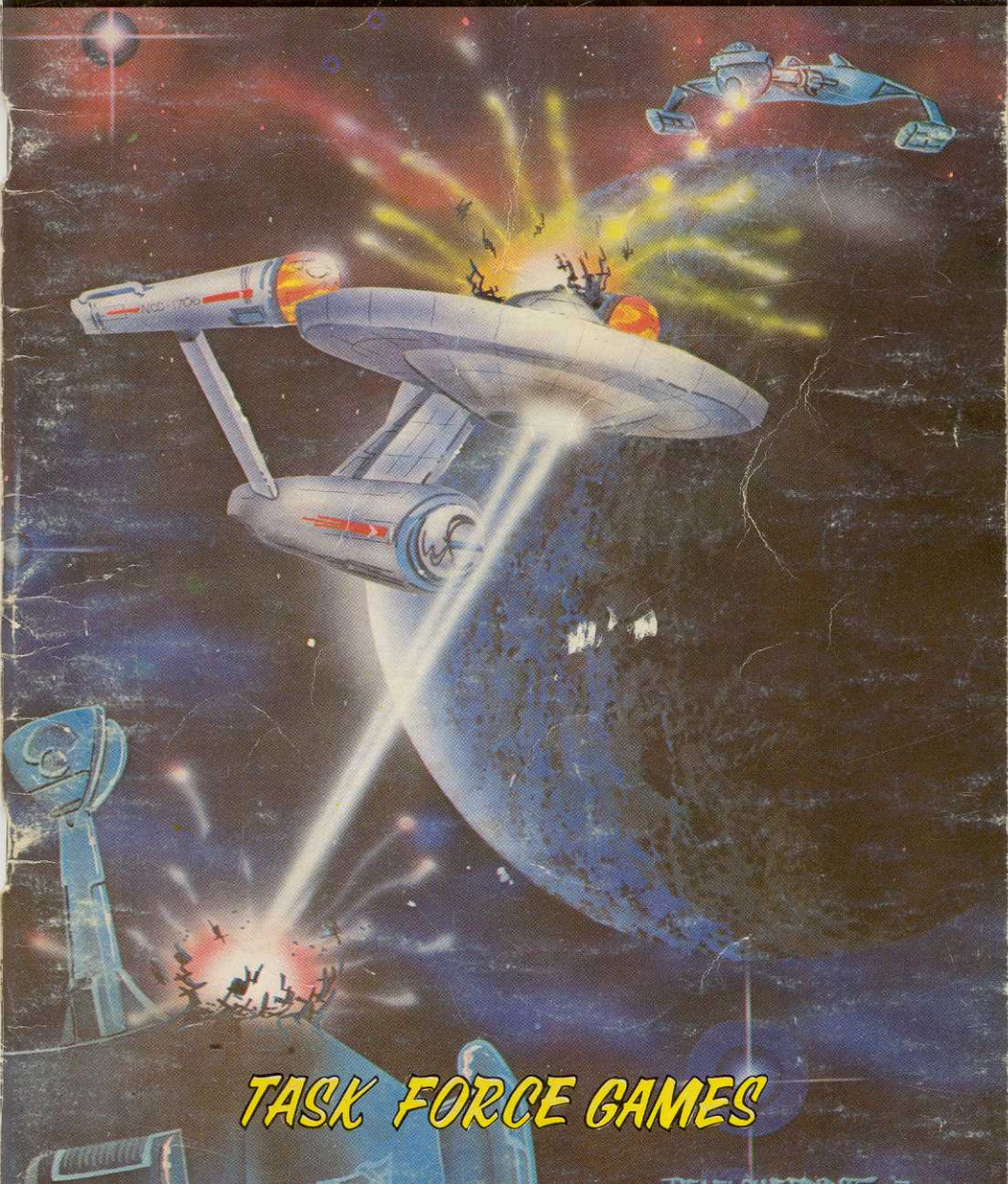# STAR FLEET BATTLES

EXPANSION # 1

TASK FORCE GAMES

INTRODUCTION TO THE EXPANSION MODULE

When STAR FLEET BATTLES was first printed, it was to be the first of three sections. Most of the material intended for the second and third units was included in the boxed Designer's Edition. If we considered that edition to be a finished product (even for a moment), we did not reckon on the twenty thousand purchasers (and 50,000 players) of the game sending us any new material. Perhaps a hundred people have now sent us their questions and ideas. Some have been the product of enthusiastic but unprofessional Starship designers, but many have been quite good and several outstanding. The best of that new material, together with rules that we hope will close most of the loopholes in the existing game, are presented here for your added enjoyment.

XIII ADDITIONAL RULES, ERRATTA, AND CLARIFICATIONS FOR THE DESIGNER'S EDITION.

INTRODUCTION

The following rules material include corrections, erratta, clarifications, additions, and expansions to the existing rules. In some cases these explain or correct existing rules, but in many cases they add new material. It is suggested that players use a colored marking pen to indicate in the Designer's Edition rulebook where the new rules are inserted. In this way players will know when checking on a rule if they need to check further into the Expansion rules.

Some of the rules below are erratta from the first printing of the Designer's Edition. If you have the second printing, with the 8" x 11" rulebook, the items marked "erratta" have already been corrected. The 8" x 11" version of the rulebook is otherwise identical to the 6" x 9" edition.

The rules below are presented numerically and in the order in which they should be inserted into the rules.

(4.2) (Step 6) (Clarification) Impulses on which no ships or weapons (counters) are to move are skipped for purposes of speeding up the game. If, during a given turn, one player is plotted to make one or more Tactical Warp Maneuvers (6.22), (58.4), then that player has the option, before an impulse is declared to be skipped, to make a Tactical Maneuver (assuming he is otherwise able to do so).

(5.4) (Step 4) (Clarification) Assuming that the ship has not been damaged, line 4 will have the same number each turn.

(5.4) (Step 7) Armor does NOT count as internal hits.

(6.14) (Clarification) The owning player must decide before the scenario begins if the base will rotate. If he so chooses, he is obligated to rotate the base every turn.

(6.16) (Clarification) It is necessary to keep expending power every turn to maintain movement. For example, if a given ship expends 10 energy points for movement on turn 1 and three points on turn 2, its speed on turn 2 is 3, NOT 10 or 13.

(6.22) (Clarification) The use of the term "Turn Mode 0" is not strictly gramatically correct, but the rule is otherwise correct as stated.

(6.23) Hexes moved in a straight line at the end of a previous turn, if in the same direction (forward, reverse), may be counted toward fulfillment of a ship's turn mode.

(6.31) (Errata) Hex number 2603 should be 4003; hex number 2602 should be 4002.

(6.62) (Errata) The reference to Drones is incorrect. The ship may disengage if it is faster (with maximum use of its remaining engines) than every Drone on the map. A ship may also disengage from a slightly faster Drone if there is enough space between them so that the Drone cannot catch the ship before running out of fuel. Example: A ship can only move four hexes per turn but is 13 hexes from a type I Drone. The Drone is 4 hexes per turn faster than the ship but in three turns could only gain 12 hexes on it. This rule can only be reasonably invoked if the ship is headed away from such pursuing Drones and not toward enemy ships.

(6.63) The conditions of (6.61) must be fulfilled based on engine power available at the beginning of the turn. If a ship, for example, has 30 engines at the beginning of the turn but cannot move faster than 24 due to acceleration and is, during that turn, reduced to 24 (or fewer) engine boxes, it CANNOT disengage that turn. It must move another turn at what is now its maximum speed (24) before disengaging. The reason for this is that a ship must "prepare" for the transition to high trans-light speeds, and such preparations must be timed very closely. A ship not moving at its maximum speed would not know for sure that enemy fire will reduce its maximum speed to its current speed and could not make the preparations.

(6.64) In cases of disengagement, there may be situations in existence that must be resolved, even if this means continuing the scenario past the point at which it "ended."

(6.641) Boarding Parties on board an enemy ship that is disengaging must continue to fight until they capture the ship or are destroyed. For humanitarian or simply practical considerations, Boarding Parties in a hopeless situation may be ordered to surrender by the controlling player. In a similar manner, Boarding Parties on an enemy ship that are left behind when their own ship disengages may surrender or fight on to victory or death.

(6.642) Shuttlecraft left behind by a disengaging ship may attempt to escape using the same procedure as Klingon Boom sections (38.3).

(6.643) Seeking weapons targeted on a disengaging ship lose their tracking and cannot pursue it (if it successfully disengaged). Seeking weapons targeted on ships remaining behind must be resolved before the scenario can end.

(7.524) (Addition) Hits designated as "any weapon" may be scored against Phasers regardless of direction. Otherwise, only Phasers use the "direction" rule for damage allocation.

(7.54) When the DAMAGE ALLOCATION CHART (7.51) calls for damage to a system not installed on a given ship, go to the next column. Do not disregard the left/right designations. The exception to this is with Hull spaces. Some ships have only one group of Hull spaces. These Hull spaces are destroyed on any Hull hit (forward or aft). Other ships have two groups of Hull spaces. In this case, the forward group is destroyed on "forward" hits, the aft group on "aft" hits. If one group is completely destroyed, its hits are NOT transferred to the other group but go to the next column. Note that the Gorn CA has three groups of Hull spaces, and that the central group absorbs forward hits after all Hull boxes in the forward group are destroyed and aft hits after all boxes in the aft group are destroyed. Also note that some ships, such as the Kzinti CV, have two groups of Hull spaces that are in an identical position with respect to forward and aft, but in opposite positions (right vs left) with respect to longitudinal symmetry. Such groups are considered to be the same; they are drawn in this way only for purposes of artistic value in making the ships as symmetrical as possible.

Example: Do not score "left engine" hits on a Federation Destroyer on the one engine (which is considered a centerline engine) as this will make the ship run out of engines three times as fast as it should.

(7.55) In some cases the warp engines on an SSD are not specifically marked as "left" or "right." If the ship has two warp engines, they are "left" and "right." If the ship has three warp engines, they are "left," "right," and "center." If the ship has one warp engine, it is "center."

(7.56) The terms "Damage Point" and "Hit Point" are interchangeable, but the term "hit" is not strictly interchangeable with either. A weapon might score a hit, which would score several damage points.

(17.71) The "0-1" column on the PHOTON TORPEDO CHART (17.7) is not (contrary to a recent review) in error. It should (and does) read "Miss" for all results. The torpedoes cannot be fired at this range due to safety arming systems which prevent the torpedo from exploding close to the ship.

(17.81) Photon Torpedoes may be fitted with a Proximity Fuse. This increases their chance of a hit at longer range but reduces their effectiveness.

(17.811) A Photon Torpedo that is to carry a proximity warhead must be recorded as such when the second turn's charging is recorded. It must be announced as such when fired. The warhead type (proximity or normal) cannot be changed after it is recorded.

(17.812) Proximity fused Photon Torpedos automatically miss at all ranges less than nine hexes. At ranges over nine hexes, two is subtracted from the die roll when rolling to determine if the torpedo has hit.

(17.813) The strength of a proximity fused photon torpedo is four instead of the normal eight. This accounts more for the fact that the weapon has exploded some distance from the target

than any actual change in warhead yield.

(17.82) A player may, at his option, fire Photon Torpedoes in a "narrow" salvo instead of the normal "spaced pattern." To reflect this, roll the die one time and use the result for ALL Photon Torpedoes fired at a single target by a single ship in a single impulse. This is, in effect, an "all or nothing" arrangement.

(19.0) (Reorganization) Plasma Torpedoes come in three types. The Gorn Type is known as "Type G" and the Romulan Type is known as "Type R." A new type is described in rule (106.0). This is the "Type F" weapon. It is a "Fixed Round" carried in a stasis box on Romulan Gladiator type Fighters.

(19.21) (Addition) A Starbase (only) may hold a Plasma Torpedo (of either type) in its tubes. A Romulan Type weapon costs four energy points per turn to hold.

(19.25) A Romulan ship may, in effect, delay the firing of a Plasma Torpedo by only allocating two units of energy on the third turn of arming. If done, the first turn's energy is lost, and the second and third turn (two energy points each) become the first two turns of the three turn arming cycle.

(19.3) (Correction) The Gorn Torpedo moves at a speed of 32 but evaporates after moving 20 hexes. The STRENGTH TABLE (19.5) is read in hexes traveled.

(19.3) (Clarification) If a Plasma Torpedo is moving on the same impulse as its intended target, it homes in on the hex the target is entering, not the one it is leaving.

(19.31) (Optional) Players willing to accept a bit more complexity for more tactical flexibility may allow a ship that has a Plasma Torpedo ready for launch at the end of a given turn to fire it during any impulse of that turn. When doing so, the 32 impulse chart must be used (so that the firing player will have every opportunity to launch his weapon) and the flight of the weapon may extend into the next turn. The weapon MUST travel its full distance (unless it reaches its target). This will allow a ship armed with Plasma Torpedoes to "run in" on a target. The weapon CANNOT be fired in the same hex as its target and must be fired in the proper direction (facing).

(19.4) (Clarification) A Plasma Torpedo explodes on entering the hex of its target. The target DOES NOT have an opportunity to fire Phasers at a range of "0."

