC shot are credited to the player with the higher die roll (exception: (HS-25.451)).

(HS-25.46) RESCUE SQUADRONS: Two squadrons of Krebiz warships rushed to the aid of the convoy.

(HS-25.461) Before energy allocation of each turn roll one die and add it to a running total. When the total reaches 10, the first squadron arrives; when it reaches 24, the second squadron arrives. The squadrons arrive from direction A or B and are placed on the board 30 hexes from the nearest Mechad ship (set up an additional map, if needed), speed max, WS-III, with the nearest Mechad ship in their FA arc.

(HS-25.462) First rescue squadron: CA, DDL, FF-O. Second rescue squadron: DDA, FFB, FFB.

(HS-25.5) VICTORY CONDITIONS:

(Note: It is possible for more than one player to win.)

CONVOY PLAYER: Total the undestroyed cargo boxes on all freighters that survive at the end of the scenario, counting those which have disengaged. Add any points earned from damage scored on Mechad units by convoy units. Divide the total by 144 and consult (S2.3).

MECHAD: If a Mechad ship has been destroyed, it loses. If both survive, then for each Mechad ship, total the economic BPV of all cargo carrying ships (including the civilian ships and CTL-C) destroyed by that ship. The Mechad ship with the higher total wins. If the convoy player wins with a Substantive Victory or better, both Mechad players lose.

KREBIZ RESCUE SQUADRONS: Use the Standard Victory Conditions (S2.2) but ignore A and B.

(HS-25.6) VARIATIONS:

This scenario could be modified in many ways for further play.

(HS-25.61) Allow the Rescue Squadron player(s) to select the ships for the squadrons. The squadrons should be between 230 and 260 BPV each.

(HS-25.62) Replace the Krebiz escort and rescue ships with equivalent Clydon ships. The Rescue Squadrons must come from, and the Clydons must disengage in, directions A, B, or F. The Mechad must disengage in direction D.

(HS-25.63) Replace one or both of the Rescue Squadrons with equivalent Clydon ships. Clydons come from, and must disengage in, directions E or F.

(HS-25.7) BALANCE:

The scenario can be balanced between players of different skill levels by increasing the size of the Rescue Squadron or by changing one or both of the Mechad ships to Command Cruisers.

(HS-25.8) TACTICS:

CONVOY: Run Away!! If you don't like that option, note that if you convince a Mechad ship to shoot you with any weapon other than his DC he will have less reason to shoot at you later.

MECHAD: Ignore the Rescue Squadrons, if possible, and hit the freighters. You can't depend on your Distortion Cannons to do enough damage to prevent the Convoy player from winning. You'll need to destroy at least a few of the ships with your other weapons. In dealing with your fellow Mechad, remember the old saying: "If you have a buddy good and true, clobber him before he clobbers you."

RESCUE SQUADRONS: Until both squadrons show up, the Mechad have you outgunned. On the other hand, they don't really want to shoot at you. Judicious long range sniping could be helpful.

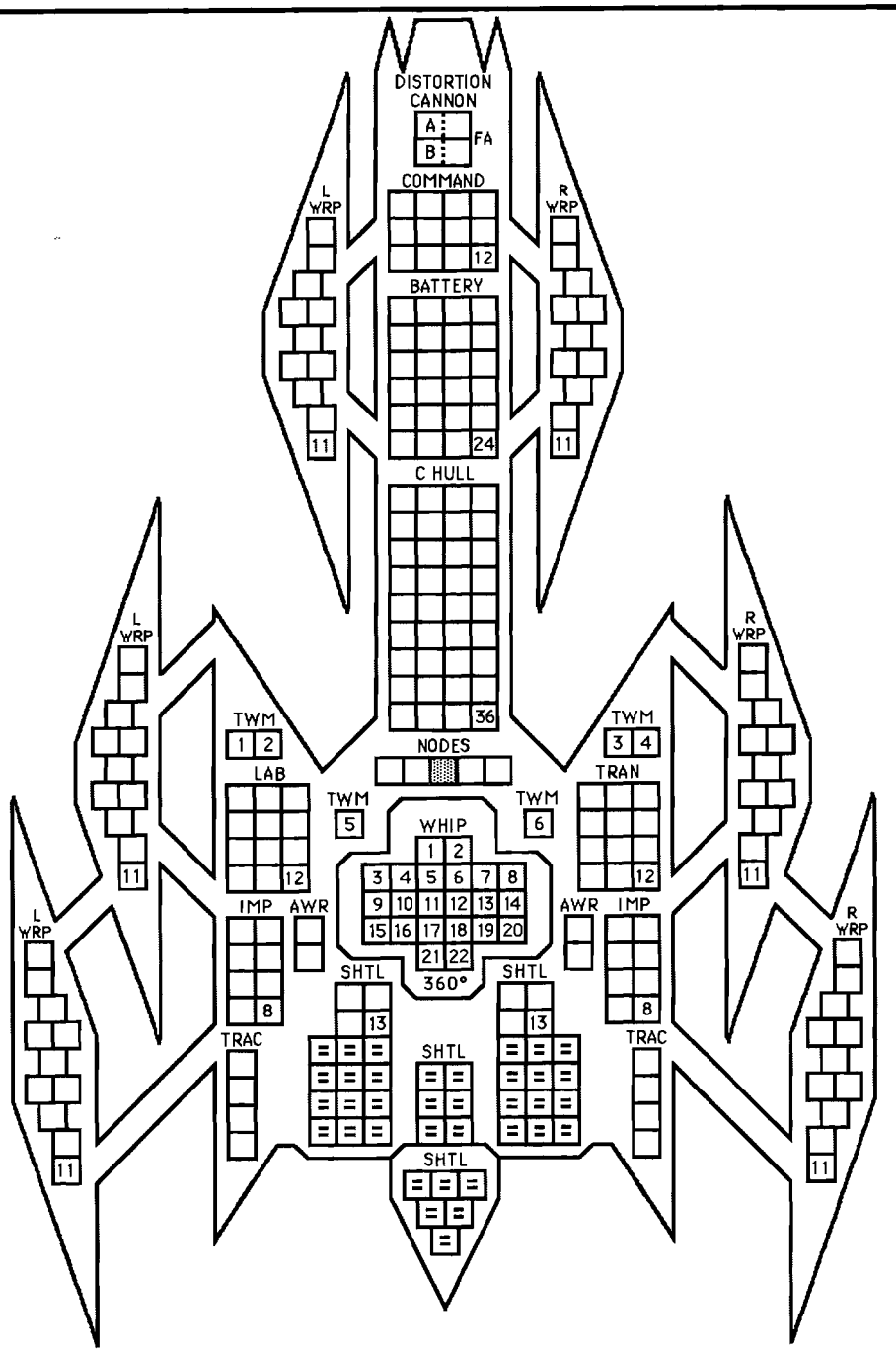
(HS-25.9) HISTORICAL OUTCOME:

Will be published in the form of a fiction story in a future issue of Incoming Fire, the Companion Games compatibles newsletter.

(HS-25.10) DESIGNERS NOTES:

For more information on the psyche of the Mechad, please refer to the Final Report of the Sub-Committee on Machine Sentience of the Krebizar Council of Robotics.

MECHAD SUPERCARRIER



SUBSPACE WHIP TABLE

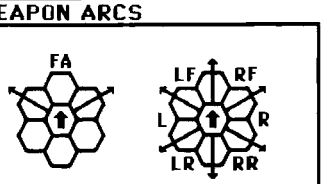
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	8	8	7	7	6	5	4	4	3	2	1
2	8	7	7	6	5	4	3	3	2	1	1
3	7	7	6	6	5	4	3	2	1	M	M
4	7	6	6	5	4	3	2	M	M	T	T
5	6	6	5	M	M	M	M	T	T	T	T
6	M	M	M	T	T	T	T	T	T	T	T
SHUTTLE RANGE	0	1	2	3	4	5	6-8	9-15			

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

WEAPON ARCS



NOTES:
1. TWMs ARE 360°.
2. TAIL CANNOT BE REMOVED.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. SHADED NODE CAN ONLY BE DESTROYED IF THE SHIP IS.
5. FIRST INTERNAL AFTER EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
6. SHADED BPs ARE DEFENSIVE.
7. ONLY 7 WHIPS MAY FIRE RH AT SC6 OR LARGER TARGETS.

TURN MODE D

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

HET 10 5-6 BD

SHIP DATA TABLE

TYPE	=	BBV
POINT VALUE	=	412
MOVEMENT	=	2
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-8.23
INTERNALS	=	265

BOARDING PARTIES

48

DECK CREWS

36

TRANSPORTER MINES

D D D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 6 6 6 3 0

SCANNER

0 0 0 0 0 0 5 9

DAM. CON.

8 8 6 6 6
4 4 2 2 0

POWER CURVE

WARP	=	66
IMP	=	16
APR	=	0
AWR	=	4
TOTAL	=	86
BTTY	=	24

EX. DAM.

62

TRAM LAUNCHERS

1 RELOAD

1 24
2 24
3 24
4 24
5 24
6 24

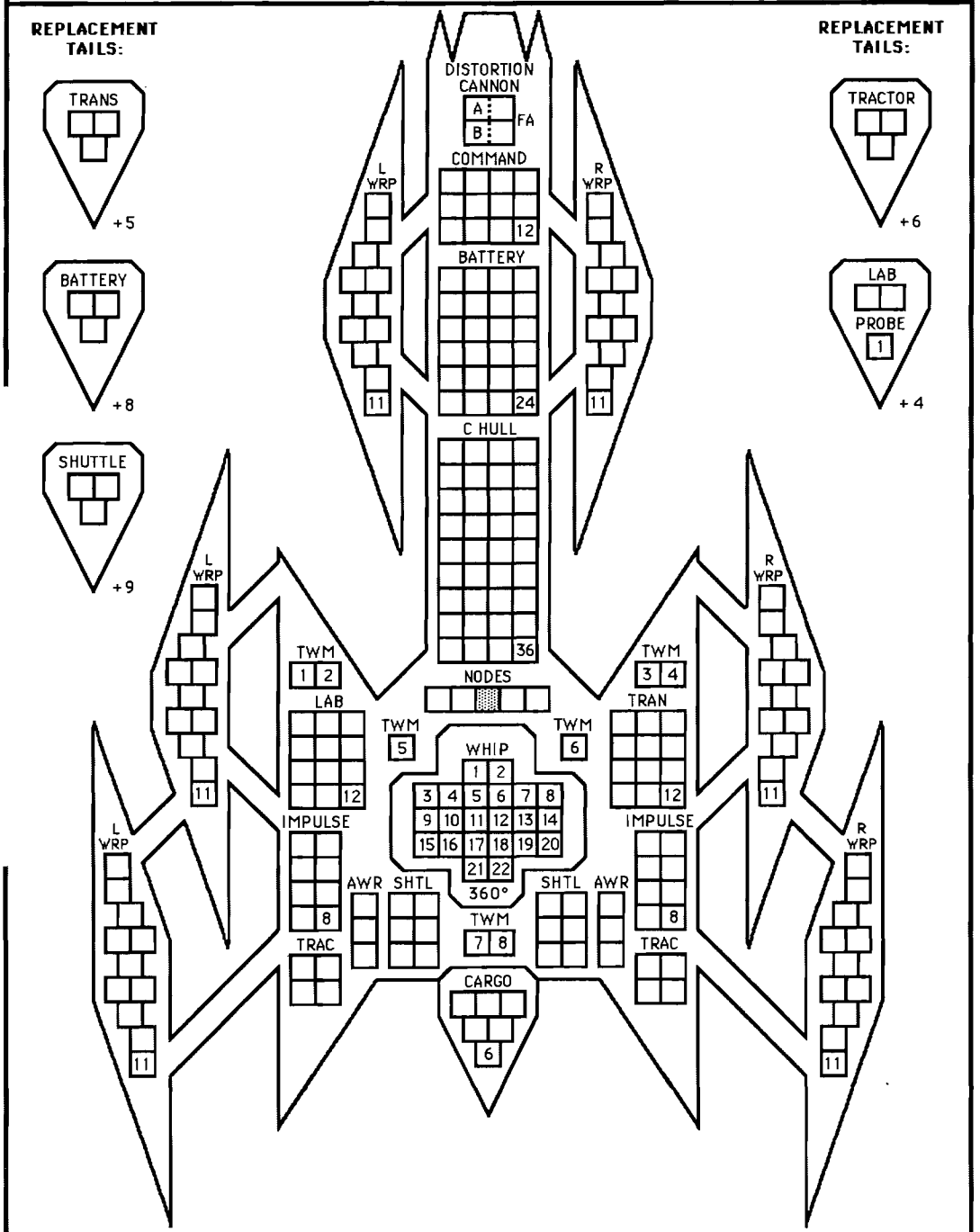
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE	REINF	END

120 MAX

MECHAD BATTLESHIP



SHIP DATA TABLE

TYPE	=	BB
POINT VALUE	=	386
MOVEMENT	=	2
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-8.1
INTERNALS	=	249

BOARDING PARTIES

48

TRANSPORTER MINES

D D D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 6 6 6 3 0

SCANNER

0 0 0 0 0 0 5 9

DAM. CON.

8 8 6 6 6
4 4 2 2 0

EX. DAM.

60

POWER CURVE

WARP	=	66
IMP	=	16
APR	=	0
AWR	=	6
TOTAL	=	88
BTTY	=	24

TRAM LAUNCHERS

1 RELOAD

1	24
2	24
3	24
4	24
5	24
6	24
7	24
8	24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE	REINF	END

120 MAX

SUBSPACE WHIP TABLE

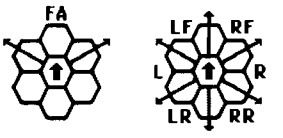
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	8	8	7	7	6	5	4	4	3	2	1
2	8	7	7	6	5	4	3	3	2	1	1
3	7	7	6	6	5	4	3	2	1	M	M
4	7	6	6	5	4	3	2	M	M	T	T
5	6	6	5	M	M	M	M	T	T	T	T
6	M	M	M	T	T	T	T	T	T	T	T
SHUTTLE RANGE	0	1	2	3	4	5	6-8	9-15			

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

WEAPON ARCS



NOTES:
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2. CAN ONLY CARRY ONE TAIL.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. SHADED NODE CAN ONLY BE DESTROYED IF THE SHIP IS.
5. FIRST INTERNAL AFTER EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
6. SHADED BPs ARE DEFENSIVE.
7. ONLY 7 WHIPS MAY FIRE RH AT SC6 OR LARGER TARGETS.