(20.21) Klingon Dreadnoughts may release more than one Drone per turn. C-8 types may release three (one from each pair of racks). The C-9 may release only two (since the forward racks are not loaded).

(20.51) If a Drone and its target are moving on the same impulse, the Drone homes in on the hex the target is entering, not the one it is leaving.

(20.52) A Drone may be targeted on anything (including another Drone or a Fighter) except a Plasma Torpedo. Players may wish to experiment with keeping the actual target of a Drone secret.

(20.71) If several Drones are in the same hex and one is destroyed, the others are not affected.

(20.72) As a Drone explodes immediately upon entering a hex, a ship may not fire on it at a range of "0." Note that if a Drone targeted on one ship passes through the hex occupied by another ship, the ship being "passed" could fire at the Drone at a range of "0" since the Drone would not explode (since it hasn't reached its target).

(20.81) If the Drone is launched in the same hex as its target, the regular impulse rules are still used. If the Drone is to move first, it will automatically hit. There will be no opportunity for defensive fire. If the ship moves first, the Drone will follow it. If the ship makes a tactical maneuver before the Drone is to move, the ship may fire weapons at the Drone. If the Drone moves first, the shield it hits will be determined by rolling a single six-sided die. If the ship makes a tactical maneuver, the owning player (of the target ship) may designate which shield will be hit. By doing so, he designates the direction from which the weapon is approaching its target and which Phasers can be fired at it.

(20.91) If more than one ship is in the same hex as the target, only the target is damaged.

(25.6) A player may voluntarily drop one or more of his shields, presumeably to facilitate the use of Transporters (32.0). The shield must be dropped for the entire turn.

(26.2) Add one to the die roll for every fourth enemy Boarding Party on board the ship when determining if a mutiny has occurred and/or if it was successful.

(27.0) (Clarification) Shuttlecraft, as covered by this rule, are referred to as "Administrative Shuttles" since that is their primary purpose. All administrative Shuttles used by all fleets are identical, and all may be used for the four missions listed in (27.0). The designation "Fighter" is used for Kzinti Attack Shuttles (59.4) and the new Fighter Shuttles introduced in this expansion (XV). Each race (that has Fighters) has its own type of Fighter Shuttle. An armed administrative Shuttlecraft (27.3) may be used in the roll of a Fighter and before the introduction of the Kzinti AS was often referred to as such, but it is not included in the general designation "Fighter."

(27.31) An armed Shuttle may fire its Phaser once per turn.

(27.5) (Clarification) Suicide Shuttles MOVE in the same manner as Drones. However, their warhead strength, movement rate, turn mode, and number of hits to destroy are as specified in the rules on Shuttles.

(27.61) A ship in the same hex as a Wild Weasel during an impulse when weapons strike the WW is damaged by the effect of the weapons. This is the only instance where weapons targeted against one ship may damage another ship. Weapons hitting a WW do not actually hit it but are detonated by the electronic field. Their energy is released into space instead of being inflicted on a ship, which makes the hex a very dangerous location. To determine the amount of damage scored on the ship, total the number of hits scored on the WW and consult the chart below. To determine which shield was hit, roll a die. The die roll result yields the shield number directly.

(27.62) WILD WEASEL COLLATERAL DAMAGE CHART

HITS ON WW	HITS ON SHIP
1-2	0
3-4	1
5-6	2
7-10	3
11-18	4
19-28	5
29-40	6
41-55	7
56-75	8
76-95	9
96 +	10

(30.6) Any damaged systems that Damage Control does not repair after one scenario may be repaired after later ones. A system does not have to be repaired in the interlude immediately following the scenario in which it was damaged.

(33.51) For a captured ship to be moved, it must be manned by a "skeleton crew" of not less than four crew units transported from one of the capturing ships.

(34.11) Power added to the forward shields may be divided, as the owning player sees fit, between shields #1, #2, and #6.

(36.2) Hits on systems that are not installed on a given ship or have already been destroyed are considered to be misses. (See (36.11), (36.12), Non-Violent Combat).

(36.3) All weapons of any ship using this rule, with the exceptions of Plasma Torpedoes and Maulers, will be resolved on the above charts. While contemporary students of Starship combat may be puzzled by this, consider that it would be illogical for a race to adopt a doctrine that their weapons could not use or to carry weapons their doctrine would not allow them to fire.

(36.4) Systems that are destroyed on "Flag Bridge" hits would be hit on "12" on chart (36.11) instead of a Bridge.

(36.5) There is no recorded instance of a Romulan Captain using non-violent combat. Except for the Federation, other races use it only rarely.

Note: There has been a great deal of philosophical discussion regarding this rule. Wargamers who bought this game because it was a good tactical space combat game may feel that the use of rule (36.0) limits their activities and spoils the fun. SF fans who bought this game so that they could live the adventures they had been reading will enjoy the challenge of the rule. It may be well argued that this doctrine was never used on film, or at least that there is

not conclusive evidence that it was. Purists may claim that the doctrine is built into the battle computers and used automatically. It has been established that the only direct references to it are in material published long after the film. It should be noted that this rule can be used effectively by pirates who wish to capture a ship without damaging the cargo, by captains rescuing hostages, and by ships attempting to keep combat situations to a minimum.

(38.3) (Change) The final sentence should read:

"In this calculation, count all "friendly" ships (except the one that just separated) but count only uncrippled enemy ships."

The "Basic Escape Chance" should be "3" instead of "2" when using this rule.

(38.7) In Romulan ships converted from Klingon designs; the Boom may never be separated. The Boom Engine thus becomes, in effect, another APR, but it is still destroyed on Impulse hits.

(38.8) The saucer section of Federation Class I Starships can be separated from the remainder of the ship. It might be noted that the intended purpose of the starship designer for this maneuver is to crash land on a planet with surviving crew members, but a desperate captain might use it to escape from an unsuccessful combat situation. All procedures and restrictions are the same as in Klingon ships including Dreadnoughts (where the center warp engine could be kept attached to the saucer). The ship's impulse engines are used for power, as the emergency Boom Engine would be used in a Klingon ship. It might be noted that the concept of "escaping" or "evading" enemy ships by this maneuver is based, in large part, on the reduced sensor signature of a smaller ship without shields or warp engines (both of which create strong sensor images).

(40.3) This is a temporary reduction only. The rating is reduced by "1" not moved down the track.

(41.4) (Addition) Power cost to operate cloaking device: KF5R = 6; Dreadnought = 30; Mauler, Pelican, Warhawk = 6.

(41.6) For purposes of seeking weapons, use (41.61).

(44.3) (Additions) The Boom Engine of Klingon conversions is operational as a power source but cannot be used to move the ship. The Boom cannot be separated.

The War Eagle has one Transporter and no Tractor beams. In some printings, the Transporter box on the War Eagle SSD is not marked. Firing Arc for the War Eagle's Phasers is FA.

(44.5) Two Security Stations are added to Klingon Base Stations. Mutiny is possible, as it would be on a ship.

(44.5) (Correction) The Federation Base Station has four warp power units, not three as previously stated.

(45.81) In determining victory in multi-ship scenarios, use the following percentages:

For scoring any internal damage = 10% of BPV
For forcing a ship to disengage = 25% of BPV
For crippling an enemy ship = 50% of BPV
For destroying an enemy ship = 100% of BPV
For capturing an enemy ship = 200% of BPV

Only one of the above may be scored for each enemy ship in play.

(45.82) The BPV for the Kzinti CV does not include its Fighters. In the list of new ships added by this Expansion, Fighters are not included in the point value of any Carrier.

(45.83) A ship is assumed to be crippled when it has:

A: 10% or less of its original warp engines undestroyed.
B: 50% or more of its interior boxes destroyed. This does not include Shields, Armor, Sensors, scanners, damage control, or excess damage.
C: Any excess damage hits.
D: All of its control spaces destroyed.
E: All of its weapons destroyed.

(45.84) Care and judgement must be exercised when using BP Values to balance scenarios. The values are intended to serve two purposes, victory points (what it is worth to you to keep from losing it) and play balance (combat firepower). The Federation SC, for example, is worth 16 points because of its value to the Federation. In balancing scenarios, it should be dis-

counted by as much as 50% because of its lack of armament. Similarly, the Romulan ships should be counted at higher values for balance purposes (but not victory points) when used in groups of three or more because of the tactical implications of their Plasma Torpedoes. Specific recommendations for adjustments to BPV are as follows:

Federation Scout: Discount up to 50% in balancing scenarios.
Federation Tug: Increase up to 200% in calculating victory.
Federation Starliner: Increase up to 200% in calculating victory.
Klingon DN Boom: Discount up to one third in balancing scenarios.
Gorn/Romulan ships with Plasma Torpedoes: When used in groups increase up to 50% for balance.

Note: A recent magazine review published a "point system" for STAR FLEET BATTLES. The system published there is similar to the true system in format but often produces wildly inaccurate results due to its lack of "correction factors." These factors are built into our point system to account for tactical flexibility and utilization.

(49.5) (Errata) In some of the earlier editions of the game, the result for a die roll of "4" is incorrect. It should read: "The Monster can be destroyed by a Probe (14.0)."

(58.541) A ship may only make a High Energy Turn in an impulse during which it moves.

(58.542) A ship using free (non-plotted) movement must allocate the required energy for any HE turns it plans to make but is not required to expend it. Any unused energy is lost.

(58.543) As a game balancing feature, players should roll for breakdown on every HET when playing against ships armed with Plasma Torpedoes. This will prevent the HET from becoming an automatic escape from the Plasma Torpedo.

(59.1) A given ship may launch any or all of its Shuttles on a given turn.

(59.42) (Addition) Kzinti Attack Shuttles have a FA firing arc for their Phasers.

(59.45) (Addition) Attack Shuttles (except for the one two-seat type) may not be used for scientific research (27.4) or as Wild Weasels.

(59.46) (Addition) If the Drone type selected requires two spaces, only one may be carried. Any Drone firing Fighter can guide its own Drones (except when experimenting with early Fighters that could not do so).

(59.47) (Addition) The administrative Shuttles on the Kzinti Carriers are the same as other Shuttles in the game.

(59.49) RE-ARMING FIGHTERS
Fighters may return to their Carrier (or any Carrier) during the course of a scenario to pick up more Drones.

(59.491) All Carriers (of any race) have a number of "deck crews" equal to one-half of the number of attack Shuttles carried. Exception: Romulans (106.4).

(59.492) Each deck crew may load one Drone onto one Shuttle during one complete turn. Drones which take two spaces take two turns to load (or two deck crews for one turn).

(59.493) Two deck crews may work on a given Fighter.

(59.494) Loading takes an entire turn. A Shuttle recovered about half way during turn 4 would have to wait out the rest of that turn in the bays, spend all of turn 5 loading, and could be launched on turn 6.

(59.495) Deck crews are destroyed by hits on attack Shuttle boxes. Calculate the number of deck crews at the start of each turn. Consider the number of deck crews functional at the start of each turn to be the number operating throughout the turn.

(59.496) When evacuating a ship, deck crews can be ignored since they are counted as part of the regular crew units. If transferred specifically as such, two deck crews are equal to one crew unit.

(59.8) When balancing a scenario, count Fighters but not Administrative Shuttles. All Shuttles count for victory points.

(60.2) As a guide in the selection of Drone types, it is suggested that Kzintis use approximately 50% (by space) type I's and Klingons use 75% (by space) type I's. Other Drones could be selected from the list. Orion Pirates can, of course, afford the best. This is intended only as a guide. Players may deviate from these norms to create play balance or perhaps to construct a special scenario.

(61.4) Overloaded Photons may be held in the tubes at a cost of two units of energy per turn.

(64.4) Federation Dreadnought saucer sections may be separated from the remainder of the ship. If separated, they operate in a manner similar to the Klingon Dreadnought Boom.

(65.2) (Clarification) The die is rolled for breakdown at the end of every impulse in which the device is used.

(65.3) Players are not required to use a UIM on every impulse that they fire weapons. Use of the Module is entirely at the discretion of the owning player.

(65.4) When a Ubitron Interface Module breaks down, all weapons eventually return to normal operation. However, the weapons may not fire during the remainder of the turn on which the device breaks down, and on the next turn. Thereafter, resume normal operations.

(66.11) When a Pod is attached to a ship, it becomes a part of that ship for ALL purposes. The shields, Sensors, Scanners, Damage Control, and Excess Damage are all combined. Power may be transferred freely between the ship and Pod and in fact is not calculated separately. Any hits scored may be distributed among the combined ship as the owning player sees fit.

Note: A Battle-Tug becomes a much tougher ship to destroy when it also carries a Cargo Pod, since this provides 32 free cargo hits. However, this benefit is offset by reduced maneuverability. When the Cargo Pod is destroyed, it can be released, or it could be released at any time to gain additional maneuverability for the Tug.

(66.12) A Tug can carry no more than two Pods, only one of which can be a Battle-Pod. A Battle-Pod weighs twice as much as a Cargo Pod or Starliner, and this weight is used to determine turn mode and speed. While a Tug can never carry three Pods, it might be carrying weight equivalent to three.

(67.3) Orion ships may fire one Drone from each of their Drone racks each turn.

(67.4) An Orion ship equipped with a Cloaking Device would pay energy costs to operate it as follows: Raider = 10 energy points; Heavy Cruiser or Salvage Cruiser = 20 energy points.

(68.0) (Addition) Illustration #2 and #3 are valid for the Klingon F5 and E4. The Klingon C8/9 cannot fire in the left/forward group of "X's" in illustration #2 because the centerline engine blocks cross-deck firing. The C8/9 cannot fire its forward Phasers into the hex row directly behind the ship (as is shaded on Illustration #3) because of the center engine), but it COULD fire into the "X" hexes behind and to either side of the ship.

(68.0) (Errata) In both printings of the Designer's Edition, there is an error in illustration #2. The hex adjacent to the ship and ahead to the left, which is now the only unshaded hex adjacent to the ship, should have an "X." Additionally, the first printing of the Designer's Edition omits mention that in the revised firing arcs, again as shown in illustration #2, seven hexes are deleted. These are all to the left of and behind the ship. If the ship were in hex 3720, headed toward hex 3719, the following hexes would be deleted (marked with a "—"):

3620, 3521, 3522, 3421, 3422, 3322, 3222.

The Left wing Phasers have a mirror-image arc. All firing arcs shown in all drawings extend to the maximum range of the weapons.

(69.6) (Correction) A ship unable to expend enough energy to move through a Web hex comes to a stop IN the Web hex and is trapped there until it can expend enough energy ON A SINGLE TURN to move on.

NOTE: The Tholians have been known to maneuver Asteroids around their Base Stations and Starbase. Laying Webs around these Stations thus renders them invulnerable to most weapons, unless the attacking ships allow themselves to be trapped in the Web so that they can fire out of the Web hexes. In some cases several layers of Web are placed around a Base. Forces attacking such bases must place themselves into the outermost layer of the Web so that they can attack (and destroy) the ships maintaining the Web. The procedure is somewhat similar to peeling an onion, and equally as unpleasant.

(69.61) Tholian ships may move through Webs without expending extra energy.

(69.62) Manned Shuttles and Fighters may move through Web hexes, expending several of their movement points to do so, in the same way ships do (69.6).

(69.63) Drones and suicide Shuttles may not move through Web hexes.

(69.8) (Addition) Note that a ship may fire weapons from a Web hex into an adjacent Web hex.

(71.8) Any object (ship, Drone, Shuttle, etc.) which is held in a tractor beam may be fired at as if it were not held.

(73.41) (Clarification) If a ship is moving in reverse through an Asteroid field, the rear shield (#4) would be damaged by any collisions.

(73.43) Any ship may fire its weapons into an Asteroid hex that it is about to enter for the purpose of clearing a path and reducing the damage resulting from rapid movement through such hexes. Note that this is completely different from firing a weapon through an Asteroid hex at another ship. In this case the fire is directed at the Asteroids themselves and will not damage any ship. Any weapon can be used for this purpose.

(73.431) Seeking weapons could be fired at the beginning of the turn targeted on a specific Asteroid hex. A Kzinti ship, for example, could fire four Drones at the start of its turn, targeting each of them onto a different hex of its intended course through the Asteroid field. This tactic has a side effect of broadcasting your intended course to your opponents. It can also be used to deceive opponents as to your intended course.

(73.432) One ship may fire weapons at Asteroids to clear a path for another ship. The actual passage of a given ship, however, has no effect on damage to following ships.

(73.433) Each point of damage scored on an Asteroid hex will reduce the amount of damage to the ship resulting from entering that hex by one point. Note that the amount of damage to the ship is highly variable, and since all fire into an Asteroid hex must be conducted during previous impulses, the player will not know until entering the hex and rolling a die if the fire was actually necessary or beneficial.

Example: A Cruiser fires one type I Phaser into an Asteroid hex and scores 8 points of damage to the Asteroids. On the next impulse, the ship enters the hex and rolls for Asteroid damage. The die roll indicates 10 points of damage. This is reduced to 2 by the Phaser fire. The Cruiser then fires a second Phaser into the next hex on his intended path, and scores 4 points of damage to the Asteroids. Entering that hex on a later impulse, the die is rolled and indicates no Asteroid damage. The second Phaser was thus wasted. There is no carry-over to other hexes.

(75.0) In some editions, the movement cost of the Federation DN is given as 1/2 on the SSD. The correct movement cost if 1-1/2, as is stated on the master chart in all editions.

(76.0) (Clarification) While the C-9 does not normally load the forward Drone racks, the four racks in the after section are loaded with Drones. The two unloaded front racks may be marked destroyed on "Drone" hits, as may any empty or unloaded rack.

(77.0) (Errata) A Carrier can control twice as many DRONES as its sensor rating, not twice as many SHUTTLES. Shuttles do not need to be "controlled."

(78.0) (Addition) Klingon conversions cannot separate the command Boom. The Boom Engine may be used as a power source but not to move the ship. The KF5R can hold its G-type plasma torpedoes in the tubes as the KR can.

(82.0) (Addition) Gorn and Romulan Starbases can hold their Plasma Torpedoes in the Tubes, at a cost of 4 units of energy per turn. However, rule (19.25) (above) virtually eliminates the necessity for doing this. Klingon Starbases have eight Security Stations. Mutiny is possible only if all of them are destroyed. Docking of ships inside the modules on the Starbase is done in accordance with the rules for a Fleet Repair Dock (119.21).

(83.0) (Clarification) Gorn and Romulan Q-ships armed with Plasma Torpedoes fire these like regular Plasma Torpedoes, except that the counter, when placed, faces directly to the rear.

(84.1) When modifying the armament of an Orion ship, the point values shown in (84.2) WEAPONS CONVERSION POINT VALUE CHART may be used. It should be pointed out that these values cannot be used directly in calculation of BPV for other ships. They can be used to modify other ships with the limitation that only a few (three or four) weapons be added, deleted, or changed. After that, the error induced by the lack of a correction factor will become significant.

(84.2) WEAPONS CONVERSION POINT VALUE CHART

Phaser I	= 1.5
Phaser II	= 1
Phaser III	= .5
Disruptor	= 2
Photon Torpedo	= 2

Type R Plasma = 10
Type G Plasma = 5
Drone Rack = 2
Cloaking Device = 10
Tractor Beam = .3
Fusion Beam = 1
Anti-Drone = 1
Displacement Dev = 3
ATG Technology* = 3
Scrambler Dev** = 3

* Active Terminal Guidance (60.3)
**Scrambler (60.35)

(85.5) Ships may enter the scenario with weapons armed or charged in this Scenario and in Scenarios (86, pirates only), (88), (89), and (92).

(86.7) (Addition) The Q-ship is not revealed as such until it fires its weapons. The convoy player should keep damage resolution secret until the Q-ship is exposed. If an unexposed Q-ship in a convoy suffers internal damage, it automatically fires its weapons at the pirate before the internal damage is allocated.

(90.4) (Addition) Seeking weapons may be fired from any range, but upon entering the Monster's hex a die must be rolled. Any result other than a "1" or "2" indicates that the violent maneuvers of the monster have avoided the weapon. It has missed and is removed from play.

(90.4) (Errata) Change "... the start of the turn..." to read "... the start of each turn..." and change "... for that turn only..." to read "... for the remainder of that turn only...".

(93.2) (Errata) Add one Starship for the attacking player. It must be of a different race and lower point value than that selected by the defending player. Hex 3634 should be 3632.

(94.0) Players finding this scenario too easy may increase the number of Drones by adding one (or two or three) to the die roll each turn or by rolling two dice and adding the results. Drones are III-XX type.

(97.5) All Drone racks are re-loaded between scenarios.

(98.1) (A typographical error in this paragraph in the early printings indicates that the "defense game may NOT be played between any two races." The word "not" should not be there.)

(98.2) Drone racks may be reloaded between scenarios. All CV's or Hydrans may replace their Fighters once during the entire campaign game. All Drone racks are reloaded.

(99.0) The following list of abbreviations includes those that were omitted in the early printings and those added by this Expansion Module:

AD-D   Anti-Drone Drone
B   Battleship (Gorn sub-light)
BW   Black Widow (Tholian CVL)
C   Cruiser (Tholian)
CB   Cobra (Andromedan Destroyer)
CO   Courier (Andromedan Scout)
CVE   Escort Carrier
CVL   Light Carrier
CX   Up-rated Cruiser
D   Dreadnought
D-Dev   Displacement Device
DX   Up-rated Klingon BC
EMER   Emergency Bridge
F   Fighter
FA   Forward 120 degree firing arc
FRD   Fleet Repair Dock
FX   Forward expanded 240 degree firing arc
HANGER   On Andromedan ships, where Cobras and Couriers are docked
IN   Intruder
L   Lancer (Hydran Destroyer-Carrier)
LS   Left side 180 degree firing arc

MA   Mauler
MS   Minesweeper
PA   Power Absorber
PWR-
ABSORB   Power Absorber
Phas-G   Gatling Phaser
POL   Federation Police Cruiser
R   Ranger (Hydran Cruiser-Carrier)
RA   Rear 120 degree firing arc
RS   Right side 180 degree firing arc
RX   Rear expanded 240 degree firing arc
SAL   Salvage Cruiser (Pirate)
T   Tug
T/R   Tractor-Repulsor Beam
WH   War Hawk (Romulan CVL)

In some editions FX is mis-typed as FZ.

(18.61) MAXIMUM RANGE CHART — DISRUPTOR BOLTS

SHIP TYPE	MAXIMUM RANGE
KLINGON	
E4	10
F5	15
D6, Tug	22
D7	30
C8/9	40
KZINTI	
FF, CVE	15
CVL	22
CV, CS, CL	30
THOLIAN	
All	30
ORION	
All	30

The master chart on page 46 of the early editions contains numerous errors in column (58.11).

The Federation Starliner should be	—
Federation Battle Pod should be	+
Romulan Warbird should be	+
Orion Base Station should be	#
All Fleets Base Station should be	#
All Fleets Starbase should be	#

— indicates not applicable
+ indicates the ship is sub-light only
# indicates the type does not move
* indicates a Shuttle, all of which use a special movement system

XIV NEW WEAPONS

(103.0) DISPLACEMENT DEVICE

The Andromedans have developed Transporter technology into this device. No other race uses it or understands it. The device affects the fabric of space itself, and it may be the key to their intergalactic travel. It has been commonly used as a defensive weapon against opposing ships. Its effect is to unbalance the controlled space warp generated by Warp Engines of the enemy ship. The results are unpredictable.

(103.1) Each Displacement Device requires two units of power (from Warp Engines only) on each of two consecutive turns to charge. It may be used on the second turn or held ready indefinitely at a cost of one energy point per turn.

(103.2) The device has unlimited range, but its probability of effect diminishes rapidly with distance. Whether or not the device has functioned successfully is determined by the DISPLACE-

(103.3)The Displacement Device is operated at the end of any impulse, after all movement and weapons fire for that impulse has been resolved.

(103.4) If the device has been operated successfully, the target ship is displaced randomly. The target ship is moved to a new hex determined by rolling two dice. The first die determines direction, using the directional display printed on the map (6.31). The ship is moved in this direction a number of hexes equal to the second die roll.

(103.41) The Andromedans have some limited control over the Displacement Device when it is used as a weapon. To account for this, the Andromedan player secretly writes down one directional number and a second number that will be substituted if the first number appears. For example, the Andromedan player might record the numbers "3" and "6." If the first die roll is a "3," the Andromedan player reveals his written record and the target ship is, instead, displaced in direction "6." Only one number, and the corresponding number to be substituted for it, may be recorded for each use of the displacement device. In the above exemple, if a "6" had been rolled, it would NOT have become a "3." This rule will be used most often to avoid displacing the enemy ship directly toward the Andromedan.

(103.42) If a ship is displaced into a hex containing a planet or star, it is considered to be totally destroyed. If a ship is displaced into a hex containing Asteroids, it takes Asteroid damage as if it had moved into that hex.

(103.43) The displaced ship continues its movement as previously plotted, except that it is displaced the stated number of hexes in the stated direction. All seeking weapons targeted on the displaced ship would continue to follow their target. (The effects of the shift allow seeking warheads to rapidly re-establish the identity of their designated target).

(103.5) Displacement Devices are destroyed on Flag Bridge hits.

(103.6) **DISPLACEMENT DEVICE SUCCESS CHART** (See page 38.)

(103.7) The Andromedans may use the device on themselves (either on one of their satellite ships or on the INTRUDER. The chance of success is 5/6 regardless of range (to the maximum of 31).

(103.8) The device may not be used to disengage.

(104.0) TRACTOR-REPULSOR BEAM
The TR Beam is used exclusively by the Andromedans. No other race has been able to discover the technology required to operate it. The beam operates by very rapidly alternating traction and repulsion forces in milliseconds-long bursts. The target is literally shaken to pieces.

(104.1) Each TR box on the SSD represents one generator. Each generator is kept track of separately.

(104.2) To arm a TR, three points of energy must be allocated for each of two turns. The weapon may be fired on the second turn. Damage is resolved on the TRACTOR-REPULSOR BEAM TABLE (104.6) in the same manner as Phaser fire.