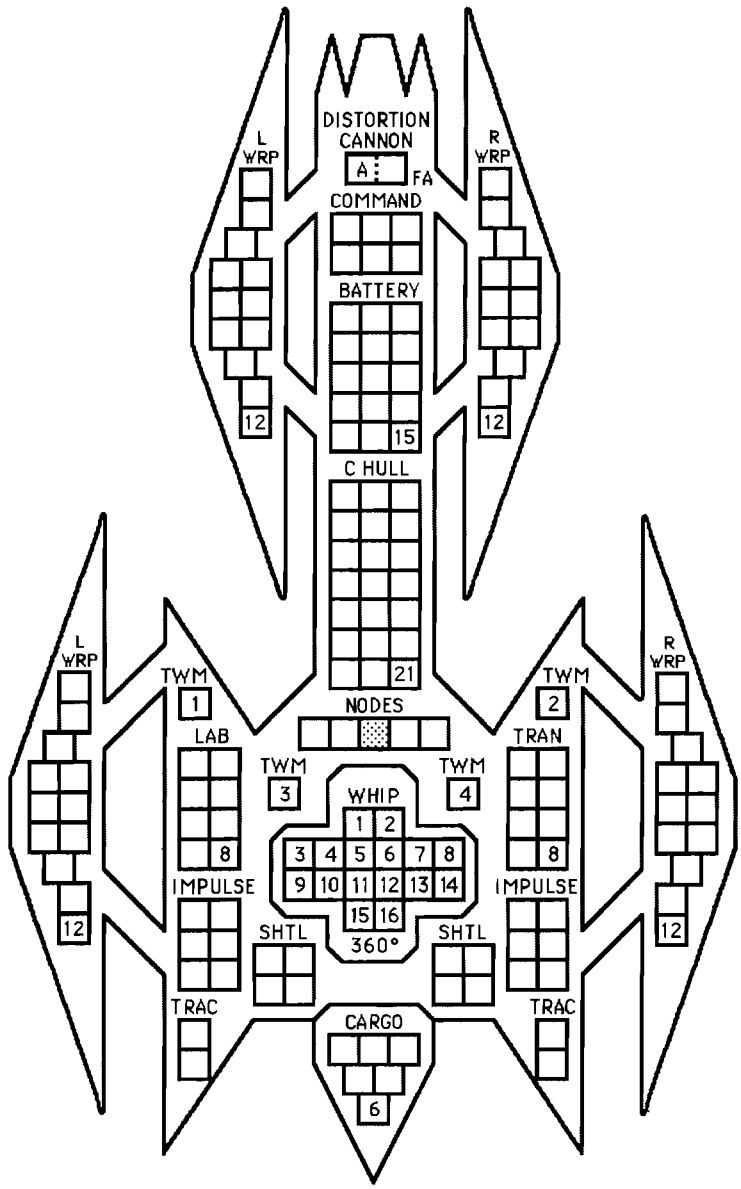
TURN MODE D

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

HET 10 5-6 BD

MECHAD DREADNOUGHT

REPLACEMENT TAILS:



SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	250
MOVEMENT	=	1+1/2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-8.2
INTERNALS	=	163

REPLACE CARGO TAIL +3

BOARDING PARTIES

36

TRANSPORTER MINES

D D D D D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 6 3 0

SCANNER

0 0 0 0 5 9

DAM. CON.

6 6 4 4 2 0

EX. DAM.

53

POWER CURVE

WARP	=	48
IMPULSE	=	12
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	15

TRAM LAUNCHERS 1 RELOAD

1										24
2										24
3										24
4										24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

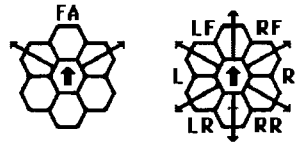
TURN	STR	DAMAGE					REINF	END

90 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE D

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

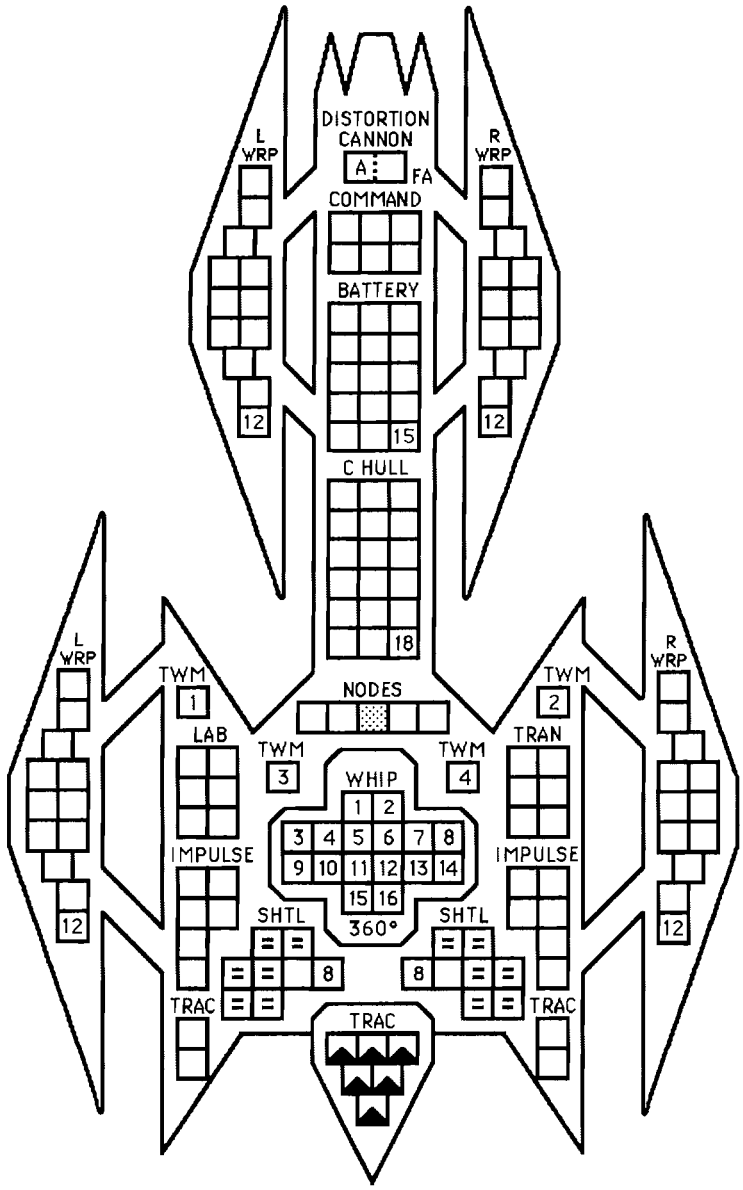
HET 7½ 5-6 BD

NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. SHADED NODE CANNOT BE DESTROYED.

1+1/2 WARP MOVEMENT CHART

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

MECHAD SPACE CONTROL SHIP



SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	265/255
MOVEMENT	=	1+1/2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-8.3
INTERNALS	=	164

BOARDING PARTIES

36

DECK CREWS

18

TRANSPORTER MINES

D D D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	6	6	3	0

SCANNER

0	0	0	0	5	9

DAM. CON.

6	6	4	4	2	0

EX. DAM.

53

POWER CURVE

WARP	=	48
IMPULSE	=	12
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	15

TRAM LAUNCHERS

1 RELOAD

1											24
2											24
3											24
4											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

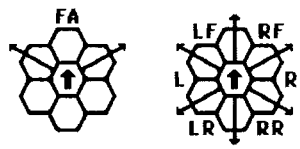
TURN	STR	DAMAGE				REINF	END

90 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE D

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

HET 7½ 5-6 BD

NOTES:
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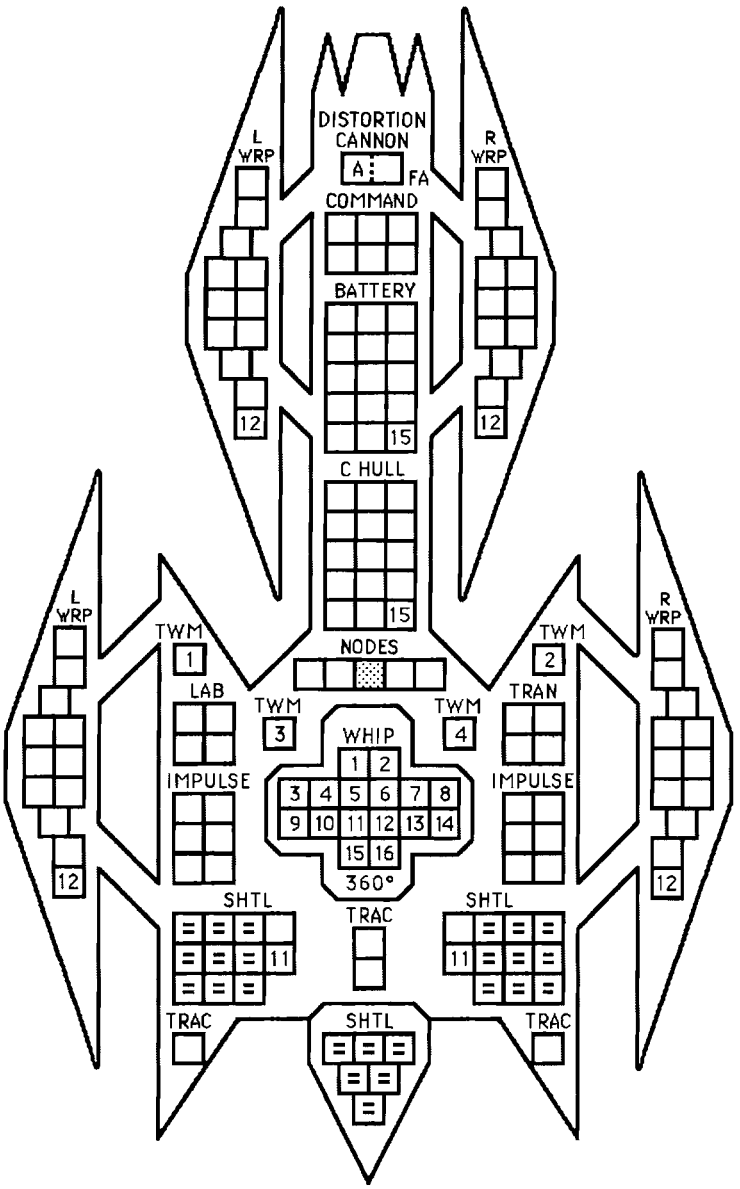
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. SHADED NODE CANNOT BE DESTROYED.

1+1/2 WARP MOVEMENT CHART

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

MECHAD HEAVY CARRIER



SHIP DATA TABLE

TYPE	=	CVA
POINT VALUE	=	265/250
MOVEMENT	=	1+1/2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	RH-8.4
INTERNALS	=	163

BOARDING PARTIES

36

DECK CREWS

24

TRANSPORTER MINES

D D D D D D

SHUTTLES

THREE BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 6 3 0

SCANNER

0 0 0 0 5 9

DAM. CON.

6 6 4 4 2 0

EX. DAM.

55

POWER CURVE

WARP	=	48
IMPULSE	=	12
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	15

TRAM LAUNCHERS

1 RELOAD

1 — 24
2 — 24
3 — 24
4 — 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE	REINF	END

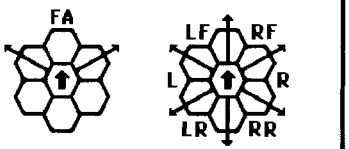
90 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE D

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

HET 7½ 5-6 BD

NOTES:
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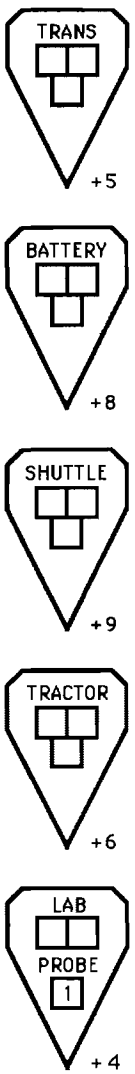
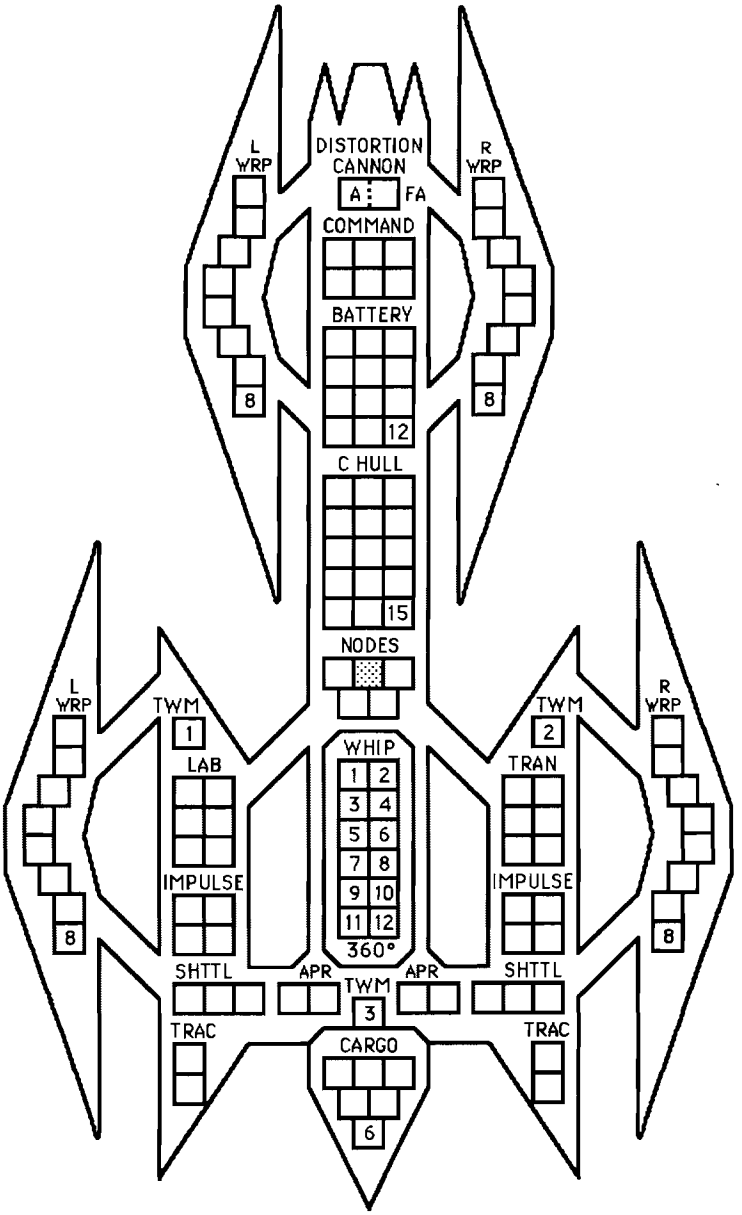
1+1/2 WARP MOVEMENT CHART

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

MECHAD BATTLECRUISER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	BC
POINT VALUE	=	185
MOVEMENT	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.5
INTERNALS	=	121

REPLACE CARGO TAIL +3

BOARDING PARTIES

30

TRANSPORTER MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

6 4 4 2 0

EX. DAM.

43

POWER CURVE

WARP	=	32
IMPULSE	=	8
APR	=	4
AWR	=	0
TOTAL	=	44
BATTERY	=	12

TRAM LAUNCHERS

1 RELOAD

1 — 24
2 — 24
3 — 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

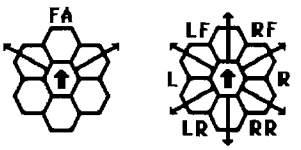
60 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE D

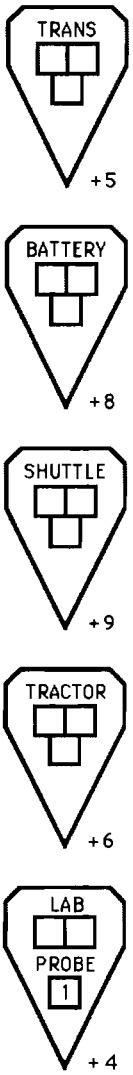
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

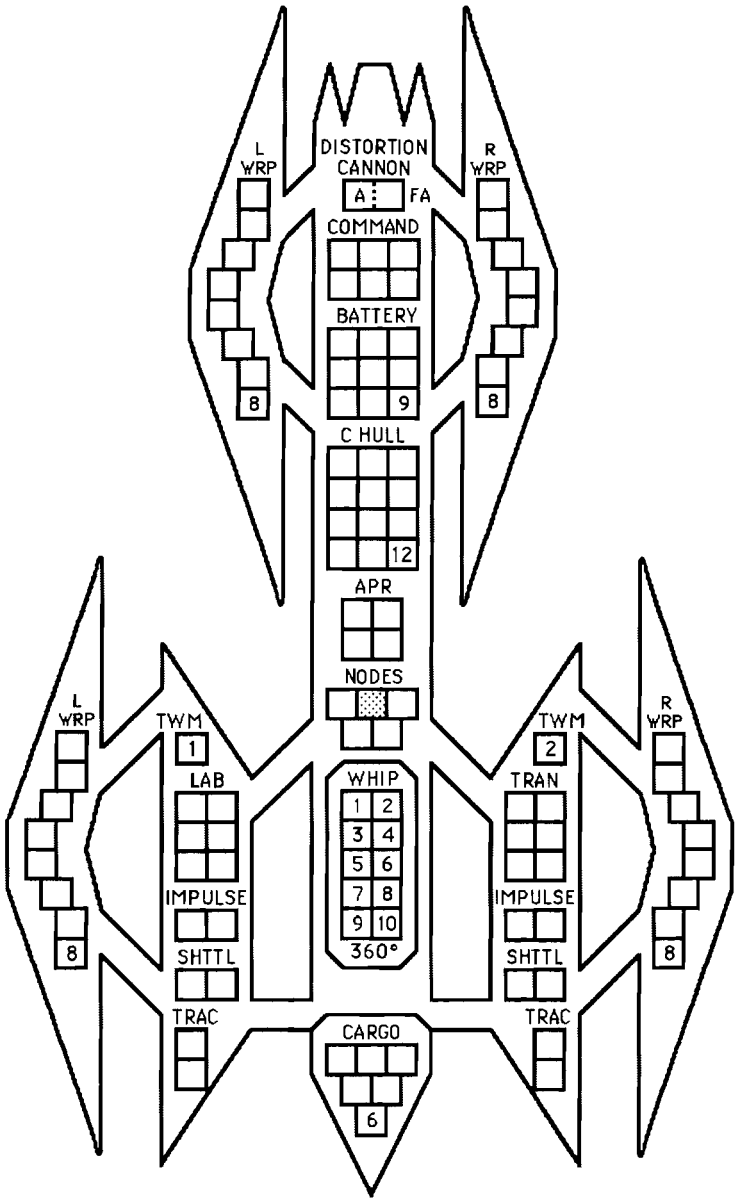
HET 5 6 BD

NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

MECHAD COMMAND CRUISER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	145
MOVEMENT	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.6
INTERNALS	=	112

REPLACE CARGO TAIL +3

BOARDING PARTIES

											24

TRANSPORTER MINES

				D	D	D	D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS						TYPE

SENSOR

6	6	6	3	0

SCANNER

0	0	0	5	9

DAM. CON.

4	4	4	2	0

EX. DAM.

				27

POWER CURVE

WARP	=	32
IMPULSE	=	4
APR	=	4
AWR	=	0
TOTAL	=	40
BATTERY	=	9

TRAM LAUNCHERS

1 RELOAD

1											24
2											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

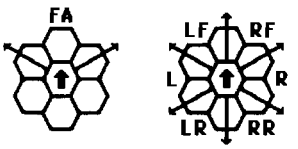
TURN	STR	DAMAGE				REINF	END

60 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE C

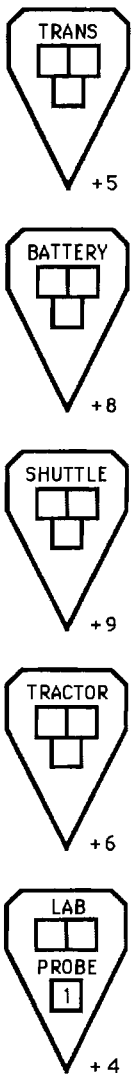
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

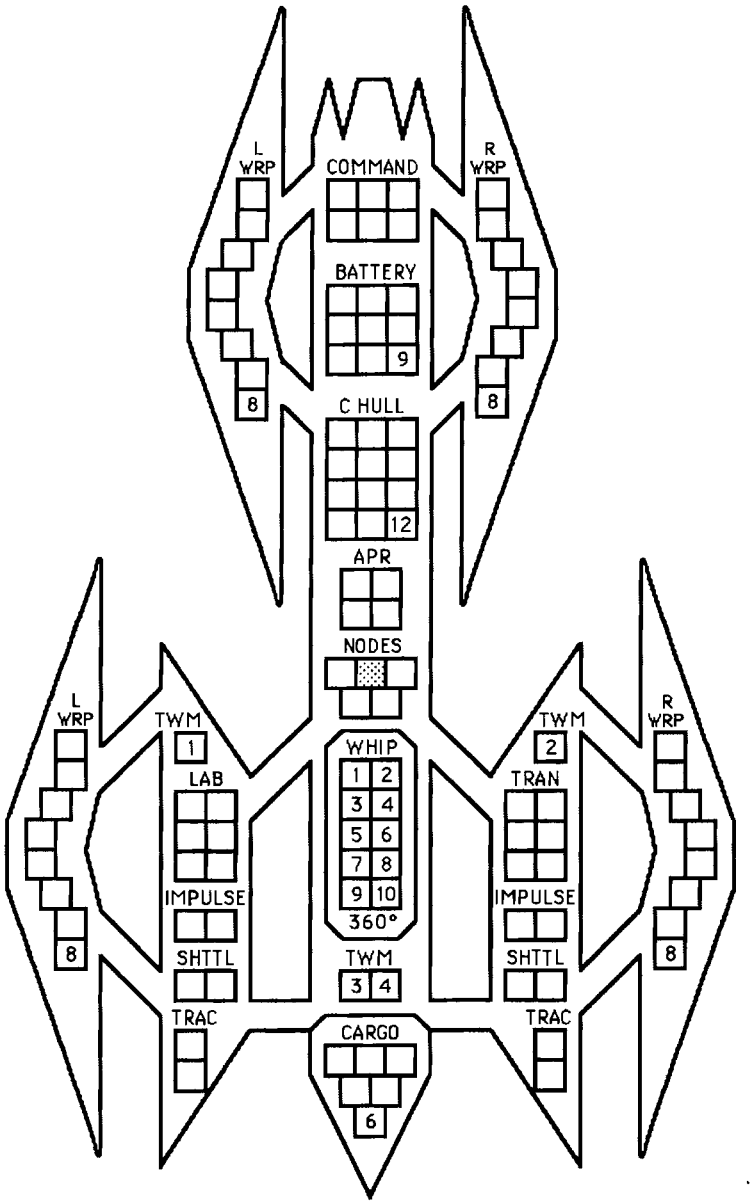
HET			BD	
		5	6	

NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

MECHAD HEAVY CRUISER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	138
MOVEMENT	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.7
INTERNALS	=	112

REPLACE CARGO TAIL +3

BOARDING PARTIES

24

TRANSPORTER MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

27

POWER CURVE

WARP	=	32
IMPULSE	=	4
APR	=	4
AWR	=	0
TOTAL	=	40
BATTERY	=	9

TRAM LAUNCHERS

1 RELOAD

1				24
2				24
3				24
4				24
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

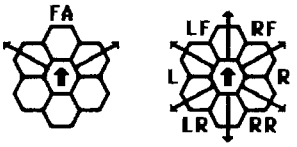
TURN	STR	DAMAGE				REINF	END

60 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE C

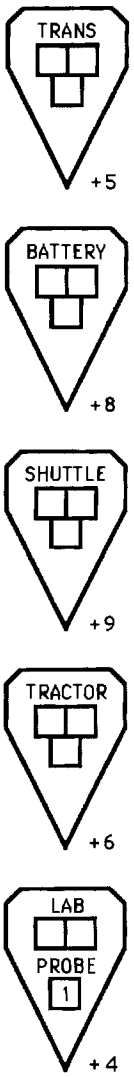
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

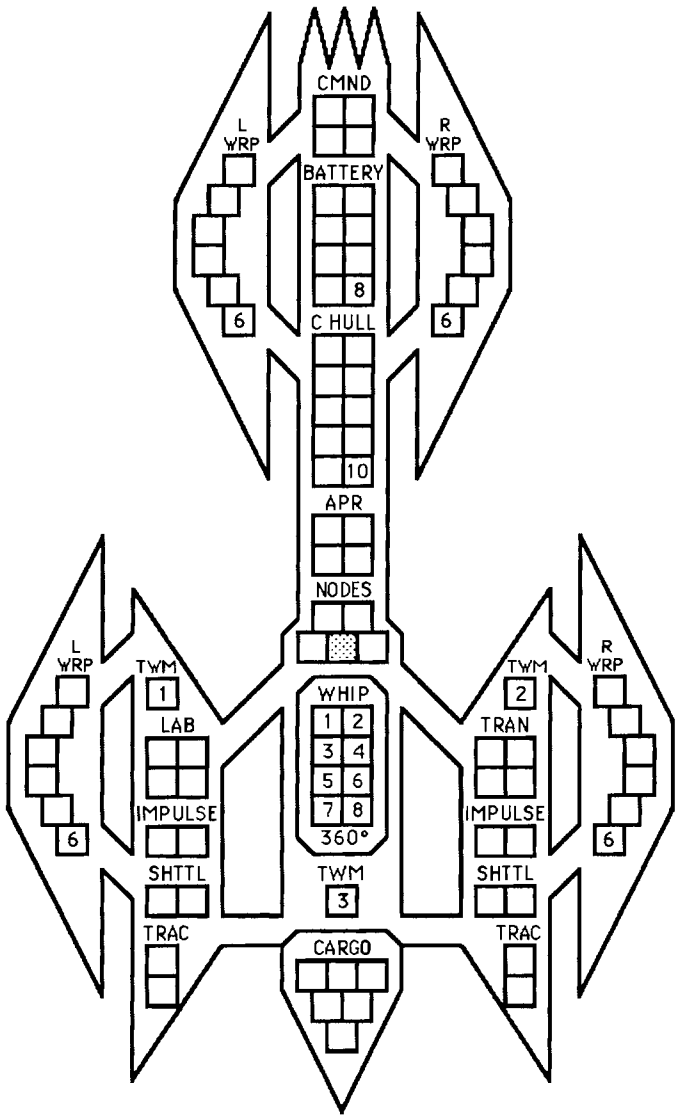
HET 5 6 BD

NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

MECHAD MEDIUM CRUISER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	CM
POINT VALUE	=	124
MOVEMENT	=	2/3
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.8
INTERNALS	=	92

REPLACE CARGO TAIL +3

BOARDING PARTIES

20

TRANSPORTER MINES

D D D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

25

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	4
AWR	=	0
TOTAL	=	32
BATTERY	=	8

TRAM LAUNCHERS 1 RELOAD

1 — 24
2 — 24
3 — 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE	REINF	END

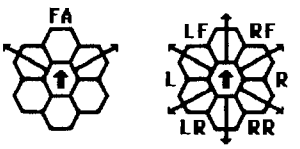
60 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE B