(104.3) If not fired, the TR beam may be held ready at a cost of one energy point per turn.

(104.4) TR beams are considered to be direct fire weapons similar to Phasers. They may be fired during any impulse.

(104.5) TR beams are destroyed on "Torp" hits.

(104.6) **TRACTOR REPULSOR BEAM TABLE** (See page 38.)

(104.7) TR beams may be used as normal tractor beams at the option of the owning player.

(105.0) POWER ABSORBERS
The Andromedans do not use shields. Instead, they use Power Absorber panels. These absorb the energy of enemy weapons (up to a limit) and prevent it from damaging the ship. This stored energy can then be channeled into the ship's Batteries, which can hold 5 points each.

(105.1) Each PA box on the SSD represents one Power Absorption Panel. PA boxes are divided into "forward" and "aft" groups.

(105.11) The forward group absorbs power from weapons that would have hit shields #6, #1, or #2 on a ship with shields. For artistic purposes, the forward PA panels on Andromedan ships are divided into two groups, but both are considered to be "forward" and they operate as a single group.

(105.12) The aft group absorbs power from weapons that would have hit shields #3, #4, or #5 on a ship with shields.

(105.2) To be effective, PA panels must be charged. To charge all of the panels to basic levels, six units of power (from any source) must be allocated. To charge the panels to reinforce levels, ten units of power must be allocated. This power allocation activates the panels of the entire ship. Power must be allocated every turn to keep the panels effective. If the panels are not charged, the ship is treated as if it has no shields or power absorber panels of any kind.

(105.3) During any turn, each PA panel can absorb six damage points from any type of weapon (including Asteroids, mines, etc.) if charged to basic levels and ten damage points if charged to reinforced levels. Hits absorbed in this manner are treated in the same manner as hits absorbed by Shield Reinforcement. Any hits which cannot be absorbed by the PA panels (in excess of their capacity) are resolved as internal hits.

(105.4) At the end of each turn, the Andromedan player determines the total amount of hits absorbed by his PA panels. He may add an amount of energy equal to one fourth of this number (drop fractions) to his Batteries. Any such amount over the capacity of his Batteries is retained in the Power Absorbers. Two units of power from each power absorber may be "dissipated" into space each turn during the energy allocation phase. Energy from the PA panels cannot be used direct to power the panels themselves. It must first be channeled into the Batteries, and then the energy could be drawn from the Batteries (or other sources) to charge the panels for the next turn. (See example on page 38).

(105.41) If a power absorber is destroyed, then any power held in it is released. Other power absorbers (including the ones at the other end of the ship) may absorb the released power, as may the Batteries (in each case, up to their limits). Any energy held in a power absorber which cannot be transferred is applied to the ship as internal hits.

(105.42) If the owning player reduces the energy level of the power absorbers between turns, any energy that cannot be transferred or dissipated is applied as internal hits.

(105.5) PA Panels are destroyed on "Drone" hits.

(105.6) Due to their nature, Transporters can be used to transport out of, but not into, a ship equipped with power absorbers. Boarding Parties would find themselves reduced to energy and stored. The power involved in Transporters is negligible compared to weapons, however, and even a power absorber charged to capacity could absorb a transported object. After Power Absorbers have been destroyed, or if no power has been allocated to charge them, however, transporters may be used to board the ship.

(106.0) TYPE F PLASMA TORPEDOES
The Type "F" ("Fixed Round") Plasma Torpedo is carried by Romulan Gladiator class Fighters. The Fighter carries the weapon in a Stasis box. (Unconfirmed reports indicate that this weapon is also being used by a new Orion ship type, but no information is available at the time of this printing.) The weapon is armed and loaded aboard the Romulan Carrier before the scenario begins. The Type F Plasma Torpedo operates in the same manner as the other Plasma Torpedoes with the exceptions noted below.

(106.1) The Type F Plasma Torpedo moves at a speed of 32 but has a range limit of 15. After travelling 15 hexes, it dissipates and is removed from play.

(106.2) The Torpedo can be launched by the Figher at the end of any impulse. The controller must immediately begin using the 32 impulse chart (if he is using any other). Switching to this chart can be accomplished by locating the appropriate impulse number for any ships that moved during the turn of launch. Players may find it easier to use the 32 impulse chart during any turn that Romulan Fighters are carrying Type F Torpedoes on the board. The Romulan player must be given an opportunity to fire his Type F Torpedoes during any impulses being skipped (4.2). If the Torpedo has not completed its 15 impulses by the end of the turn, they must be completed during the first impulses of the next turn.

(106.3) The Strength of a Type F warhead is dependent on range, as follows:

At range 1- 5 = 20
At range 6-10 = 15
At range 11-12 = 10
At range 13-14 = 5
At range 15   = 2

(106.4) Because of the storage facilities required, only Fighters operating from a Warhawk Class Carrier can carry Type F Torpedoes. A War Hawk carries five Fighters and ten Torpedoes. Each Fighter can carry only one Torpedo at a time. The deck crews of the War Hawk can only reload one Torpedo per turn. (This is an exception to (59.49).) A War Hawk has no provision to launch the Torpedoes itself. They can only be loaded on and launched from Fighters.

(107.0) TYPE IIIX GATLING PHASERS

The "Gatling Phaser" (designated "Phas-G" on SSD's) is used by the Hydrans for rear defense on their Lancer and Ranger class ships. Intended for Drone defense, it is a powerful weapon for any purpose.

(107.1) Each box on the SSD represents a single Gatling Phaser. It can be destroyed by a single Phaser hit.

(107.2) Each Gatling Phaser requires one unit of power to operate.

(107.3) Each Gatling Phaser may be fired up to four times during each turn. Each firing may be during the same or a different impulse. The firings may be at the same or at different targets.

(107.4) Fire is resolved on the Phaser III chart. In other respects, the weapon operates as a standard Phaser.

(108.0) MAULER

The Mauler is a Romulan weapon. Because of the immense size of the power accumulators (four times that of a Plasma Torpedo launcher), the weapon is, almost literally, the same as the ship. It is a beam of intense directed energy.

(108.1) The Mauler Weapon is shown on the SSD only as a solid black line. There is no box on the SSD for the Mauler, and the weapon itself cannot be destroyed.

(108.2) The Mauler is a direct fire weapon similar to a Phaser. It may be fired once in each impulse, subject to available energy.

(108.3) The bulk of the Mauler ship is filled with Batteries. The Batteries are divided into distinct groups of from 1 to 10 individual Batteries. The amount of power held by each group must be recorded separately. Each group should be numbered by the players to facilitate record keeping.

(108.4) When the Mauler weapon is fired, the owning player may discharge as many groups of Batteries into the weapon as he wishes. However, Batteries must be discharged in complete groups. The Batteries do not have to be recorded as "to be discharged" on the Energy form, but can be used as desired. If Engines are used to power the Mauler this must be allocated on the energy form.

Example: The Romulan player desires to fire the weapon of his Mauler. Deciding that he must score at least 15 hits on the target, and noting that at a range of 4 each unit of power will result in one point of damage, he decides to discharge at least 15 units of power. Battery group #1 (of 10 Batteries) is completely charged, and the player decides to use this. He further notes that Battery group #4 (also of 10 Batteries) has only four units of power stored. He elects to discharge it, along with group #7 (which contains only a single Battery) for a total of 15.

(108.5) The amount of damage scored on the target ship is in proportion to the range from the Mauler ship to its target. This is determined by the MAULER RANGE ADJUSTMENT CHART (108.6). There is no die roll. The weapon automatically hits its target and scores the amount of damage indicated.

(108.6) MAULER RANGE ADJUSTMENT CHART

| RANGE	DAMAGE SCORED
0-1	Double the amount of energy discharged
2-5	The amount of energy discharged
6-10	One half of the amount of energy discharged (round fractions down)

Example: The Mauler is fired with 24 units of power discharged into it. If the target is at a range of 1, 48 damage points are scored. If the target is at a range of 4, 24 points of damage will be scored. If the target is at a range of 8, 12 points of damage will be scored.

(108.7) The Impulse Engines and Warp Engines may be coupled directly to the Mauler. Any energy discharged by these systems into the Mauler must have been designated for that purpose on the energy allocation sheet. The system supplying the power is damaged by the Mauler. Boxes of the supplying system equal to one half (round fractions up) of the power

supplied must be marked destroyed. All power supplied by non-Battery systems must be discharged on the same impulse.

Example: Desiring to score maximum damage on an enemy ship, a Mauler captain allocates ten units of power from his Warp Engines for use in the weapon. When this is discharged, he must record 5 hits on his Warp Engines.

(108.8) The field of fire of the Mauler Weapon is extremely limited. The weapon may only be fired into the hexes shaded on the illustration below:
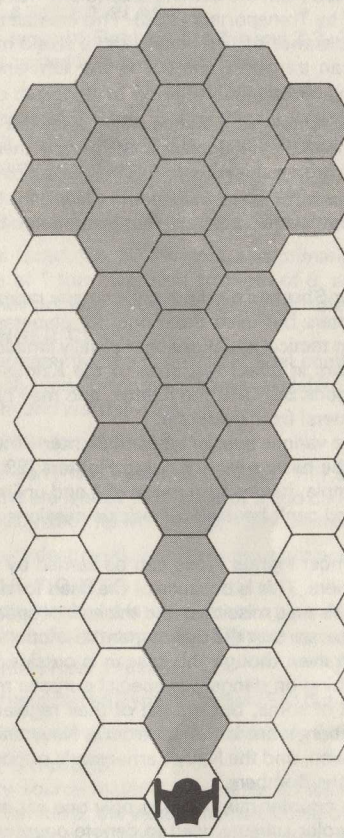
(109.0) FUSION BEAM

The Fusion Beam is the primary armament of the Hydran Fleet. Similar in effect to a Phaser, it operates on somewhat different principles. Its power is derived from a stream of excited tritium nuclei that are projected to the target via a trans-light warp. The nuclei are then fused into Helium, releasing tremendous energy at the instant of contact. The weapon is short ranged but extremely powerful.

(109.1) Each box on the SSD represents a single Fusion Beam generator. Each such generator is recorded separately.

(109.2) Fusion Beam fire is resolved on the FUSION BEAM TABLE (109.4). Fusion Beams are direct fire weapons operated in the same manner as Phasers, except for their arming process.

(109.3) Each Fusion Beam generator must be charged with two units of energy, from any source, for one turn. It must be fired on the turn of charging. It cannot be charged or fired on the turn after it has been fired (the generator must be cooled).

(109.4) FUSION BEAM TABLE (see page 38.)

(109.5) Fusion Beams are destroyed on "torp" hits.

(110.0) TRANSPORTER BOMBS

Transporter Bombs operate in much the same way as Nuclear Space Mines (42.0). The Bombs are much smaller, however, causing only 10 points of damage when detonated, and are placed by Transporters.

(110.1) All ships may carry Transporter Bombs. Players should agree, before beginning a scenario, if they are carrying Transporter bombs, and how many. Twelve per ship are recommended.

(110.2) Bombs may be transported from the owning ship to any hex not occupied by a ship or Shuttle. Bombs must be placed by Transporters (32.0). This creates tactical limitations, in that Transporters only work over a distance of five hexes, and a shield must be dropped to transport them. Each Transporter can transport one Bomb per turn and, if used to transport a Bomb, cannot transport anything else on that turn.

(110.3) Once placed, a Bomb operates as a Space Mine, with the exception of the smaller warhead. The obvious tactical use of the Bombs is to deposit them directly in front of an enemy ship. The requirement to drop a shield to do this makes the placement of Bombs a risky operation.

(110.4) Bombs carried on board a ship are not represented on the SSD and cannot be detonated while on board.

XV FIGHTER SHUTTLES

After the deployment of Fighter-Shuttles by the Kzintis, many races began using them. The Romulans had always had Fighters but used them only for planetary defense. The Tholians began using them to lay Webs in tactical situations that usually limited such opportunities. The Klingons developed their Fighters in direct response to the Kzintis. The Hydrans had been using Fighters against the Klingons BEFORE the Kzintis, and may have given them the idea. The Orions stole ideas (and Fighters) from everyone.

The rules below cover the various special types of Fighter-Shuttles used by the races in the game. Players should use the basic rules for Kzinti Fighters (59.4) as modified below for each race. All Fighters, for example, have a turn mode of 1 and unlimited endurance; can't be boarded by Boarding Parties; and can't be used for suicide missions, scientific research, or as wild weasels.

It should be noted that most Fighter types can be carried by most ships, but they are usually restricted to special Carriers. This is because of the need for administrative Shuttles on Starships (for utility and reconnaisance missions) and the lack of special maintenance facilities on warships. Players should be aware that the deployment restrictions observed by the various fleets are for a reason, and that even though this reason is outside the scope of the game it should not be ignored. Ships going on dangerous special purpose missions might, however, be loaded with Fighters instead of some, but not all, of their regular Shuttles. During earlier times, for example, Army Bombers were launched from a Navy ship. But it was only done once, and for a very special mission, and the Navy Carrier could not operate her own aircraft in her own defense while carrying the Bombers.