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

HET 3⅓ 6 BD

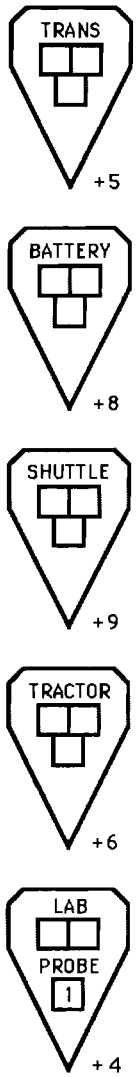
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

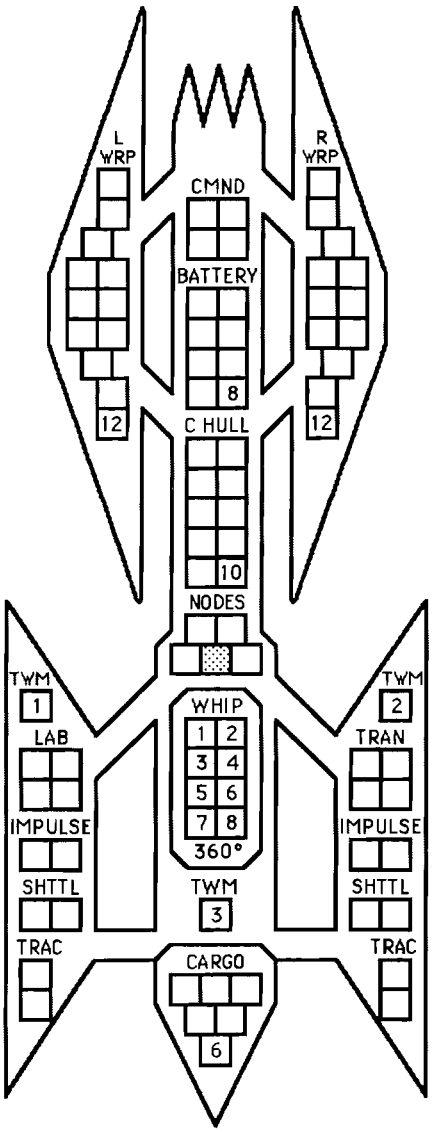
2/3 WARP MOVEMENT CHART

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

MECHAD LIGHT CRUISER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	115
MOVEMENT	=	1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.9
INTERNALS	=	88

REPLACE CARGO TAIL +3

BOARDING PARTIES

20

TRANSPORTER MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

23

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
BATTERY	=	8

TRAM LAUNCHERS

1 RELOAD

	1	2	3
	24	24	24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

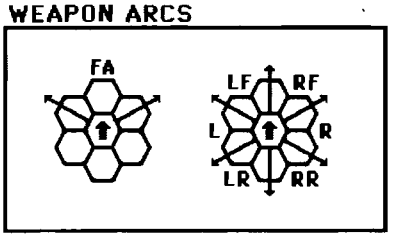
60 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE B

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

HET 2½ BD 6

NOTES:

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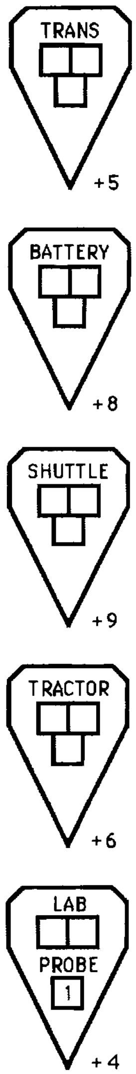
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

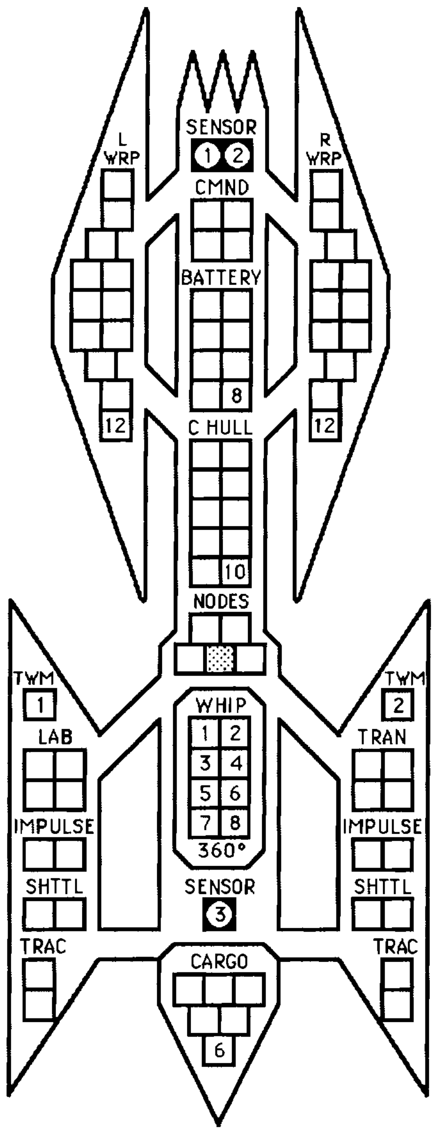
1/2 WARP MOVEMENT CHART

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

MECHAD SCOUT CRUISER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	CLS
POINT VALUE	=	115
MOVEMENT	=	1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.10
INTERNALS	=	90
REPLACE CARGO TAIL		+3

BOARDING PARTIES

20

TRANSPORTER MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

23

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
BATTERY	=	8

TRAM LAUNCHERS

1 RELOAD

1 ... 24

2 ... 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

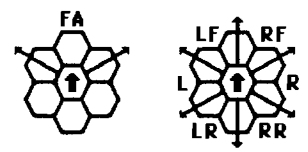
TURN	STR	DAMAGE	REINF	END

60 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE B

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

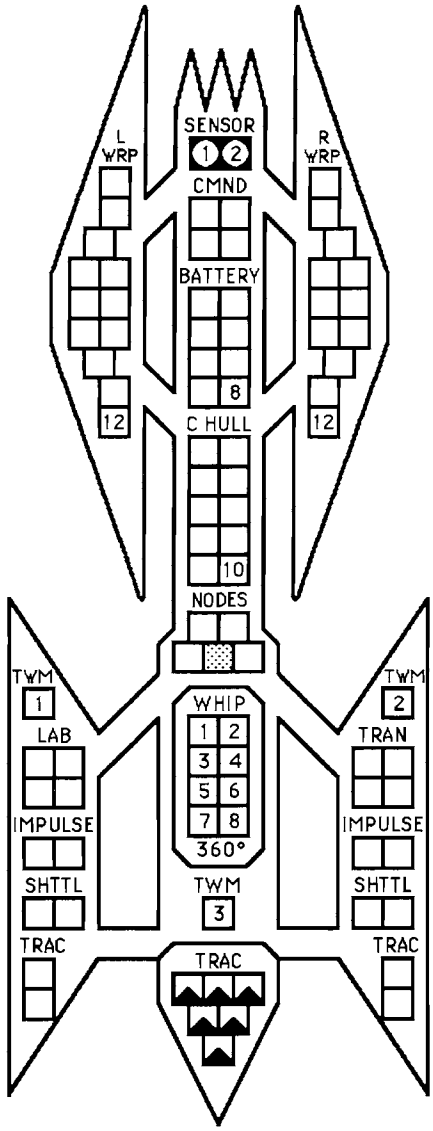
HET		BD
	2½	6

NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

1/2 WARP MOVEMENT CHART

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

MECHAD PF TENDER



SHIP DATA TABLE

TYPE	=	CLP
POINT VALUE	=	130/120
MOVEMENT	=	1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.11
INTERNALS	=	90

BOARDING PARTIES

20

DECK CREWS

12

TRANSPORTER MINES

D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

23

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
BATTERY	=	8

TRAM LAUNCHERS

1 RELOAD

1 — 24
2 — 24
3 — 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE	REINF	END

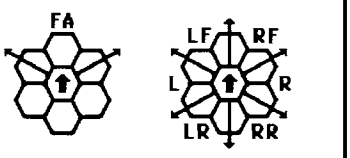
60 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE B

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

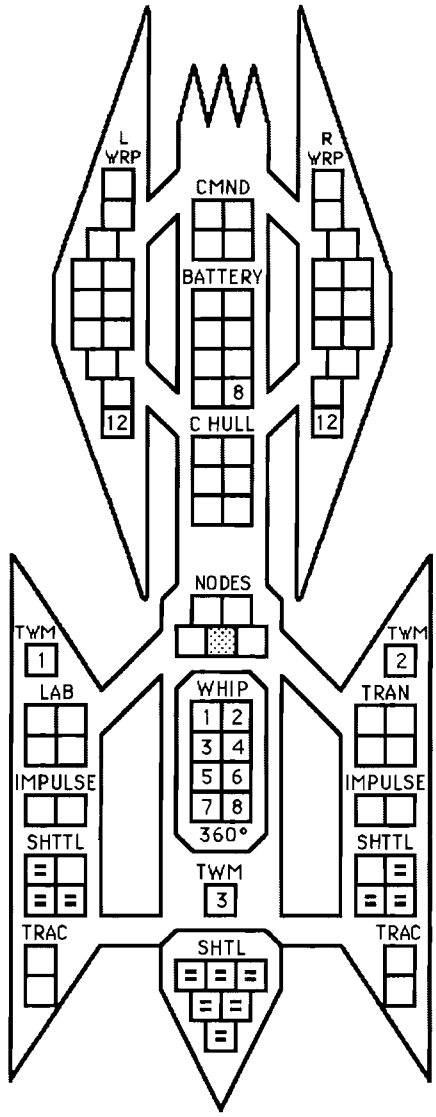
HET 2½ 6 BD

NOTES:
1. TWMs ARE 360°.
2. TAIL CANNOT BE REMOVED.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

1/2 WARP MOVEMENT CHART

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

MECHAD CARRIER



SHIP DATA TABLE

TYPE	=	CLV
POINT VALUE	=	123
MOVEMENT	=	1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.12
INTERNALS	=	88

BOARDING PARTIES

20

DECK CREWS

12

TRANSPORTER MINES

D D D D

SHUTTLES

THREE BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

23

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
BATTERY	=	8

TRAM LAUNCHERS

1 RELOAD

1										24
2										24
3										24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

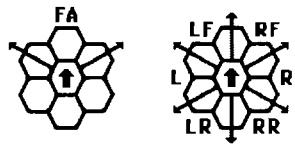
60 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE B

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

HET			BD		
		2½	6		

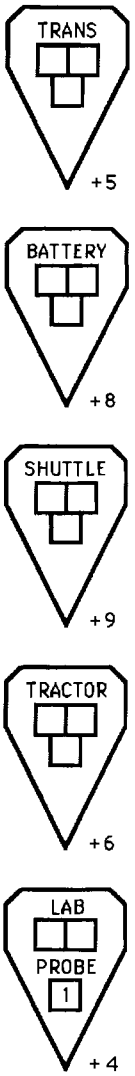
NOTES:
1. TWMs ARE 360°.
2. TAIL CANNOT BE REMOVED.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

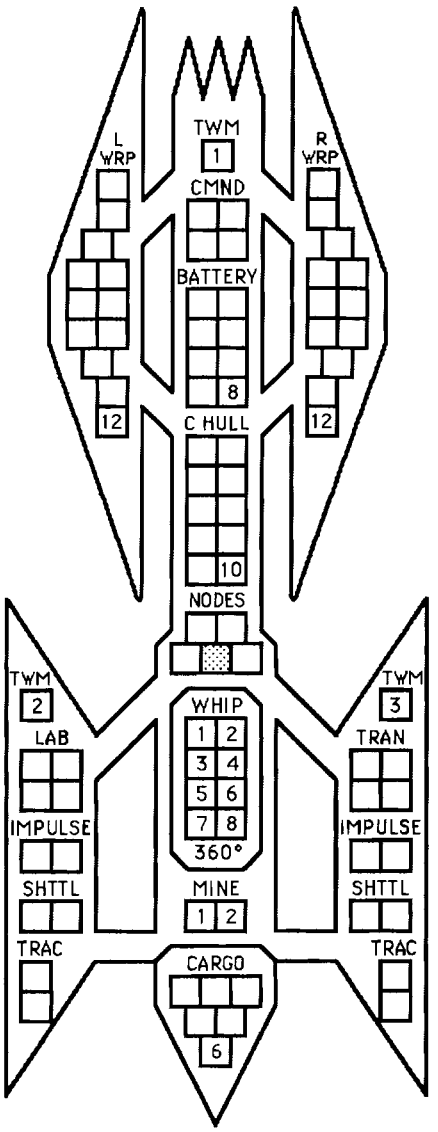
1/2 WARP MOVEMENT CHART

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

MECHAD MINESWEEPER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	CLM
POINT VALUE	=	120
MOVEMENT	=	1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-8.13
INTERNALS	=	90

REPLACE CARGO TAIL +3

BOARDING PARTIES

20

TRANSPORTER MINES

D D D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

MINE RACKS

1	:	:	:	:	
2	:	:	:	:	

SENSOR

6 6 6 3 0

SCANNER

0 0 0 5 9

DAM. CON.

4 4 4 2 0

EX. DAM.

23

POWER CURVE

WARP	=	24
IMPULSE	=	4
APR	=	0
AWR	=	0
TOTAL	=	28
BATTERY	=	8

TRAM LAUNCHERS 1 RELOAD

1				24
2				24
3				24
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

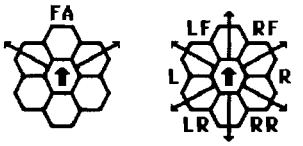
TURN	STR	DAMAGE				REINF	END

60 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE B

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

HET 2½ 6 BD

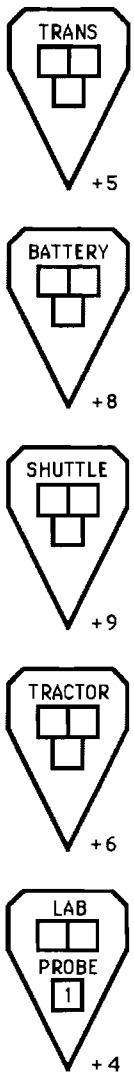
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

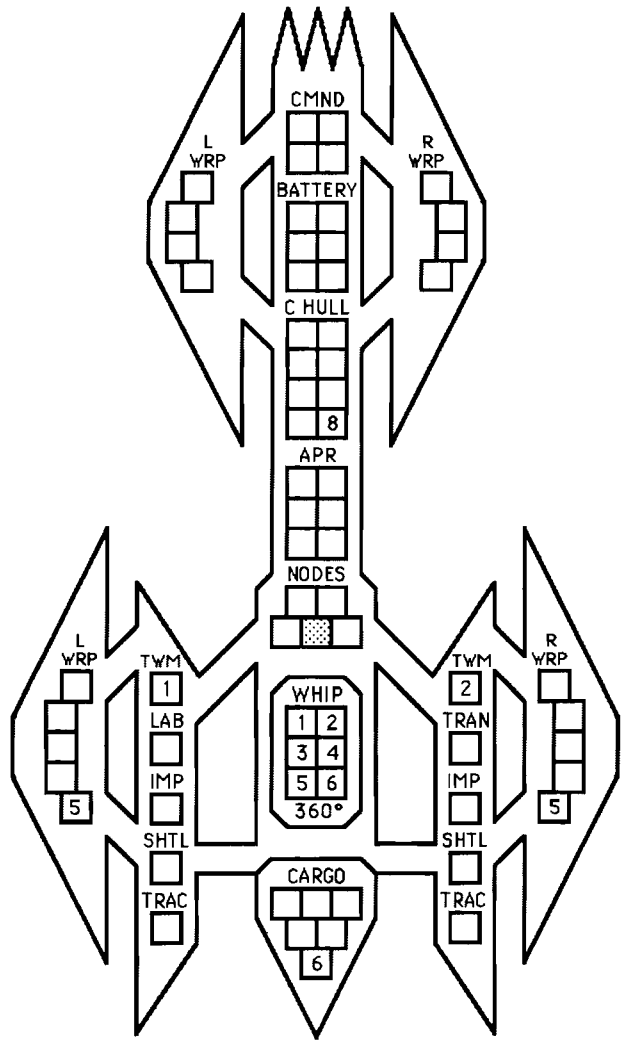
1/2 WARP MOVEMENT CHART

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

MECHAD DESTROYER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	95
MOVEMENT	=	1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.14
INTERNALS	=	69
CARGO TAIL		+3

BOARDING PARTIES

16

TRANSPORTER MINES

D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 3 0

SCANNER

0 0 5 9

DAM. CON.

4 4 2 0

EX. DAM.

17

POWER CURVE

WARP	=	18
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	26
BATTERY	=	6

TRAM LAUNCHERS 1 RELOAD

1 — 24

2 — 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE	REINF	END

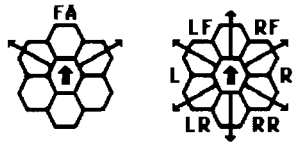
40 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

HET 2½ 6 BD

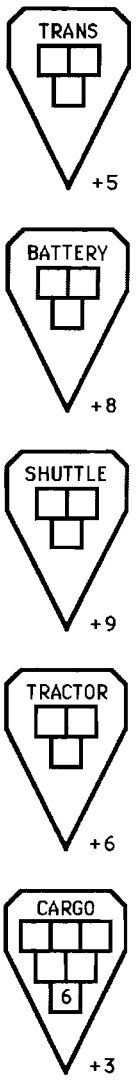
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

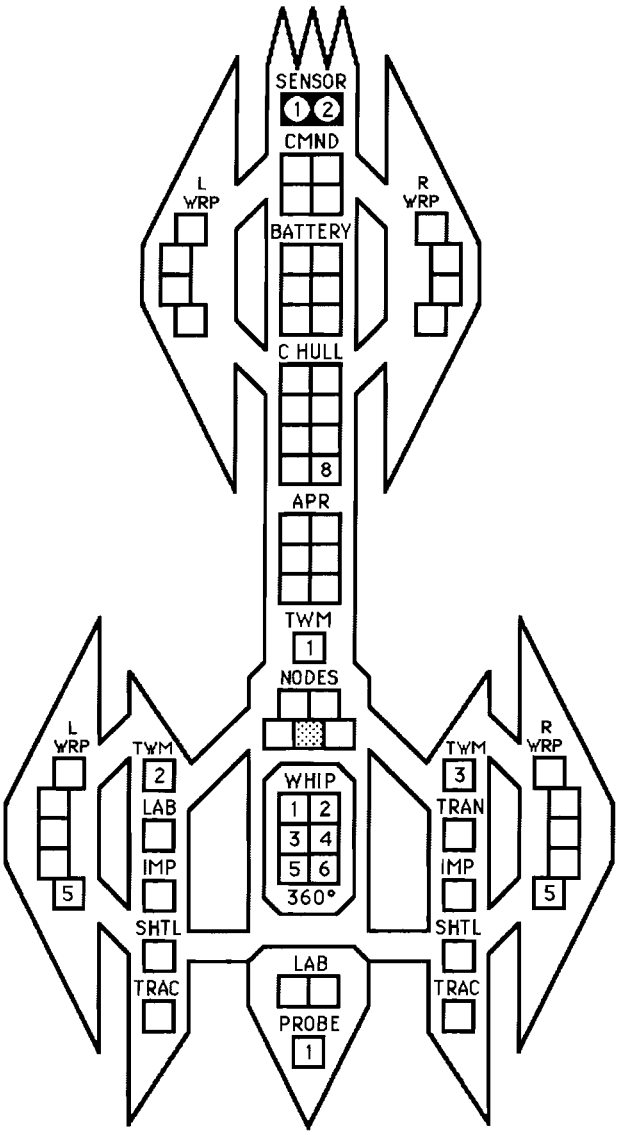
1/2 WARP MOVEMENT CHART

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

MECHAD SURVEY DESTROYER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	DDG
POINT VALUE	=	120/100
MOVEMENT	=	1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.22
INTERNALS	=	69
SCIENCE TAIL		+4

BOARDING PARTIES

16

TRANSPORTER MINES

D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 3 0

PROBES

5

SCANNER

0 0 5 9

POWER CURVE

WARP	=	18
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	26
BATTERY	=	6

DAM. CON.

4 4 2 0

EX. DAM.

17

TRAM LAUNCHERS 1 RELOAD

1				24
2				24
3				24
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

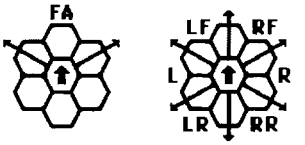
TURN	STR	DAMAGE				REINF	END

40 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

HET 2½ 6 BD

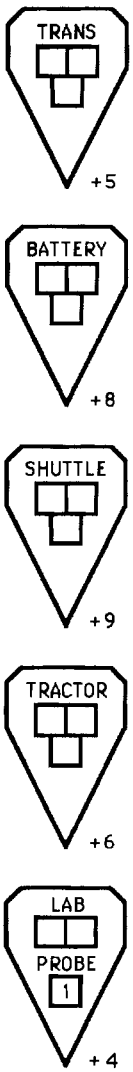
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

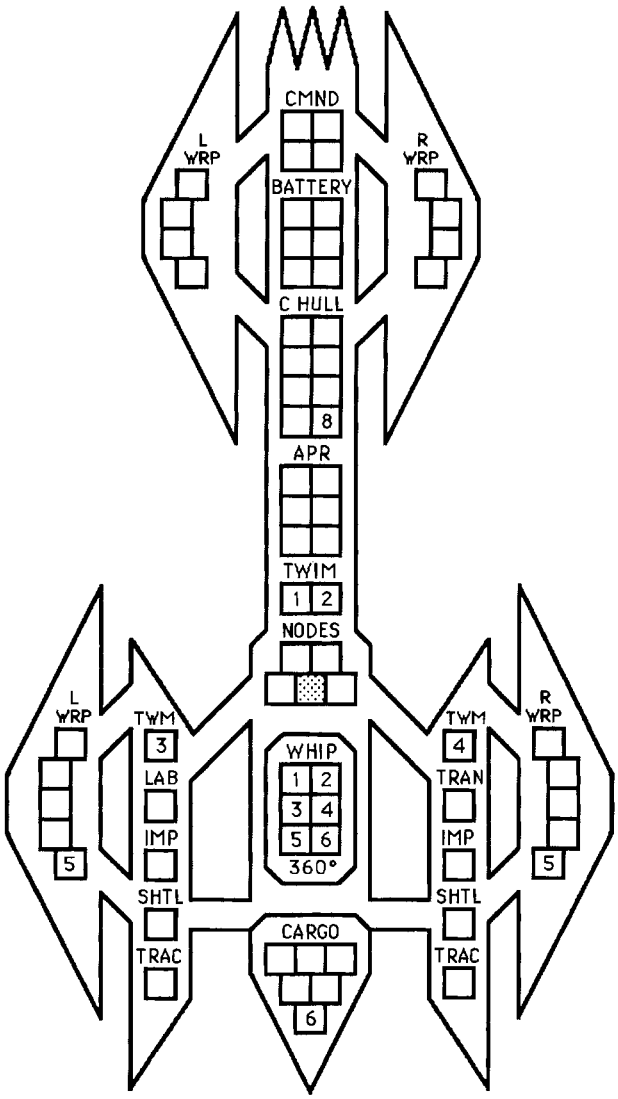
1/2 WARP MOVEMENT CHART

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

MECHAD TRAM DESTROYER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	DDT
POINT VALUE	=	100
MOVEMENT	=	1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.15
INTERNALS	=	71
TYPE	=	DDE
BPV	=	104
REFERENCE	=	RH-8.16
CARGO TAIL		+3

THE DESTROYER ESCORT HAS FULL AEGIS.

BOARDING PARTIES

16

TRANSPORTER MINES

D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 3 0

SCANNER

0 0 5 9

DAM. CON.

4 4 2 0

EX. DAM.

17

POWER CURVE

WARP	=	18
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	26
BATTERY	=	6

TRAM LAUNCHERS 1 RELOAD

1											24
2											24
3											24
4											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

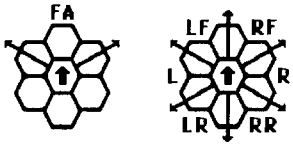
40 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

HET 2½ 6 BD

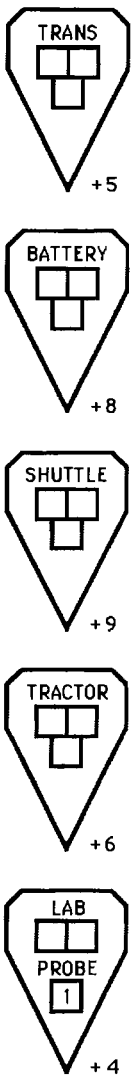
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

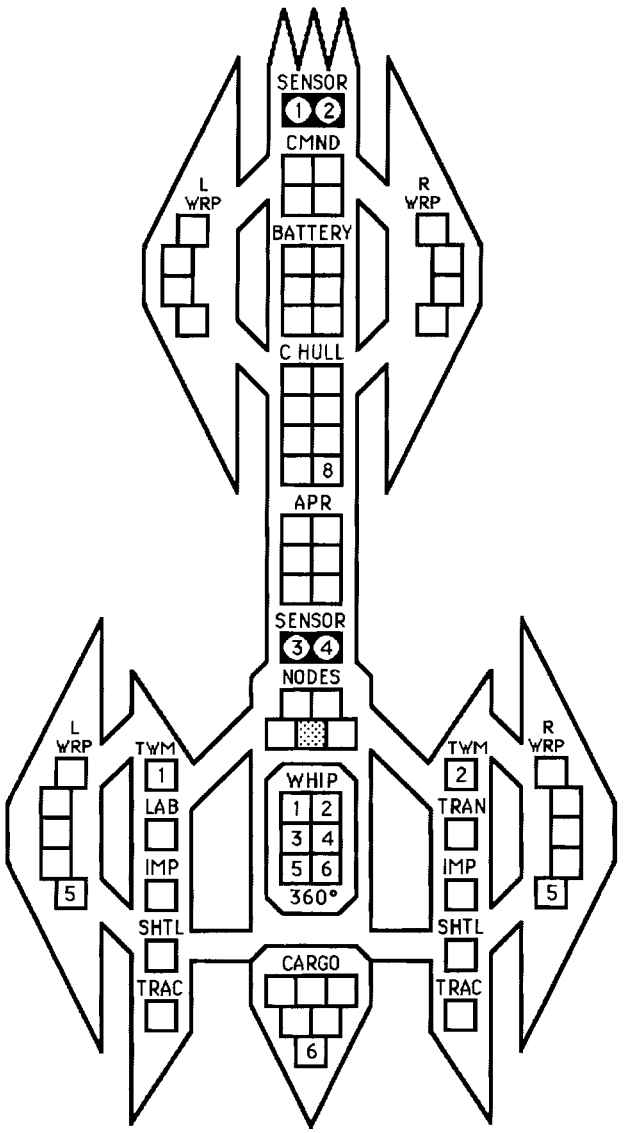
1/2 WARP MOVEMENT CHART

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

MECHAD SCOUT DESTROYER

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	DDS
POINT VALUE	=	115/95
MOVEMENT	=	1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.17
INTERNALS	=	73
CARGO TAIL		+3

BOARDING PARTIES

16

TRANSPORTER MINES

D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 6 3 0

SCANNER

0 0 5 9

DAM. CON.

4 4 2 0

EX. DAM.