Due to limitations of the counter-mix, there is only one set of new Fighters provided. These are in the blue on white color scheme used to denote counters which can be used for any race during a given scenario. When playing any Fighter-using race against the Kzintis, the second race will use the new counters. When playing two non-Kzinti races (example: Klingons vs Hydrans), borrow the Kzinti Fighters. Players may produce their own Fighter counters. If there is sufficient interest, and counters available, Fighters specifically colored for the various races may be provided in future Expansions.

(111.0) ROMULAN GLADIATOR CLASS

Gladiator Class Fighter-Shuttles are carried on the War Hawk class Carrier (which carries five, plus an administrative Shuttle). There is no particular reason why they could not be carried on other ship classes, but their primary weapon (the Type F Plasma Torpedo) can only be carried by the War Hawk.

(111.1) Romulan Fighters have a speed of 10. They are destroyed on the 8th hit.

(111.2) Romulan Fighters carry one Type F Plasma Torpedo. This is their only weapon. They do not carry Phasers.

(112.0) THOLIAN SPIDER FIGHTERS

The Tholians use their Fighters to lay Webs and as armed Fighters. Due to the special equipment required, only a Black Widow may use Fighters to lay Web. Any Tholian ship may carry Spiders, however.

(112.1) Tholian Fighters have a speed of 8. They are destroyed on the 8th hit.

(112.2) Tholian Fighters carry one Phaser III (FA) and no Drones.

(112.3) A Tholian Black Widow class Carrier may lay Web between itself and a Spider Fighter as if the Fighter were another ship (69.2). While the Fighter can move while laying Web, all energy for the Web must come from the Black Widow (or other ships adjacent to the Web and reinforcing it).

(113.0) KLINGON Z-1 AND Z-2 CLASS

The Klingons have two types of Fighters, the Z-1 and Z-2. These are usually carried only by their CV(T) but could be carried by any type of ship.

(113.1) Z-1 Fighters are designed to operate defensively against other Fighters (particularly Kzintis). They have a speed of 6. They carry a Phaser II (FA) and a Phaser III (RA). They are destroyed on the 12th hit, but the Phaser II is inoperable after the 8th hit. They carry two Type I-S Drones and cannot carry any other Drone type.

(113.2) Z-2 Fighters are functionally identical to Kzinti Fighters. The rules on Kzinti Fighters can be used verbatim (including one two-seat Fighter on each Carrier).

(113.3) Type I-S Drones (used only by Klingons and primarily against Kzinti Fighters) have a speed of 12, endurance of 1 turn, warhead strength of 8, and are destroyed upon receiving three damage points. Their primary purpose is to destroy other Fighters.

(114.0) HYDRAN STINGER CLASS

Hydran Fighters were, apparently, the first used in fleet combat. However, information about the Hydran race has only very recently become available to the Federation. Both known Hydran ship classes are hybrid warship-Carriers.

(114.1) Hydran Fighters have a speed of 12.

(114.2) Hydran Fighters carry two Fusion Beams (LF, RF) and one Type III Phaser (360 degrees). The Fusion Beams are limited to a range of 3 and can only be fired twice each without reloading. A Stinger would reload its weapons in the same manner as Drones.

(114.3) Hydran Fighters are destroyed after receiving eight points of damage.

(115.0) KZINTI STREAK FIGHTER

The Kzintis have recently deployed a new, faster, type of Fighters. Usually two or three Fighters of this type are included among the 12 Fighters carried on a CV.

(115.1) Kzinti Streak Fighters have a speed of 12.

(115.2) Kzinti Streak Fighters carry a Type III Phaser (FA) but no Drones.

(115.3) Kzinti Streak Fighters are destroyed after receiving 6 hits.

XVI UP-RATED SHIP CLASSES

Newly produced primary source material postulates an alternative development in the Star Fleet Universe. In this alternative, the various fleets elected to rebuild and vastly improve their Heavy Cruisers instead of building Dreadnoughts or Carriers. Because of this, up-rated cruisers ("X" ships) should never be used by the same race as Dreadnoughts, Carriers, or Fighters in a scenario.

(116.0) RESERVE POWER

All up-rated ships may use the Reserve Power system.

(116.1) All Batteries (on up-rated ships) may now hold up to five units of energy. A Battery is still destroyed on a single hit, however. A Battery may discharge any or all of the power units it is holding; it is not required to totally discharge before it can be recharged.

(116.2) A Battery may be discharged at any time, even during the middle of a turn, at the option of the owning player. Such discharges may be, but aren't required to be, planned on the Energy Allocation form.

(116.3) Power from Batteries may be used to reinforce a specific shield, operate Transporters or tractors, energize weapons, or operate other systems. Power may be drawn on to reinforce a specific shield after enemy weapons have resolved their fire against that shield.

Example: A Federation CX has three Batteries remaining, and each of them is holding a maximum charge of five units of power. During the turn, an unexpected opportunity to fire

Phasers at an enemy ship is presented. Power had not been allocated for this fire, but the Federation player can draw it (four units) from one of the Batteries. This requires an adjustment of the Battery records, but it was not listed on the energy form. Later in the same turn, the enemy ship fires on the CX, delivering a massive 45 points of damage to the forward shield. This shield had been reinforced specifically with 20 units of power, and ten units had been included in general reinforcement. This negates 25 of the 45 hits (20 + 10/2 = 25). Rather than accept the other 20 points of damage onto the front shield, the Federation player elects to discharge his reserve power (11 points in the Batteries) into the front shield, canceling another 11 points of damage. Thus, only 9 of the 45 damage points is actually marked off on the shield.

(117.0) ADVANCED PHASERS
Up-rated ships may use these advanced Phaser rules.

(117.1) A single Type I Phaser may be used to fire twice as a Type III Phaser. Both firings must be in the same, or in consecutive, impulses. This is known as "Rapid Pulse Phaser Fire." The primary use for the system is in Drone Defense. The Phaser still costs one point to operate. Players are not required to record in advance the intention of firing the Phaser I as a III.

(117.2) Phasers may be "Overloaded." The energy cost is doubled, and the damage caused by a hit is increased by 50% (round fractions down). (They may be held as per (5.1-9)).

(118.0) SHIP CONVERSIONS
New SSD's for the advanced ships have not been provided, because there are only a few changes to be made. These changes are listed below.

(118.1) FEDERATION CX
Use the Command Cruiser SSD. Increase the Shields to 40 (#1), 36 (#2 + #6), 30 (#3 + #4 + #5). Increase the Warp Engines to 20 boxes each. Double each Phaser Battery from two to four boxes (Total of 16 Phaser-I's). Increase the number of Batteries to five.

(118.2) KLINGON DX
Use the D7 SSD. Increase the Shields to 44 (#1), 36 (#2 + #6), 30 (#3 + #4 + #5). Increase the Warp Engines to 18 boxes each. Add Photon Torpedoes (RF, LF) next to the wing Phasers. Increase the wing Phasers to Type I. Replace the forward Phasers with two Phaser I's and one Photon Torpedo (FA). Add one Photon Torpedo firing to the rear (RA). Increase the number of Batteries to five.

(118.3) GORN CX
Use the CA SSD. Increase all shields to 40. Increase the Warp Engines to 20 boxes each. Plasma Torpedoes may be armed and fired in a single turn at a cost of 12 energy points each. Increase the number of Batteries to five. Use Romulan Plasma Torpedoes.

(118.4) KZINTI CSX
Use the CS SSD. Increase the shields to 40 (#6 + #1 + #2) and 34 (#3 + #4 + #5). Change the 360 degree Phasers and the Phasers in the forward wing pods to Phaser I's. Increase the number of disruptors to six. Increase the Warp Engines to 12 boxes each.

(118.5) HYDRAN X-RANGER
Use the Ranger SSD. Increase the Warp Engines to 12 each. Increase the shields to the same levels as the Kzinti. Change all Phaser II's to Phaser I. Increase the number of Batteries to five.

(118.6) ORION CRX
Use the CR SSD. Increase all shields by six boxes. Increase the number of Photon Torpedoes to three. Increase the Engines to 15 points each. Increase the number of Batteries to five.

(118.7) ROMULAN KRX
Use the SSD for the KR. Increase the shields and Engines as given for the DX. The Plasma Torpedoes may be armed and fired in a single turn at a cost of 12 energy points. Increase the number of Batteries to five. Use Romulan Plasma Torpedoes.

(118.8) THOLIAN CX
Use the Cruiser SSD. Increase the shields to 40 each. Increase the Warp Engines to 16 each. Add two Photon Torpedoes (FA). Increase the number of Batteries to five.

(118.9) OTHER X TYPES
It could be assumed that, in time, other ship classes (Destroyers, etc.) might be "up-rated." While some types (Federation CL's and Romulan Warbird/Eagle's) are too old to up-rate,

other types could be easily converted. Players are invited to experiment, using the cruiser designs as a guide, until definitive designs can be published.

XVII NEW SHIP TYPES
(119.0) FEDERATION SHIPS
(119.1) POLICE CRUISER — The Police Cruiser is intended to be exactly that; it is not intended to stand up in combat to warships. The Police Cruiser design pre-dates the Orion CR design, and the Police ship cannot stand up to a Pirate alone. The ships are used for tariff enforcement and customs regulation, as well as space rescue. When Pirates are expected, the ships operate in groups of three or call for the nearest Star Fleet cruiser.

(119.2) FLEET REPAIR DOCK — The FRD is used as a mobile "drydock" to repair damaged ships as close to the combat zone as possible. "Hull" or "Cargo" hits may be scored, at the owning player's option, on "Repair" boxes. The Klingons, Kzintis, Hydrans, Gorns, Romulans, and Tholians all use versions of the FRD similar enough that the SSD can be used for them. Only the Klingon FRD has Security Stations. All rules for the operation of FRD's are contained in this section.

(119.21) DOCKING — For a ship to be repaired, it must "dock" with (move inside of) the FRD. These rules are also used for docking ships inside a Starbase (82.0).

(119.211) A ship cannot be repaired on the turn in which it docks or undocks. A ship may undock before repairs are completed.

(119.212) While docked, a ship cannot operate its shields, weapons, engines, or any other system. It cannot be damaged while inside the Dock, but if the Dock is destroyed all ships inside it are also destroyed. Ships inside of a Dock are not considered to be combined with it (as Pods are combined with Tugs).

(119.213) Ships dock on the last impulse of a turn and undock during the Shuttlecraft launch phase. The FRD must have at least one working Tractor beam to dock ships and to keep them in the Dock. If at least one Tractor beam is not available, ships cannot be docked and any ships inside are undocked at the start of the next turn.

(119.214) Ships may only be moving at a speed of one when docking or undocking. The FRD itself may not move on a turn in which ships are docked or undocked. Ships must drop their shields on the first impulse of the turn of undocking and the last impulse of the turn of docking.

(119.215) Facing is not important when docking since this will be changed as part of the docking maneuver. When undocking, the ship has the same facing as the FRD.

(119.216) Normally a ship docks from the stern of the FRD and undocks from the bow (passing through the FRD as if it were a tunnel). However, if more than one ship is inside an FRD, the players may undock the rear ship to the stern. Ships must always dock from the stern. If there is another ship inside the Dock, it will be moved forward by the dock crew.

(119.217) The various FRD's of the various fleets will hold the following combinations of ships:

Federation:	1 DN or
	1 CA/CC/CX + one smaller ship or
	2 ships smaller than a CA/CC/CX
Klingon:	1 C8/9 or
	1 D7/6 or Tug + 1 smaller ship or
	2 smaller ships
Kzinti:	1 CV or CS + 1 smaller ship or
	2 smaller ships
Gorn:	1 CA or CL + 1 smaller ship or
	2 smaller ships
Romulans:	1 DN or
	1 KR + 1 smaller ship
	2 smaller ships

(119.22) REPAIR — The purpose of entering a Repair Dock is to repair battle damage. This may take place while enemy ships are in the area (and firing at the Dock). The Dock cannot use the Damage Control ability of the ships docked inside it.

(119.221) Each Repair box on the FRD SSD which is powered by one unit of energy during a given turn produces one "Repair Point." Repair points are used to repair destroyed systems. The cost of repairing each type of system is given in the COST OF REPAIR CHART (119.224).

(119.222) Energy to operate the repair units on the FRD may be taken from any undestroyed power source on the Dock or from any ship inside of it.

(119.223) To provide additional power to operate the repair units, a ship may be "docked" to the outside of the FRD. Such a ship must dock as per (119.21) and must remain in the same hex as the FRD for the entire turn in which power is being provided. Ships docked in this manner must drop all of their shields. They can be fired on individually and damaged separately from the FRD.

(119.224) COST OF REPAIR CHART

REPAIR POINT COST	SYSTEM
1	Hull, Cargo
2	Phaser III, Battery, Shield
3	Drone rack, Transporter, Tractor
4	Phaser G, Disruptor, APR
5	Phaser I or II, Impulse Engine, Lab, Probe
6	Any Bridge, Security, Web
8	Photon Torpedo
10	Phaser IV, Warp Engine, Sensor, Scanner
15	Type G Plasma Torpedo
20	Type R Plasma Torpedo

Systems not listed cannot be repaired.