17

POWER CURVE

WARP	=	18
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	26
BATTERY	=	6

TRAM LAUNCHERS 1 RELOAD

1 — 24

2 — 24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

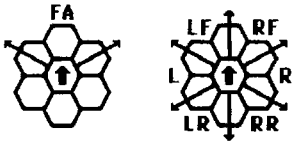
TURN	STR	DAMAGE	REINF	END

40 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

HET		BD
	2½ 6	

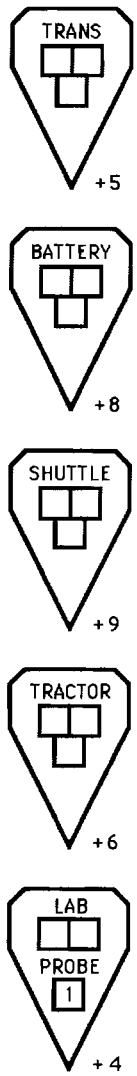
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

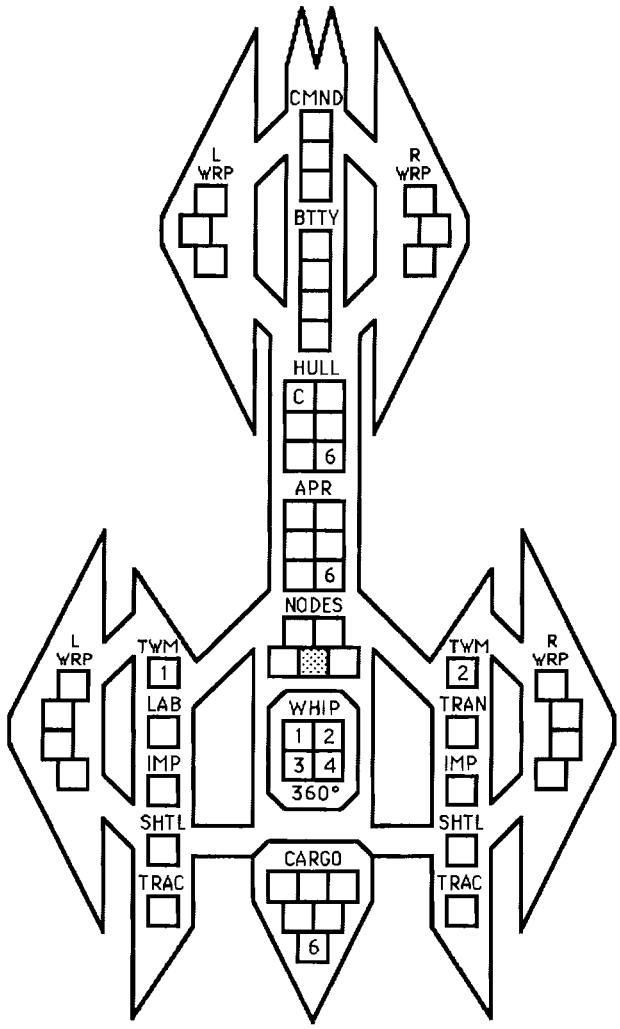
1/2 WARP MOVEMENT CHART

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

MECHAD FRIGATE

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	75
MOVEMENT	=	1/3
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.18
INTERNALS	=	58
CARGO TAIL		+3

BOARDING PARTIES 12

TRANSPORTER MINES D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR 6 6 3 0

SCANNER 0 0 5 9

DAM. CON. 4 4 2 0

EX. DAM. 14

POWER CURVE

WARP	=	14
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	22
BATTERY	=	4

TRAM LAUNCHERS 1 RELOAD

1											24
2											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

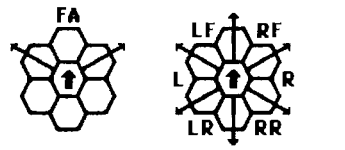
40 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

HET 1⅔ 6 BD

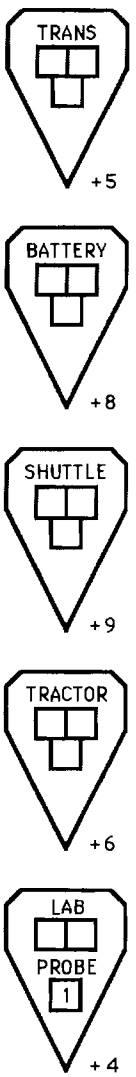
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

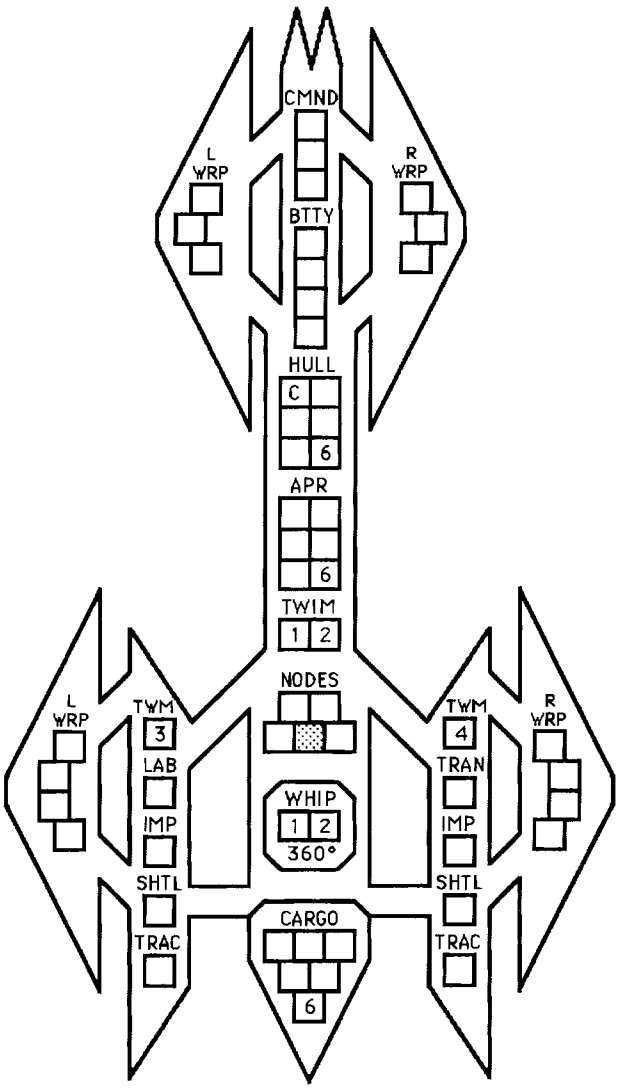
1/3 WARP MOVEMENT CHART

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

MECHAD TRAM FRIGATE

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	FFT
POINT VALUE	=	88
MOVEMENT	=	1/3
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.19
INTERNALS	=	58
TYPE	=	FFE
BPV	=	90
REFERENCE	=	RH-8.20
CARGO TAIL		+3

THE DESTROYER ESCORT HAS FULL AEGIS.

BOARDING PARTIES 12

TRANSPORTER MINES D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR 6 6 3 0

SCANNER 0 0 5 9

DAM. CON. 4 4 2 0

EX. DAM. 14

POWER CURVE

WARP	=	14
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	22
BATTERY	=	4

TRAM LAUNCHERS 1 RELOAD

1	24			
2	24			
3	24			
4	24			
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

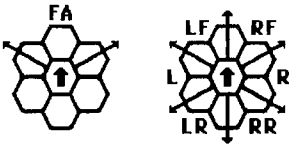
TURN	STR	DAMAGE	REINF	END

40 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

HET 1 2/3 BD 6

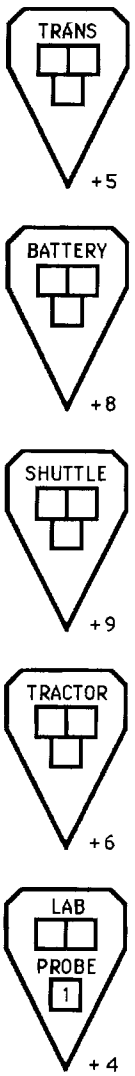
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

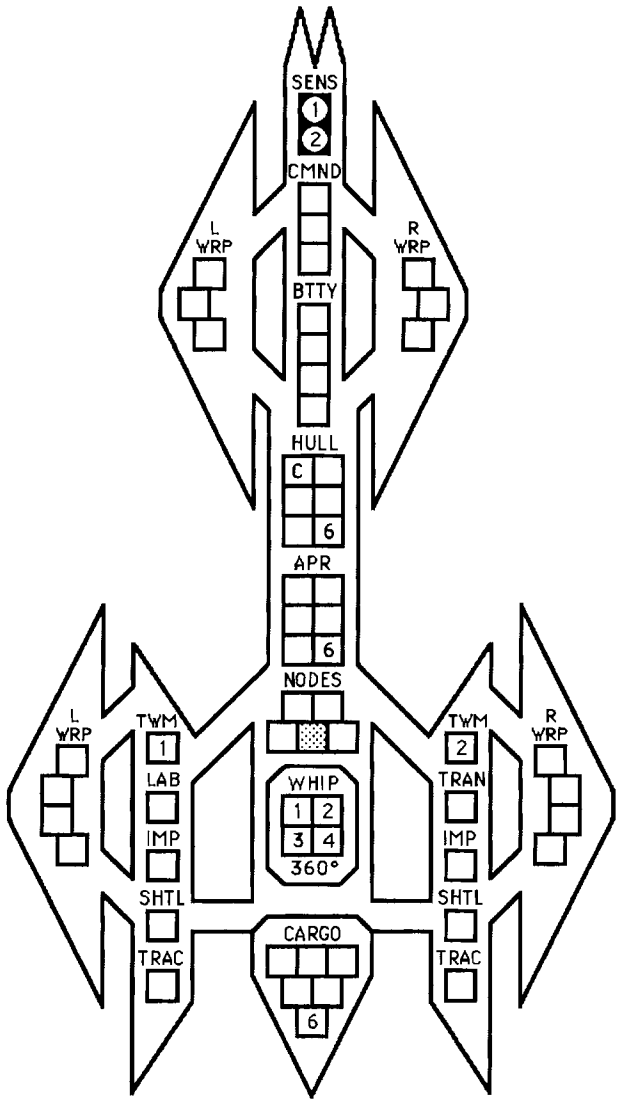
1/3 WARP MOVEMENT CHART

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

MECHAD SCOUT FRIGATE

REPLACEMENT TAILS:





SHIP DATA TABLE

TYPE	=	FFS
POINT VALUE	=	100/90
MOVEMENT	=	1/3
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-8.21
INTERNALS	=	60
CARGO TAIL		+3

BOARDING PARTIES 12

TRANSPORTER MINES D D

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR 6 6 3 0

SCANNER 0 0 5 9

DAM. CON. 4 4 2 0

EX. DAM. 14

POWER CURVE

WARP	=	14
IMPULSE	=	2
APR	=	6
AWR	=	0
TOTAL	=	22
BATTERY	=	4

TRAM LAUNCHERS 1 RELOAD

	1	2	3	4	5	6	7	8	9	10	11	12
1												24
2												24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

ELECTROMAGNETIC FIELD

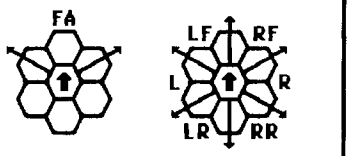
TURN	STR	DAMAGE				REINF	END

40 MAX

SUBSPACE WHIP TABLE

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

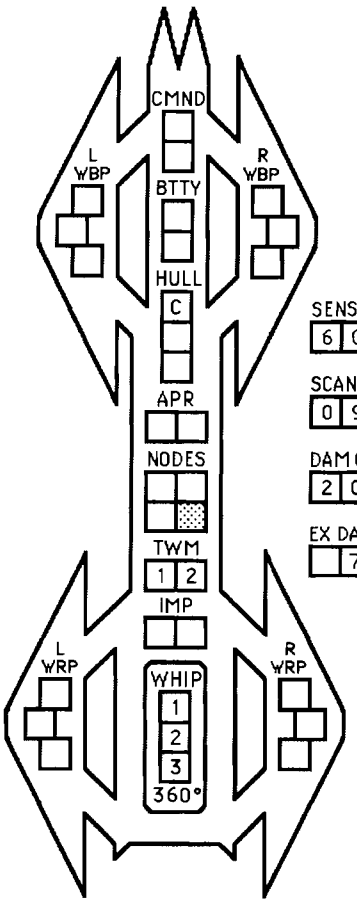
HET 1⅔ 6 BD

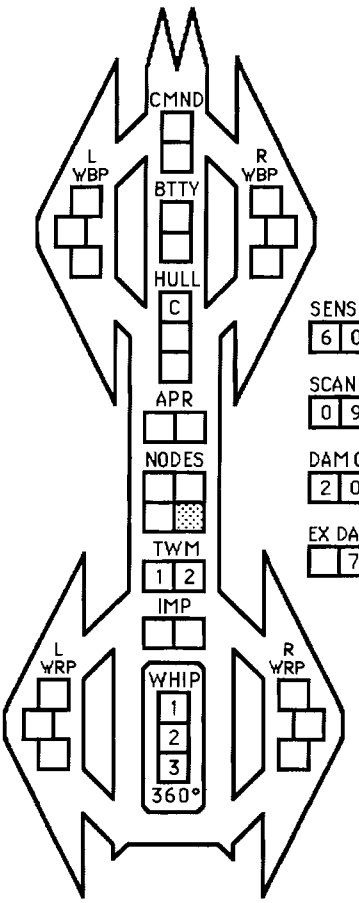
NOTES:
1. TWMs ARE 360°.
2. CAN ONLY CARRY ONE TAIL AT A TIME.
3. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
4. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
5. SHADED NODE CANNOT BE DESTROYED.

1/3 WARP MOVEMENT CHART

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

MECHAD STANDARD FAST PATROL SHIPS





SHIP DATA TABLE

TYPE	=	PF
POINT VALUE	=	20/40
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF1
INTERNALS	=	32

NIMBLE SHIP

POWER CURVE

WARP	=	6
W PACKS	=	6
IMPULSE	=	2
APR	=	2
TOTAL	=	16
BATTERY	=	2

TRAM LAUNCHERS NO RELOAD

1											24
2											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

TRAM LAUNCHERS NO RELOAD

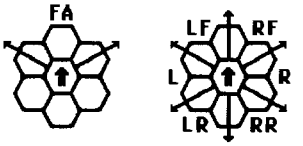
1											24
2											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

SUBSPACE WHIP TABLE

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

WEAPON ARCS



ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

20 MAX

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

20 MAX

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

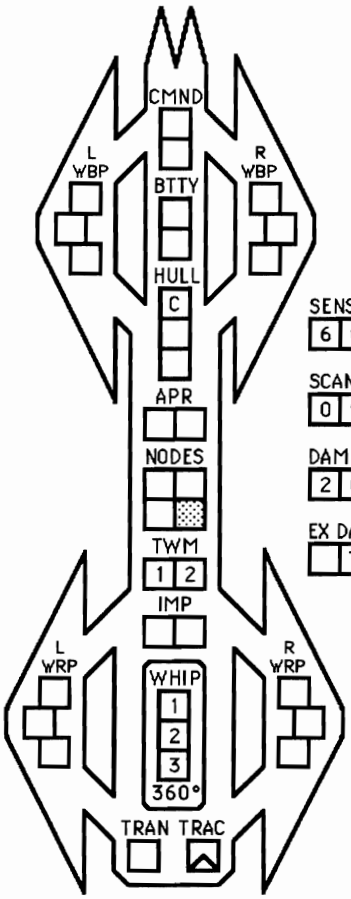
NOTES:
1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. SHADED NODE CANNOT BE DESTROYED.

1/5 WARP MOVEMENT CHART

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

MECHAD FAST PATROL SHIPS

LEADER



SHUTTLE

CNTR	HIT POINTS	TYPE

MECH LINK

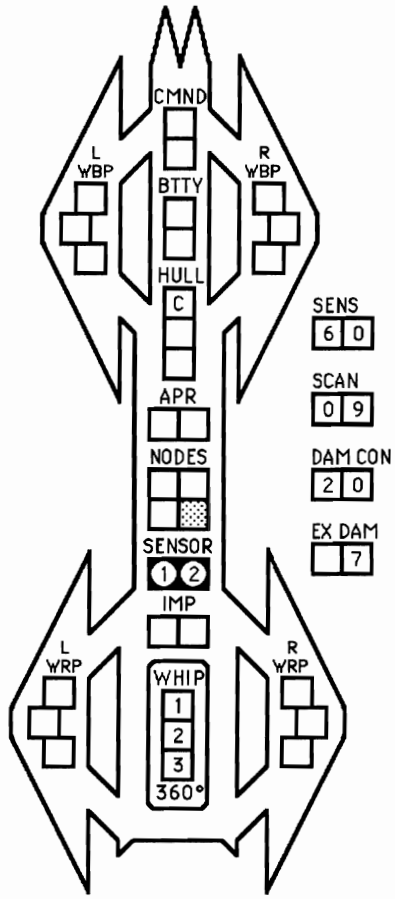
BOARDING PARTIES

T-MINE D

HET 1

BD 6

SCOUT



BOARDING PARTIES

HET 1

BD 6

PF DATA TABLE

TYPE	=	PFL
POINT VALUE	=	40/45
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF4
INTERNALS	=	34

NIMBLE SHIP

PF DATA TABLE

TYPE	=	PFS
POINT VALUE	=	100/50
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF5
INTERNALS	=	32

NIMBLE SHIP

POWER CURVE

WARP	=	6
W PACKS	=	6
IMPULSE	=	2
APR	=	2
TOTAL	=	16
BATTERY	=	2

TRAM LAUNCHERS NO RELOAD

L	1										24
L	2										24

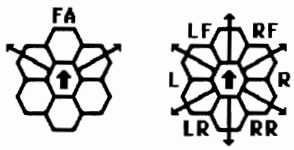
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



ELECTROMAGNETIC FIELD -L

TURN	STR	DAMAGE				REINF	END

20 MAX

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

NOTES:

1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. SHADED NODE CANNOT BE DESTROYED.

ELECTROMAGNETIC FIELD -S

TURN	STR	DAMAGE				REINF	END

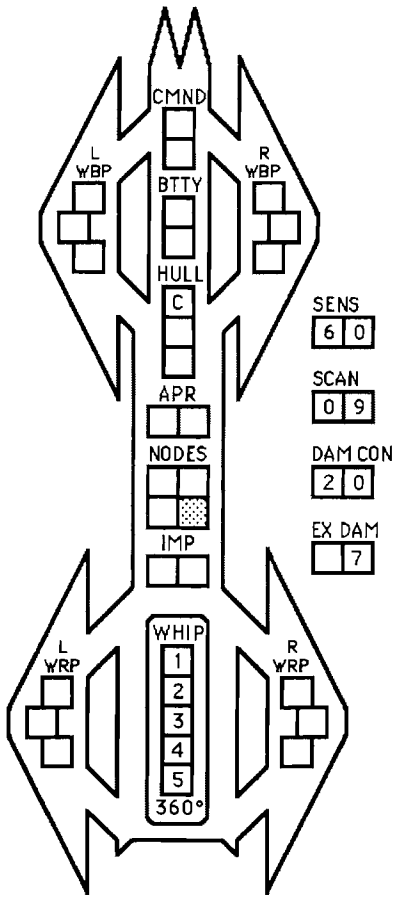
20 MAX

1/5 WARP MOVEMENT CHART

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

MECHAD FAST PATROL SHIPS

WHIP-ARMED



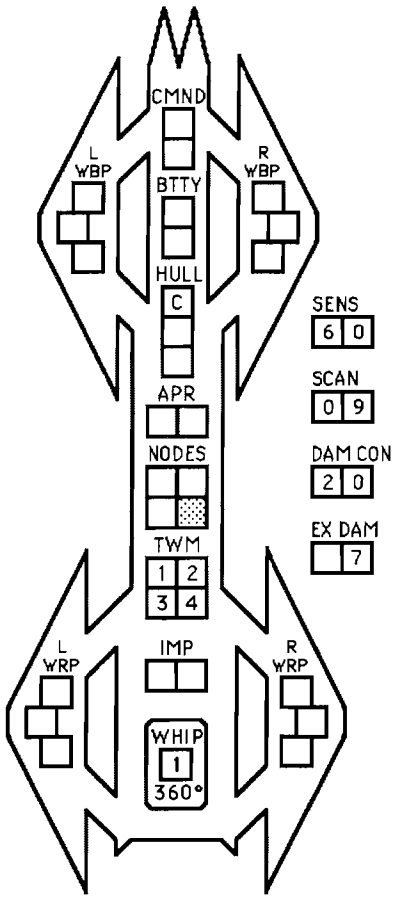
SENS 6 0
SCAN 0 9
DAM CON 2 0
EX DAM 7

HET 1

BOARDING PARTIES

BD 6

TRAM-ARMED



SENS 6 0
SCAN 0 9
DAM CON 2 0
EX DAM 7

HET 1

BOARDING PARTIES

BD 6

PF DATA TABLE

TYPE	=	PFW
POINT VALUE	=	40/45
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF2
INTERNALS	=	32

NIMBLE SHIP

PF DATA TABLE

TYPE	=	PFT
POINT VALUE	=	100/50
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF3
INTERNALS	=	32

NIMBLE SHIP

POWER CURVE

WARP	=	6
W PACKS	=	6
IMPULSE	=	2
APR	=	2
TOTAL	=	16
BATTERY	=	2

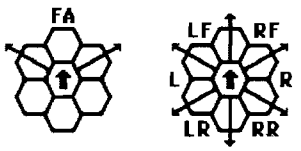
TRAM LAUNCHERS NO RELOAD

T 1											24
T 2											24
T 3											24
T 4											24
DIE ROLL:	1-2	3-4	5-6	7+							
DAMAGE:	3	2	1	0							

SUBSPACE WHIP TABLE

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

WEAPON ARCS



ELECTROMAGNETIC FIELD-W

TURN	STR	DAMAGE				REINF	END

20 MAX

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

NOTES:
1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. SHADED NODE CANNOT BE DESTROYED.

ELECTROMAGNETIC FIELD-T

TURN	STR	DAMAGE				REINF	END

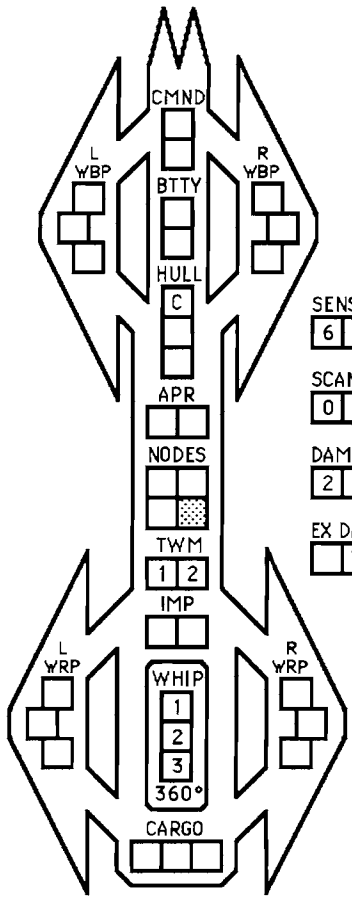
20 MAX

1/5 WARP MOVEMENT CHART

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

MECHAD FAST PATROL SHIPS

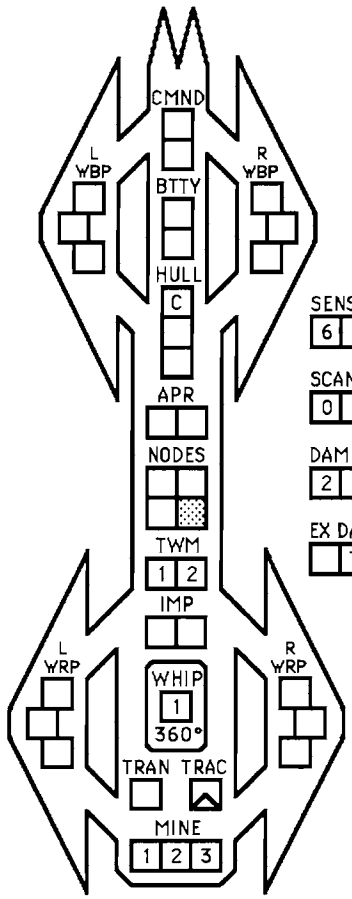
CARGO



HET 1

BOARDING PARTIES BD 6

MINE-LAYER



SHUTTLE | CNTR | HIT POINTS | TYPE / MSS | MECH LINK

HET 1

BOARDING PARTIES T-MINE D BD 6

PF DATA TABLE

TYPE	=	PFC
POINT VALUE	=	40/45
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF6
INTERNALS	=	35

NIMBLE SHIP

PF DATA TABLE

TYPE	=	PFM
POINT VALUE	=	40/45
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF7
INTERNALS	=	35

NIMBLE SHIP

MINE RACKS

1	:	:
2	:	:
3	:	:

POWER CURVE

WARP	=	6
W PACKS	=	6
IMPULSE	=	2
APR	=	2
TOTAL	=	16
BATTERY	=	2

TRAM LAUNCHERS NO RELOAD

C	1										24
C	2										24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

TRAM LAUNCHERS NO RELOAD

M	1										24
M	2										24

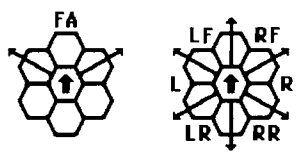
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

NOTES:
1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. SHADED NODE CANNOT BE DESTROYED.

ELECTROMAGNETIC FIELD-C

TURN	STR	DAMAGE				REINF	END

20 MAX

ELECTROMAGNETIC FIELD-M

TURN	STR	DAMAGE				REINF	END

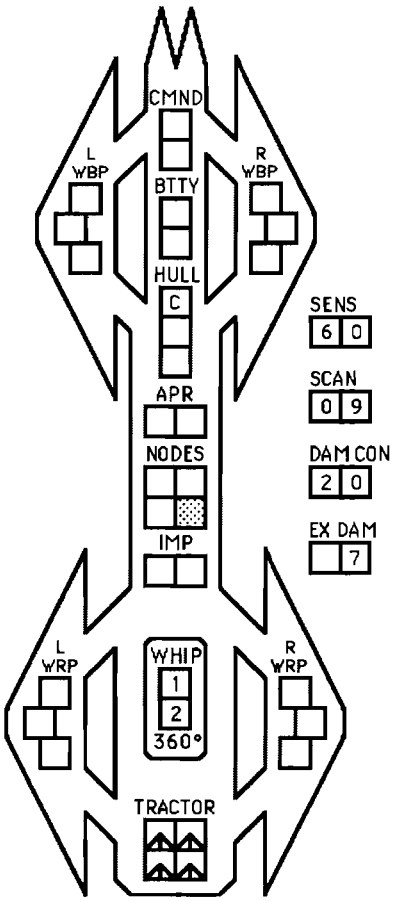
20 MAX

1/5 WARP MOVEMENT CHART

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

MECHAD FAST PATROL SHIPS

FI-CON

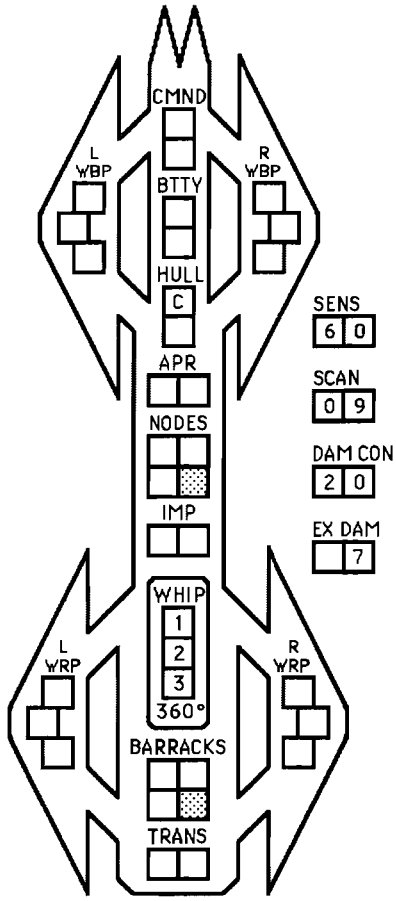


HET 1

BOARDING PARTIES

BD 6

GROUND ASSAULT



SHADED BARRACKS BOX MAY HOLD A GCV, SUBSTITUTING FOR 5 BOARDING PARTIES.