(119.225) REPAIR PROCEDURE — During the Energy Allocation Phase, energy for repair purposes is allocated, and the number of repair points produced is calculated. Note that a given repair system can only produce one repair point per turn and only if power is allocated. At the end of the turn, repair points may be expended to repair damaged systems. No damaged system box may receive more than five repair points during a given turn, even if more are required to repair it. Such boxes are partially repaired, and repair points may be expended on later turns to complete these repairs. Note that extensive record keeping is required. When a system is completely repaired, the "destroyed" mark is erased from its box. Systems partially repaired when the ship undocks are still considered destroyed, and any partial repairs at lost. Choice of specific systems to be repaired is up to the captain of the ship.

(119.23) TOWING — The FRD may be towed by other ships at warp speeds.

(119.231) An FRD cannot have a ship docked inside when being towed at speeds faster than one hex per turn.

(119.232) One or two ships can tow an FRD at warp speeds. In order to be used to tow an FRD, each towing ship must have two working Tractor beams.

(119.233) If one ship is used to tow the Dock, its cost to move is increased by two energy points per hex. If two ships are used, their energy cost per hex is increased by one each. The speed of the combined group is limited to what the slower of the two towing ships can maintain.

(119.234) When being towed, the FRD cannot operate its own engines for movement, but it may operate other systems normally. Power cannot be transferred between the ships involved in towing an FRD.

(119.235) When towing a FRD, the turn mode for the combined group is equal to a Federation Tug with one BP and one regular Pod.

(119.24) GENERAL — The FRD is limited to sublight speeds, but it operates in all ways as a ship. It fills out an energy allocation form each turn.

(120.0) KLINGON EMPIRE SHIPS
(120.1) CARRIER — The Klingon Carrier is, in fact, a Transport Tug equipped with two Hanger Pods. However, unlike most Klingon Tugs, a Carrier is a more or less permanent conversion. The CV carries five Z-1 and five Z-2 Fighters and two Administrative Shuttles.

(120.2) TRANSPORT TUG — The Klingon Tug is used for many purposes, but primarily to provide supplies to the main fleet elements. Klingon Starbases maintain a supply of various Pods to convert Tugs into various "Battle Tug" conversions. A Klingon Tug routinely carries two Pods, which may be of the same or of different types. Cargo Tugs on important or danger-ous routes carry one Cargo Pod and one Power Boost Pod. In some cases, Tugs have been spotted carrying one Hanger Pod and one Troop Transport Pod. The Hanger Pod is equipped with Assault Shuttles instead of Fighters. (Assault Shuttles are not included in the game at this point. They may be added during a later expansion. An Assault Shuttle is a specially modified Administrative Shuttle used to transport troops to planetary surfaces.) The Troop Transport Pod is the only type that can operate independently from the Tug. When operated independently, it has a Sensor Rating of 6/0, Scanner rating of 0/9, no Damage Control, one Excess Damage box, and five Shield boxes in each direction. When attached to a Tug, these systems do not function.

(120.3) PODS — The Klingons have five types of Pods used on their Tugs. These are the Cargo Pod (used to carry cargo), the Power Boost Pod (used to provide extra power to a Tug on a cargo mission), the Troop Transport Pod (which carries 200 combat troops), the Battle Pod (built in imitation of the Federation BP), and the Hanger Pod (which carries five Fighters or Assault Shuttles). All Klingon Pods are of the same weight.

(121.0) KZINTI HEGEMONY SHIPS
The CVL and CVE are shown on the same SSD. Eliminate the shaded boxes to convert the SSD for the Light Carrier to that of the Escort Carrier. The Kzintis use these ships as "Economy of Force" ships, because they are the size of light cruisers and frigates but, with their Fighters, have much more firepower.

(122.0) ROMULAN EMPIRE SHIPS
(122.1) CONDOR CLASS DREADNOUGHT — The Condor class represents the first warp capable ships designed from scratch by the Romulans. The ship is probably the most powerful type in known space and does much to promote Romulan delusions of grandeur. The forward Plasma Torpedo is a Type R; the two in the Engine Pods are Type G. The Type G's are on swivel mounts. The ship has both Forward and Aft Hull sections. The ship cannot separate its Boom section.

(122.2) WAR HAWK CLASS LIGHT CARRIER — The Romulans have long used the War Hawk for planetary defense in their home systems, but they are just now beginning to use it in deep space. The Gladiator type Fighters carry a Type F Plasma Torpedo. The Fighters launch from the planet's surface using missile boosters during an alert. The Romulans discovered, however, that the Fighters could not remain in orbit indefinitely, so they converted Pelican class minesweepers into "Fighter tenders." These would remain in orbit to provide rest and fuel for Fighters. When Carriers were developed by other races, the Romulans converted the War Hawks to warp power and began using them in fleet actions.

(122.3) PELICAN CLASS MINESWEEPER — The MS uses the same SSD as the Warhawk, except that four of the Shuttle boxes are used to hold mines instead of Shuttles, and certain shaded boxes are eliminated. Each box holds four mines (total 16). The ship can lay mines (one per turn from each box) as per rule (42.0). The Pelican is the only ship that can "sweep" mines. To do this, the ship must hold the mine in one of its Tractor beams, and then fire its Phasers at it. Scoring six damage points with Phaser fire destroys the mine.

(122.4) FALCON CLASS MAULER — The Mauler is a special ship used only in fleet actions as a firepower support ship. It is not intended to operate independently, and it would be severely limited in any attempt to do so. In a fleet action, the ship attempts to maneuver into a position from which it can cripple a key enemy ship.

(123.0) GORN CONFEDERATION SHIPS
(123.1) GORN FLEET TUG — The Gorn Fleet Tug is intended for the same primary mission as other such vessels — direct support of the battle fleet in a hostile situation. The ship operates as a Tug using one or two of the following Pod types:

(A) CARGO POD — Shown on the Tug SSD, this Pod type is a bulk cargo transport. As is the case with the Federation and Klingons, this type of Pod actually comes in various types (dry bulk, liquid, frozen, livestock, etc.), but there is no functional difference within the game. It cannot operate independently of a Tug, but its systems are combined with the Tug pulling it.

(B) TROOP TRANSPORT POD — This Pod type can operate independently from the Tug. It is used to transport large numbers of Personnel, usually ground forces combat battalions. Its Shields, Sensors, Scanners, Damage Control, Excess Damage, crew, etc, are combined with the Tug's when they are attached.

(C) MONITOR POD — At first glance, it would seem that the Monitor Pod is analogous to the Federation and Klingon "Battle" Pods, but that is not the case. The primary purpose of the Pod is to convert the Tug into a "Monitor" — a firepower platform used in support of other fleet elements. Even with the Monitor Pod, the Tug is not considered to be a balanced Starship type. It cannot operate independently of a Tug, but its systems are combined with the Tug pulling it.

(D) STARLINER POD — The Starliner Pod, based on the Federation design, is used to transport large numbers of non-military personnel in conditions somewhat more comfortable than a barracks ship. It, too, can operate independently of a Tug. Its various systems are combined with those of the Tug when they are attached.

The Gorn Tug operated in the same manner as the Federation Tug. The Monitor Pod weighs twice as much as a Cargo or Personnel Pod. The ship can carry a maximum of two Pods, but if one of them is a Monitor Pod, the Tug will be carrying weight equal to three Pods.

(123.2) GORN SUB-LIGHT BATTLESHIP — This ship type was used only during the first Gorn-Romulan War, when all ships were sub-light. Unlike other fleets, the Gorns scrapped these ships rather than having them rebuilt to use Warp Technology. The SSD represents the ship equipped with Lasers and Atomic Missiles. The Gorns have not constructed battleships since converting to warp power, although reports indicate that they may be doing so at the present time in response to the Romulan Condor.

(124.0) THOLIAN HOLDFAST SHIPS

(124.1) TARANTULA CLASS DREADNOUGHT — The Dreadnought is constructed using three Hulls the size of the PC. There are three groups of "Hull boxes." The forward group is considered to be "Forward Hull," and the two aft groups are considered to be "Aft Hull." Web generators are destroyed on Flag Bridge hits.

Note: Due to a production error, the batteries were left off of the SSD for this ship. There should be a total of four of them, placed in two groups near the mid-ships triple Phaser I mounts. This omission will be corrected in later printings, so be sure that there are no batteries on the ship before adding them.

(124.2) CRUISER — The cruiser is built on two PC hulls. Hull boxes can be destroyed on either forward or aft hits. Web Generators are destroyed on Flag Bridge hits.

(124.3) BLACK WIDOW CLASS LIGHT CARRIER — The CVL is built on one PC Hull. Fighters are carried in external bays and can be destroyed on Shuttle hits. Web Generators are destroyed on Flag Bridge hits.

(125.0) ORION PIRATES

(125.1) HEAVY CRUISER — Intelligence has reported that two and possibly three ships loosely classified as "Orion Heavy Units" are operating in suport of the Orion Pirates. The ships are larger and more powerful than the "Raider" class cruisers, but they are still marginally inferior to main fleet cruisers. The Orion Heavy Cruiser (shown on the SSD's) has two unlabled boxes. These are interchangeable weapons mounts. At the Orion Players option, these can be disruptors (FA), Drone racks, Type I Phasers (RS, LS), or Photon Torpedoes (FA).

(125.2) SALVAGE CRUISER — The so-called Salvage Cruiser is more heavily armed than the Raider. The closest equivalent to this type in the regular fleets would seem to be a "Fleet Tug" type, but this comparison is not strictly accurate. The ship repairs and maintains Raiders, tows captured ships, tows the Raiders themselves on long journeys, acts as a base for a Raider group, salvages and loots captured ships, and periodically undertakes transport contracts for somewhat irregular cargoes.

Intelligence has noted that Pirate Raiders, which previously operated in total independence from each other, now occasionally operate in groups of two to five. Each group is supported by a Salvage ship, and occasionally a heavy cruiser. This organization seems to be used only when moving into areas where clandestine bases are not available, or have been destroyed, and only a portion of the Orion "Fleet" operates in this manner. Nevertheless, intelligence considers this to be prima-facie evidence that the Orions are, indeed, a directed and controlled fleet operating under an overall command that is capable of undertaking such joint operations.

(126.0) HYDRAN KINGDOM SHIPS

(126.1) RANGER — The Ranger is a hybrid Cruiser-Carrier, operating some Fighters, but still primarily a Starship. It uses the new Fusion Beams and Gatling Phasers.

(126.2) LANCER — The Lancer is the Destroyer-sized companion of the Ranger. Also a hybrid Carrier, it is more than a match for a Klingon frigate, but not equal to a D6.

(127.0) ANDROMEDAN INTRUDER SHIPS

(127.1) INTRUDER — The Intruder is a cruiser class ship that has travelled to our galaxy from Andromeda. The ship traveled alone, without the use of any support of "Mother" ships, but apparently with the use of disposable cargo containers. It is not known for certain if the crew is multi-generational, kept in suspension, or simply long-lived. The Cobra and Courier ships are carried in the "Hanger." Any "Shuttle" hits scored are considered to have hit the smaller ships, and damage is resolved against them by a second roll on the chart. The specific ship that has been hit is selected by the owning player. The Cobras and Couriers are launched and recovered by use of the Intruder's Transporters. Three units of power must be used to launch or recover one of the satellite ships. An Intruder normally carries two Cobras and one Courier, but some have been reported equipped with three Cobra ships.

(127.2) COBRA — The Cobra is a small ship equivalent to a destroyer or frigate. Carried by the Intruder, it cannot operate any of its weapons while on board the main ship.

(127.3) COURIER — The Courier is a smaller and less powerful ship similar to the Cobra. Used for reconnaisance and other non-combat functions, it is generally equivalent to the Scout.

(127.4) SATELLITE SHIPS (GENERAL) — Satellite ships (Cobras and Couriers, known as SS) operate within the following general rules.

(127.41) SS in the Hanger still must complete an energy allocation form each turn, primarily because of their power absorbers.

(127.42) SS in the Hanger may use their power absorbers to prevent damage to themselves. However, they cannot dissipate energy while in the Hanger. The power absorbers of the SS and the Intruder cannot transfer power between each other.

(127.43) SS may be launched and recovered during any impulse of the turn. A complete energy form must be completed for the turn of launching, showing where the ship will move after launching. Note that a SS launched during a turn would have only a pro-rata portion of that turn's movement.

(127.44) The Intruder may use its Damage Control to repair itself or a SS in the Hanger. A SS in the Hanger can use its Damage Control to repair itself but not to repair the Intruder.

XVIII EXPANSION SCENARIOS
As with the Designer's Edition, the intention of these scenarios is not only to provide new challenges but to integrate the new ships into the existing situations, producing a homogenous theme.

(128.0) EXPANDED BASIC GAME SCENARIOS
The scenarios of the Basic Game can reasily be expanded to include the ships of this Expansion Module.