HET 1

BOARDING PARTIES 12

BD 6

PF DATA TABLE

TYPE	=	PFF
POINT VALUE	=	45/50
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF8
INTERNALS	=	33

NIMBLE SHIP

PF DATA TABLE

TYPE	=	PFG
POINT VALUE	=	45/50
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF9
INTERNALS	=	35

NIMBLE SHIP

POWER CURVE

WARP	=	6
W PACKS	=	6
IMPULSE	=	2
APR	=	2
TOTAL	=	16
BATTERY	=	2

ELECTROMAGNETIC FIELD -F

TURN	STR	DAMAGE				REINF	END

20 MAX

ELECTROMAGNETIC FIELD -G

TURN	STR	DAMAGE				REINF	END

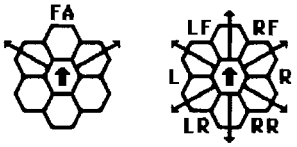
20 MAX

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

NOTES:

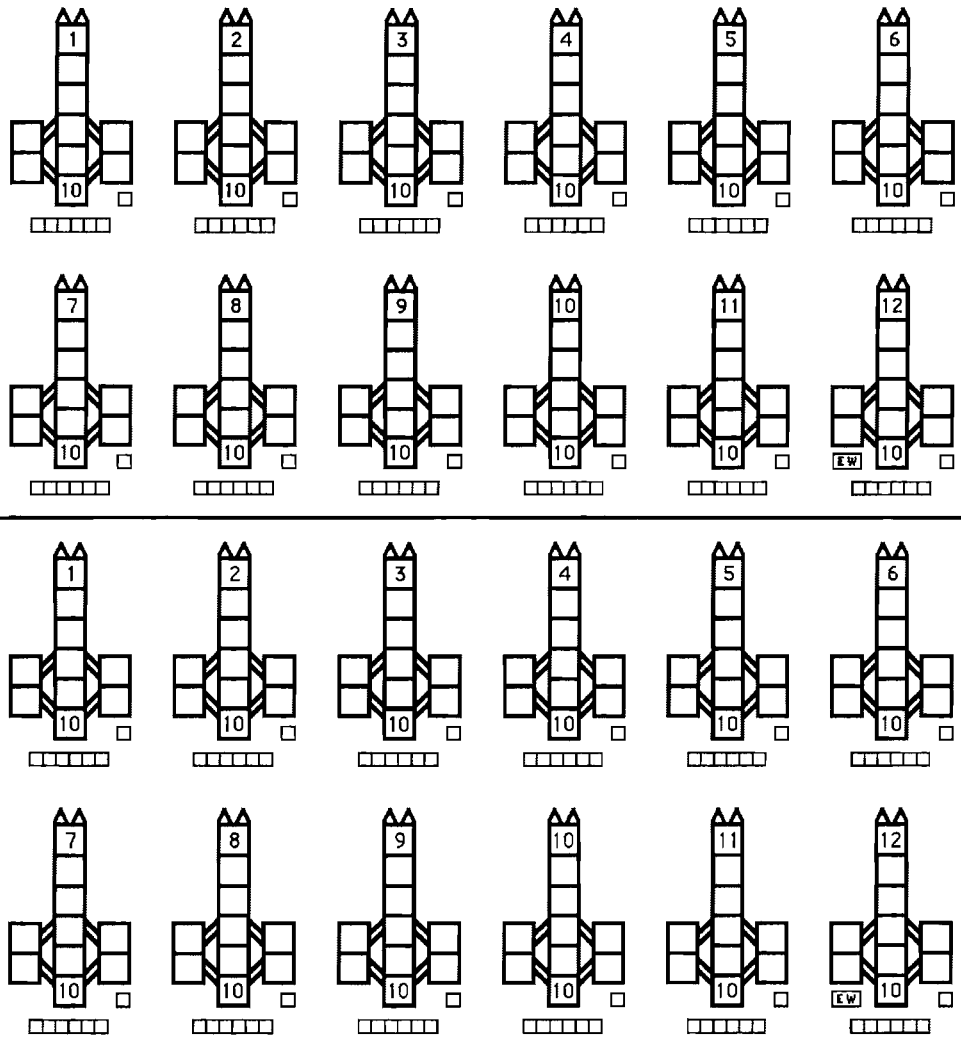
1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. SHADED NODE CANNOT BE DESTROYED.

1/5 WARP MOVEMENT CHART

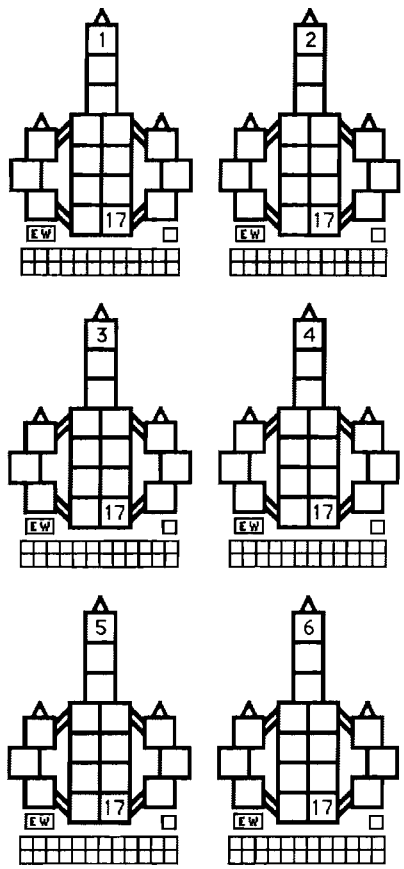
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fract.	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5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

MECHAD FIGHTER SQUARDONS

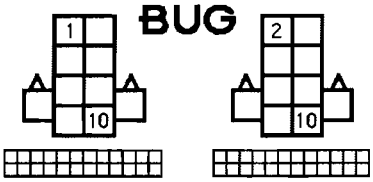
VIRUS FIGHTERS



CORE FIGHTERS



BUG

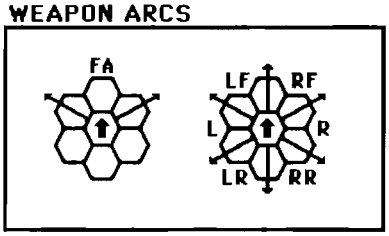


SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



NOTES:
1. FIGHTERS MAY LAUNCH 1 TRAM EVERY 6 IMPULSES.
2. THE VIRUS FIGHTER MAY LAUNCH TRAMS IN THE FA ARC ONLY.
3. THE CORE FIGHTER MAY LAUNCH TRAMS IN A 360 DEGREE ARC.
4. THE BUG MRS MAY LAUNCH TRAMS IN A 360 DEGREE ARC.
5. ALL FIGHTERS AND SHUTTLES SUFFER A +1 PENALTY ON TRAM DIE ROLLS.

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

FIGHTER TRAMS SUFFER A +1 DIE ROLL SHIFT

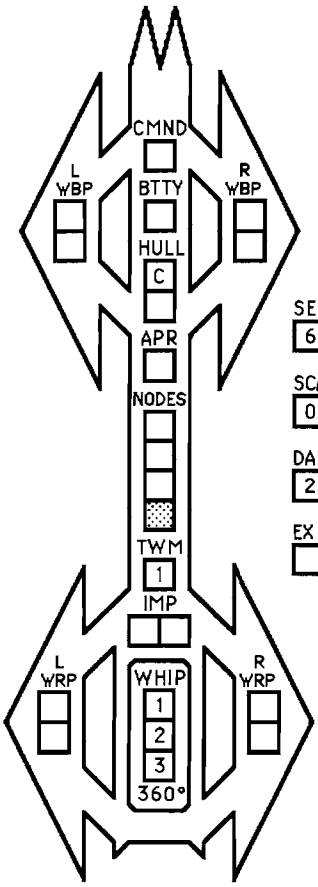
TRAM CHART

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

FIGHTER DATA TABLE

		VIRUS	CORE	BUG
REFERENCE	=	RH-8.F2	RH-8.F3	RH-8.F4
SPEED	=	15	12	8
DAMAGE	=	10	17	10
WHIPS	=	2	3	2
TRAMS	=	6	1	24
DFR	=	3	1	0
CHAFF	=	1	1	0
BPV	=	10	15	10

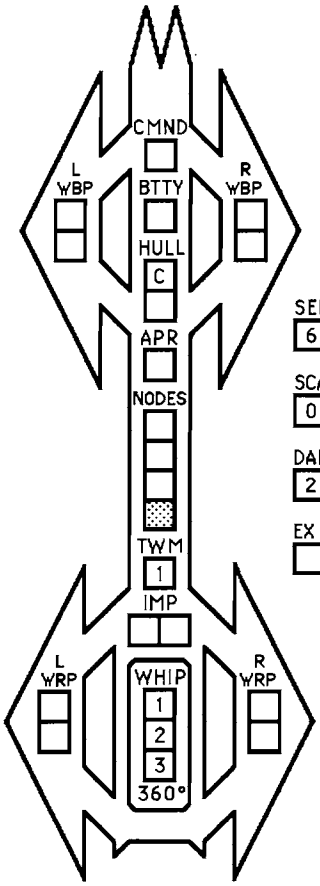
MECHAD INTERCEPTORS



SENS 6 0
SCAN 0 9
DAM CON 2 0
EX DAM 5

HET 1
BD 6

BOARDING PARTIES



SENS 6 0
SCAN 0 9
DAM CON 2 0
EX DAM 5

HET 1
BD 6

BOARDING PARTIES

SHIP DATA TABLE

TYPE	=	INT
POINT VALUE	=	15/22
MOVEMENT	=	1/5
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-8.PF10
INTERNALS	=	23

NIMBLE SHIP

POWER CURVE

WARP	=	4
W PACKS	=	4
IMPULSE	=	2
APR	=	1
TOTAL	=	11
BATTERY	=	1

TRAM LAUNCHERS NO RELOAD

1											24

DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

TRAM LAUNCHERS NO RELOAD

1											24

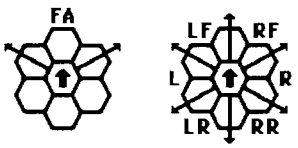
DIE ROLL:	1-2	3-4	5-6	7+
DAMAGE:	3	2	1	0

SUBSPACE WHIP TABLE

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

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

WEAPON ARCS



ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

20 MAX

TRAM DIE ROLL MODIFIERS

TARGET SPEED	RANGE 0	1-5	6-10	11-15	16+
0	-5	-4	-3	-2	-1
1	-4	-3	-2	-1	0
2-10	-3	-2	-1	0	+1
11-20	-2	-1	0	+1	+2
21-31	-1	0	+1	+2	+3
32	0	+1	+2	+3	+4

EW SHIFTS ARE ADDED TO THE ABOVE MODIFIER

TURN MODE A

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

NOTES:
1. TWMs ARE 360°.
2. COMMAND IS HIT ON BRDG, FLAG, AUX OR EMER.
3. THE FIRST INTERNAL WHEN THE EM FIELD IS KNOCKED DOWN IS SCORED ON A NODE.
4. SHADED NODE CANNOT BE DESTROYED.

ELECTROMAGNETIC FIELD

TURN	STR	DAMAGE				REINF	END

20 MAX

1/5 WARP MOVEMENT CHART

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

MECHAD-1

INCLUDES - THE FOLLOWING RULES:

MECHAD HISTORY: The Mechad homeworld had been known as Arretia, a planet with a very peaceful worldwide government where the people lived lives of leisure and luxury thanks to free-willed computer intelligences and other advanced technology. Unfortunately, the Arretian's first encounter with another galactic empire in Y53 ended in violence; paranoia gripped both the living and artificial citizens. The first organic deaths caused by the dangers of the unknown conditions of space travel later forced the machine-majority to pass a benevolent but ultimately stifling referendum: Organic Arretians were banned from such dangerous journeys, forever. And as time passed, the living citizens lost more and more of their self-determination because of the machine-citizens' smothering desire to protect and nurture them. In Y100 the organics lost the right to vote and were eventually reduced to a type of pampered-slave status.

MECHAD SHIPS AND CREW: Mechad starship crews are entirely non-organic. Most crew units are built-in pieces of equipment. The Mechad usually have some androids for use when direct contact with alien organics is necessary. Most Mechad ships are smaller than equivalent classes used by other empires because very little of their internal volume is devoted to living space and organic life support. The solid construction of the ships makes them very durable and they can take more hull stress than most starships.

TRANS-WARP MISSILES: Not quite a seeking weapon, not quite a direct fire weapon, TRAMs are fairly short-ranged. A TRAM is launched like a seeking weapon, can be fired at by the target or other units in the same hex on the impulse of launch, and if not destroyed will automatically impact and score some damage on the next impulse. TRAMs are a unique device which demand equally unique tactics.

DISTORTION CANNON: Found only on Mechad capital ships. The distortion cannon is a long range, rapid fire weapon that rips the fabric of spacetime in a large area, scoring damage on all units in a single hex. At close range, the firing ship takes damage, too.

SUBSPACE WHIPS: The Mechad use subspace whips instead of phasers. The Mechad ship uses its own warp field to lash out at opponents. After the ship's warp field is properly tuned to an opponent ship's energy frequency, its whip will become more accurate as long as the ship's own warp field is not disrupted by excessive use of the whip function.

ELECTROMAGNETIC FIELD: Mechad ships use an electromagnetic field defense instead of shields. The EMF provides protection from any direction and can be rapidly reenergized, but does not block transporter activity. A Mechad ship's power distribution nodes are used to multiply energy applied to the electromagnetic field.

SCENARIOS: Three exciting scenarios depict historical conflicts between the Mechad and their Far Side neighbors.

SSDs: 24 Companion SSDs display the most commonly used Mechad ships and some other Mechad units.

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