(128.1) Revised (85.2) FLEET ACTION. The following alternative Fleets may be suggested:
    Federation: 2x CX; BT + 3x Pol
    Klingon: DX + 2x F5; D7 + CV + 2x F5 + 2x E4
    Kzinti: CS + CVL + CL + 3FF
    Romulan : DN + KR + WH + MA + 2x KF5R
    Tholian: D + 2x C + BW + 2x PC

(128.2) Revised (50.0) The following attacking forces may be experimented with:
    Federation: CX + 2 x DD
    Klingon: 3x DX; 2x D7 + CV + 2x F5
    Kzinti: CS + CVL + FF
    Orion: 2x CA + 2x CR
    Hydran: 2x L + 2x R

It must be emphasized that these forces are intended to indicate only logical operating groups. Due to limitations of the counter mix, there are not enough ships to field entire battle fleets for some races. Players should balance these scenarios according to the point system and their own judgement.

(128.3) Revised (52.0) SURPRISE REVERSED. The following forces may be used:

Ship #1:	Federation	CX
	Klingon	DX
	Kzinti	CVL
	Tholian	C
	Hydran	R
Force #2:	Klingon	DX + 2x F5
	Romulan	DN + MS + WH
	Kzinti	CS + CL + CVL
	Hydran	2x R + 2x L
	Tholian	D + BW + C

(129.0) EXPANDED ADVANCED GAME SCENARIOS

The scenarios of the Advanced Game can also be expanded to utilize the new ships.

(129.1) Revised (86.0) BASIC PIRACY
The following alternative forces may be used:

Relief Force: 3x Federation Pol, Tholian C, Hydran: 10 Fighters.
Escort: Federation Pol, Hydran L

(129.2) Revised (87.0) DUEL WITH A PIRATE
The following alternative forces may be used:

3x Federation Police; Hydran Lancer

(129.3) Revised (89.0) THE PIRATES GO FOR BIG GAME
The Pirate player may replace the two CR's with one CA or SAL. For game balance, the Pirates might add one of the CR's back in.

(129.4) Players may use any of the ships of the Expansion in any of the scenarios, balancing them to suit their own taste. Players who are concerned about such things might note that the Hydrans border only the Klingons, so the "Surprise Reversed" scenario (in the strictest interpretation of realism) could only be played against them. Since that scenario is the only one with a neutral Zone, it might also be noted that the Andromedans and Orions have no "borders" to defend. Scenario (95.0) is the only "historical" one in the Designer's Edition. As Fighters and Carriers for other races have now been added, this situation might be utilized for them. Many of the Expansion Scenarios are "historical" but they could be adapted to use other ships than those that historically took place. In this way you can discover which particular ships were the best designed to handle various situations.

(130.0) SUN SNAKE

From the galactic core comes a new and unknown life form. A thousand miles long and made of an indescribable type of molecular plasma, the creatures streak directly to a sun and dive into it. Just why they do this is unknown, but the result is a star gone Nova and a planetary system burned to ashes. As waves of Sun Snakes begin to reach into inhabited areas, the Fleet is called in to destroy the menace.

(130.1) NUMBER OF PLAYERS: 1 (The monster moves by automatic rules.)

(130.2) INITIAL SET UP: The edge of a star reaches onto the corner of the map. This is marked by placing Asteroid counters in hexes 0106, 0105, 0204, 0203, 0303, 0302, and 0401. Place a small planet in hex 0805. The Sun snake is placed in hex 4222. One Starship (controlled by the player) is placed in hex 2332, speed on last turn max, weapons armed.

(130.3) LENGTH OF SCENARIO: Play continues until either the Sun Snake has been destroyed by the Starship or the Starship has been destroyed or left the map.

(130.4) SPECIAL RULES:

(130.41) The Sun Snake moves at a speed of three hexes per turn and will always move directly toward the star. However, any time that the Starship is within five hexes of the Sun Snake, the Sun Snake will "strike" at the Starship. The Sun Snake executes an attack without moving, using the MORAY EEL ATTACK TABLE (90.4). The Sun snake will make only one such attack per turn against each target (Shuttle, Drone, Starship, etc.), but it can attack any number of targets in a turn. Unlike the Eel, however, hits scored by the Sun Snake are scored on Shields first, not directly on the ship.

(130.42) The Starship uses the procedure given in (49.4) to analyze and then destroy the monster. However, result #6 under (49.5) is changed to read: "The Monster cannot be destroyed by the forces at your disposal."

(130.43) The Monster is made of plasma and cannot be damaged by Plasma Torpedoes.

(130.44) There is a small, unarmed research Station on the planet (0805). It is occupied by 20 crew units. These crew units may be taken aboard the Starship by means of Shuttles or Transporters. In the event of the star going Nova, this evacuation can become critically important. The Sun Snake will not attack the planet. The Station has no weapons, but does count as one lab for research purposes.

(130.45) If the Sun Snake enters the star, the star goes Nova. To reflect this, an expanding sphere of destruction begins moving out from the star at a speed of one hex per turn (the speed of light). This sphere is represented by several counters (use Asteroids) which are placed on the star and move away from it at a speed of one. All hexes within this sphere are considered to be within the radiation blast of the Nova. If the Starship is within this sphere, it is destroyed. When the sphere reaches the planet, all crew units remaining on it are destroyed. The ship is presumed to be able to escape the blast by moving off of the mapsheet at a speed greater than five, eventually out-running the radiation. If the ship, due to damage, cannot exceed a speed of five, it is destroyed.

Example of radiation sphere. After the sphere has expanded 11 hexes, Asteroid counters would be in hexes 0216, 0515, 0913, 1211, 1309, 1407, 1505, 1501, etc. Hexes on the side of this line toward the star are within the radiation area.

(130.46) The ship cannot enter sun hexes.

(130.5) VICTORY CONDITIONS: If the Starship is destroyed, the player loses. If the Sun Snake is destroyed before reaching the star, the player wins. Lacking either of these clear cut conditions, the success of the player is determined by the evacuation of the scientists and information gained about the monster. Each point of information is worth one victory point (up to a maximum of 200), and each crew unit evacuated from the planet is worth 10. Success is then evaluated as follows:

0-100 pts =	Captain is considered to be a failure and relieved of command.
101-200 pts =	Captain is considered "disappointing" and will retire within a year baring some notable success.
201-300 pts =	Captain is considered to have done his best in a difficult situation and is neither condemned or commended.
301-399 pts =	Captain is considered to have salvaged some success from a situation considered hopeless.
400 pts =	Captain is considered to be daring and bold in the face of unprecedented adversity. Given command of a small fleet, he is placed in charge of the "Sun Snake Menace" committee.

TACTICAL HINTS: When approaching the monster in the early portion of the game, spend at least two turns within Transporter range of the planet, evacuating as many of the crew units there as possible. This will not materially reduce your chances of success but might come in handy. Shuttles can be used to evacuate additional units, bringing them within Transporter range of the ship. If the Sun Snake is getting close to the star, run for the planet and get all of the crew off of it. This scenario can be easily balanced by increasing or decreasing the speed of the Sun Snake.

(131.0) A VERY SPECIAL ALLY

This scenario represents a situation that is not covered by "the book." Investigating a report of a new monster in an outlying sector, a captain finds his target is being investigated by an enemy ship.

(131.1) NUMBER OF PLAYERS: 2 (Each player commands a Starship. The monster moves by automatic rules.)

(131.2) INITIAL SET UP: Use any of the monster scenarios, but add a second Starship. In the case of scenario (130.0), ignore the research base.

(131.3) LENGTH OF SCENARIO: Until one or both Starships are destroyed or have disengaged.

(131.4) SPECIAL RULES: Players accumulate research points as per (49.4) in addition to attacking the monster itself and the enemy Starship. Research Shuttles are fair game and choice targets.

(131.41) When a player accumulates 200 points of information, he may consult chart (49.5) to determine how he can destroy the monster. Result #6 is changed to read "The monster cannot

be destroyed." This chart is not consulted by die roll, but by drawing one die cut counter from six upside-down and shuffled counters which are numbered "1" through "6." (Players may make such a set from blank counters or use six of the "Drone" counters.) The first player to reach this information level picks one of the counters and then places it (after noting the number) upside down in any convenient place. When the other player has accumulated this level of information, he may see the counter previously picked. (This insures that both players discover the same "only way" to kill the monster.) If the ship controlling the monster is destroyed, the owning player can maintain control of the monster from a Shuttlecraft (if one of his is on the mapsheet). If his ship and all Shuttles are destroyed, the monster returns to its randomly wandering nature.

(131.42) At the start of any turn after accumulating 200 points of information, either player (or both if they both have that much information) may roll a die in an attempt to establish communication with the monster. This die roll is increased by one for every twenty points (or any fraction thereof) of damage scored on the monster by that player. It is decreased by one for every twenty five points of "information" in excess of 200 accumulated by that player. If the adjusted die roll is equal to or less than "1," the player has established communication with the monster. Should both players establish such communication during the same turn, neither player has communication and they must roll again on the next turn. Should either player disengage or be destroyed, the scenario is over and further communication die rolls are not made. Successful communication by one player blocks the other player from attempting to gain communication.

(131.43) Upon establishing communication with the monster, a player controls it. Within its own rules, the player will direct where the monster is to go and when it is to attack. (Exception: The Space Amoeba (49.0) and Cosmic Cloud (91.0) "attack" because of the nature of their beings. They cannot decline to attack a ship subject to attack under their rules.) A player controlling a monster is effectively limited to moving the monster in such a way as to keep his own ship outside of its lethal radius and to try to get the enemy ship inside that radius.) The Moray Eel, Sun Snake, and Planet Crusher can all move and fire weapons as if they were a ship (within their own specific rules on movement and combat).

(131.5) VICTORY CONDITIONS: Use the Victory Point Schedule given in (45.7).

TACTICAL HINTS: There are several options in this scenario, but they boil down to two sets of choices. First, a player can decide to close with the monster and attempt to gain information (and control), or he can avoid contact (and any chance of gaining control). The second set of options is to either fire at the monster or at the enemy ship. If your opponent moves close to the monster, consider firing at him only in the hope that he will collapse when attacked from two sources. If he keeps away, consider maneuvering just a little closer to the monster than he is so that you will gain more information than he does, while keeping your weapons firing at him.

(132.0) GORN-SHIMA
The decisive battle of the first Gorn-Romulan War (36-39), Gorn-Shima (as Federation Historians have since named it), was the climax of the Gorn attempt to hold onto the Algonex system, which the Romulans had surrounded and cut off early in the war. The main Gorn Battle Fleet, under Admiral S'Teken, attempted to crash through the Romulan blockade.

(132.1) NUMBER OF PLAYERS: 2

(132.2) INITIAL SET UP:
Three Gorn Battleships, deploy one each in hexes 0101, 0201, 0302.
  Six Romulan Warbirds, deploy one each in hexes 0822, 0923, 1023, 2604, 2605, and 2606. (This scenario can be "balanced to taste" by adding or subtracting Warbirds.)
  Heading and speed are at the choice of the owning player.

(132.3) LENGTH OF SCENARIO: Play continues until one player has no ships remaining on the mapsheet.

(132.4) SPECIAL RULES:

(132.41) Use the Sub-light game (VII). This is a sub-light scenario. The Warbirds are to be modified as shown.

(132.42) The Gorn ships are attempting to break through a blockade. They will gain victory points by exiting the map along the edge within five hexes of hex 4232.

(132.43) Ships of either player may leave the scenario by exiting the map. Any ship exiting the map is not destroyed, but it cannot return. Only Gorn ships exiting in the specified area score bonus victory points.

(132.5) VICTORY CONDITIONS: Use the Basic Victory Point system from (45.7), but assign the Gorn Battleships a BPV of 20 and the Romulan Warbirds a BPV of 10 for purposes of this scenario only. The Gorns receive additional victory points for ships breaking the blockade as follows:

If the ship is undamaged	= 200% BPV
If the ship is not crippled	= 100% BPV
If the ship is crippled	= 50% BPV

The Player with the most points wins.

TACTICAL HINTS: The Gorns should move boldly and positively against one of the two Romulan forces immediately, attempting to destroy it before the other force can engage. The Romulans should attempt to unite their forces, but keep between the Gorns and their goal.

(133.0) ASSAULT ON THE HOLDFAST
In the year 167 a Klingon Task Force was dispatched to make a "demonstration" against the Tholians by destroying one of their outpost Stations.

(133.1) NUMBER OF PLAYERS: 2

(133.2) INITIAL SET UP:
Asteroids in hexes 1613, 1619, 1814, 1818, 2015, 2017, 2210, 2212, 2214, 2218, 2220, 2222, 2415, 2417, 2614, 2618, 2813, and 2819.

  Tholians: Base Station, one Cruiser, and three PC's in hex 2216. All ships speed on last turn 0, no weapons armed. Web is strung between the Asteroids to create three concentric belts, with belts of non-Web hexes between them. (Hexes 2111, 2016, and 2521 are Web hexes, while hexes 2020, 2518, and 2116 are not.) All Webs have a strength of 50.
  On Turn 15 one Dreadnought and one Black Widow (with 8 Fighters on board) appear in hexes 4228-4230, all weapons armed, speed on last turn 8.
  Klingons: 3 x D6, 3x F5 enter on turn 1 at hex 0101-0106, speed on last turn 8.

(133.3) LENGTH OF SCENARIO: Play continues until one player has no ships remaining on the mapsheet.

(133.4) SPECIAL RULES: Use the Web Rules (69.0).

(133.5) VICTORY CONDITIONS: Use their Basic Victory system (45.7) except that the BPV of the base is 100.
TACTICAL HINTS: The obvious dilemma is that the Klingons cannot fire through the Web, but the Web will lose power if the Tholians do not have ships in hexes adjacent to it to provide "maintenance" power. Hence, the Klingons have to move their ships into the outer belt of Web, allowing themselves to be trapped. From this position, however, they can fire on the Tholian ships that feed this belt. With overwhelming firepower, the Tholians will eventually be driven back behind the second Web. When this happens, the first Web will dissipate and the Klingons can move in to repeat the process. If all Klingon ships are in the Web and the Tholian player can knock out the weapons on enough of them to create a "blind spot" inside the Web, he has the scenario all but won. A time consuming and tedious siege, it is one of the most challenging scenarios.

(134.0) VISITOR FROM ANDROMEDA
What does the Andromedan want? Information? Combat? Prisoners? Contact?

(134.1) NUMBER OF PLAYERS: 2

(134.2) INITIAL SET UP: One Andromedan Intruder carrying two Cobras and one Courier in hex 0202, facing C, speed on last turn 10. One Cruiser (any type) in hex 3927 and one smaller ship in hex 4029 (or one CX in hex 3927), facing A, speed on last turn 10.

(134.3) LENGTH OF SCENARIO: Depends on Andromedan Objective.

(134.4) SPECIAL RULES: Before the scenario begins, the Andromedan Player selects one of the following objectives. This selection is secret and recorded in writing. It is revealed at the end of the scenario and used as the basis for victory. Note that, since the Andromedan objective is a secret, the Andromedan player may (and should) attempt to deceive the other player as long as possible as to the victory condition. For example, the Andromedan might begin the

game by not firing and trying to maneuver close to the other ship. The other player does not dare to fire or he will lose the game (if the Andromedan really is peaceful). Closing to point blank range, the Andromedan opens fire and begins a savage dogfight with the other ship. Suddenly, he breaks away, revealing that all he really wanted was information. The "Peace" ploy allowed him to get close to the other ship, and the dogfight allowed him to stay close enough to get it.

(134.41) INFORMATION: The Andromedan Player is trying to gain "information" about the other ship. He does this using the table in rule (49.4). The other player also rolls for information but receives half of the amount shown (keep fractions). He may initiate combat (or the other player may), but combat has no bearing on victory. The Andromedan Player wins the game if he collects 200 points of information and successfully disengages. If his ship is destroyed or captured, or the other player collects more points of information than he does, he loses. Any other result is a draw.

(134.42) COMBAT: The Andromedan player is simply looking for a fight. This may be to test enemy ships in combat, for the personal glory of the Andromedan captain, or to defend some area being used by the Andromedans. Victory is determined by the standard point system.

(134.43) PRISONERS: The Andromedan player is attempting to capture some crewmen from our galaxy for evaluation. This can be accomplished by successfully executing a "Hit and Run Raid" (33.9) against a "Hull" section or by capturing a manned Shuttlecraft (33.7). Combat may be initiated but has no effect on victory. If the Andromedan captures crewmen and disengages, he wins the scenario. Otherwise he loses.

(134.44) CONTACT: The Andromedan Player wins the game if he is fired on by the other player or if he maneuvers his ship into a hex adjacent to the other ship (at which point communications will be begun using visual light TBS [Talk Between Ships] systems.) He may not fire on the other ship when using this objective. The other player wins if contact is successfully made (that is, both players win if peaceful contact is made.)

(134.5) VICTORY CONDITIONS: Depend on Andromedan Objective.

(135.0) THE FIRST OF ITS KIND
When the first new Federation CX class Starship was fitting out in a Fleet Repair Dock, it was feared that a surprise attack might be mounted by Starships slipping through deep space to destroy the ship before it could be completed. While such an attack never materialized, this scenario represents the various training exercises conducted during this period. It has been learned that other races have also conducted such training maneuvers.

(135.1) NUMBER OF PLAYERS: 2

(135.2) INITIAL SET UP:
A planet in hex 2216.
    Defending Forces: One CX in the FRD in hex 2117. One Base Station in hex 2015, all weapons armed.
    Attacking Forces: Three Cruisers (any non-CX type) enter the map on turn one from any edge, speed on last turn 4 (to economize fuel on long trip), all weapons armed.

(135.3) LENGTH OF SCENARIO: Play continues until one player has no ships remaining on the map.

(135.4) SPECIAL RULES:

(135.41) All systems on the CX are presumed to be "down" (inactive). Inactive systems cannot be used until they are "activated" by the repair systems on the FRD. Note that this is a special procedure and not the normal repair process.

(135.42) At the start of each turn, the FRD may activate some of the systems boxes on the CX. For each group of five "repair" boxes on the FRD, one systems box on the CX may be activated.

(135.43) The CX may not move, fire weapons, or be damaged while in the FRD. However, if the FRD is destroyed while the CX is still in it, the CX is destroyed.

(135.44) Each box on the SSD of the CX must be activated separately, except that the Shields and Excess Damage boxes do not have to be activated by the repair process, and the Damage Control, Sensor, and Scanner systems are repaired as if they consisted of a single box. Note that the ship can be fully functional without its Labs or Hull spaces and with only half of its Bridge spaces, but any damage resulting from combat will be far more critical.

(135.45) Once the CX has left the FRD, it cannot return to it.

(135.46) The CX cannot disengage. It is not prepared for a voyage of any duration from the immediate area of launching.

(135.47) The CX is "launched" from the FRD during the Drone launch segment, and it can only use Impulse power for movement on its first turn after launch.

(135.5) VICTORY CONDITIONS: If the attacking player destroys the CX, he wins. Otherwise, he loses.
    TACTICAL HINTS: Obviously, the firepower of the three ships must be concentrated on the FRD. There will be a tendency to fire on the Base, but nothing less than concentrated firepower will silence the Base and that will give the FRD time to get the CX ready for action. It might be noted that the obvious solution to the scenario is to move all three attacking ships into the hex with the FRD and then self-destruct. It is suggested that only crippled ships be allowed to use self-destruction.

(136.0) FLEET REPAIR DOCK
A badly damaged ship has retreated from the combat areas to rendezvous with a Fleet Repair Dock. A marauding enemy ship, however, discovers them just as repairs begin. Can the Repair dock repair the damaged ship in time for it to save them both?

(136.1) NUMBER OF PLAYERS: 2

(136.2) INITIAL SET UP: Player #1 with one cruiser docked inside a FRD in hex 2815, speed 0. Player #2 has one cruiser and enters the map on turn 1 from any edge, speed on last turn 10, no weapons armed.

(136.3) LENGTH OF SCENARIO: Play continues until one player has no ships remaining on the map.

(136.4) SPECIAL RULES:

(136.41) Player #1 cannot disengage unless the FRD has been destroyed.

(136.42) At the start of the scenario, all weapons, Warp Engines, and Shields of ship #1 are marked destroyed.

(136.5) VICTORY CONDITIONS: Use the basic victory system. Note that Player #1 is at a considerable disadvantage (i.e. helpless) at the start of the scenario. This scenario can be used effectively between ships of unequal power or players of differing skill levels. Selection of ships is important. It is suggested that one player designate the two ships to be used and the other take his choice of sides.
    TACTICAL HINTS: The obvious course of action for player #2 is to close in on the Repair Dock and blast it at point blank range, hoping to destroy it before the ship inside is repaired. For Player #1, the challenge is to repair systems in a definite order and undock at the last possible instant before the FRD goes down. If the situation is getting out of hand, skip repairing weapons and repair the engines you will need to disengage. If the Repair Dock is holding up well, repair enough weapons to fight. Consider that repairing engines, in effect, increases the defense of the FRD since it allows the Repair Docks own power to be used for Shields.

(137.0) RESCUE THE HOSTAGES
In 161, a Federation Trade Commission on a mission in the neutral zone was siezed by a Klingon warship. The ten surviving members of the Commission (two were killed during the siezure) were taken to the nearest Klingon Base Station to await "trial." A Federation cruiser (commanded by Fleet Captain P. Kosnett) was dispatched to the scene to stage a rescue.

(137.1) NUMBER OF PLAYERS: 2 (This scenario is particularly easy to adapt to solitaire play.)

(137.2) INITIAL SET UP: One Klingon Base Station in hex 2215. One Klingon F5 in any hex within 12 of the Base Station, speed 4, facing at option of the Klingon player, weapons armed. One Federation CA enters on turn 1, hex 4222, speed at option of owning player, all weapons armed.
    Three Klingon D6 Battlecruisers arrive on turn 12 in hex 0101, speed max, weapons armed, facing at option of the Klingon player.

(137.3) LENGTH OF SCENARIO: Play continues until the Federation ship has been destroyed, captured, or disengaged.

(137.4) SPECIAL RULES:

(137.41) For this special mission, ten extra Boarding parties are on board the Federation CA. Additionally, each Transporter on the CA can be used to transport three Boarding parties per turn, but this must be done on three separate impulses.

(137.42) During any impulse when five or more internal hits have been scored on the Base Station, a die is rolled. A result of "1" indicates that two of the ten hostages have been killed. A die roll of "2" or "3" indicates that one has been killed.

(137.43) Hostages can be rescued by the successful completion of a "hit and run" raid (33.9) against the Base. Each such raid rescues (or results in the death of) one hostage. "Damage to the ship" results (1 or 2) indicate rescue of the hostage. A "6" result indicates the death of the hostage.

(137.44) Capture of the Base Station results in the automatic rescue of all remaining hostages.

(137.45) The Federation player may attempt a "Main Force Rescue" mission. This is resolved as a normal Boarding Party attempt to take over the ship, except that the "Bridge" boxes are not counted (nor can they be destroyed). The result of a successful attempt is not capture of the Base but rescue of all remaining hostages. But, while the hostages have been rescued, they are still on the base, and they (and all Boarding Parties) must be transported back to the ship, which must then leave the map. Any hostages rescued but not transported off of the Base remain hostages; any Boarding Parties abandoned on the Base count as two hostages.

(137.46) The Klingon player may not self-destruct or kill any hostages. If any Excess Damage is scored on the Base Station, he must surrender immediately. (The political advantage of holding the hostages is not worth his own destruction — at least to him.)

(137.47) The Klingon Base Station has two Security Stations, and may mutiny if both are destroyed (26.0).

(137.5) VICTORY CONDITIONS: The Federation player scores one point for each hostage rescued and loses one point for each crew unit (not Boarding Party) of his own ship that is lost (32.6). If his final score is one or more, he has won. Otherwise, he has lost. If his ship is captured or destroyed, all crew units are lost and no hostages are rescued.
TACTICAL HINTS: The Federation player must fly his ship directly to the Base, smash one shield (carefully), and send in the Marines. Consider using the Non-Violent combat rules to improve chances of destroying the Security Stations. Shuttles (particularly Suicide Shuttles) can be used to reduce the Klingons firepower.

XIX EXPANSION CAMPAIGN GAMES
This Expansion Module includes additional material for the two Campaign Games included in the Designer's Edition, as well as two new "Mini-Campaign" games.

(138.0) ECONOMY OF FORCE
This is a multi-scenario mini-campaign game. Each player will select a force of ships from his fleet list, to a maximum of 250 points. These ships are then divided, secretly, into six numbered groups. At least one Starship must be assigned to each group. The Players will then play six scenarios, each with the two correspondingly numbered groups. Players should chose two races adjacent to each other on the map. Player #1 has a Base Station in his #1 group, while player #2 has a Base Station in his #6 group. The Base Stations do not count against the 250 point total. Up to 25 unused points count as victory points in the final totals.

(138.1) NUMBER OF PLAYERS: 2

(138.2) INITIAL SET UP: In each of the six scenarios, both players come onto the map from the edges on turn 1 with previous speed 10 and no weapons armed. Player #1 enters within five hexes of hex 1301, and player #2 enters within five hexes of 3032. Bases, if any, are placed in hex 2216.

(138.3) LENGTH OF SCENARIO: Play continues in each of the six scenarios until one player has no ships remaining on the map.

(138.4) SPECIAL RULES: A player cannot disengage his forces in any given scenario until he has scored internal hits on at least one enemy ship or one of his own ships has been crippled.

(138.5) VICTORY CONDITIONS: Use the Basic Victory system, totaling the points scored in each of the six scenarios, and adding ten bonus points to each player for each scenario he won (based on the points scored in that scenario).

(139.0) THE LONE GRAY WOLF

In 174, during the Fifth Klingo-Kzinti War, the Klingon C8 Dreadnought "Admiral Kang" traveled deep, and alone, into Kzinti territory carrying a Klingon Commissar empowered to negotiate a Peace Treaty. In later years, the Kzintis would claim that the negotiations simply broke down, and the Klingons would claim it was Kzinti treachery, but the result was a Klingon Dreadnought, alone and low on fuel, trying to quietly slip home from 600 parsecs deep in enemy territory.

(139.1) This is a historical mini-campaign game. Player #1 will command a single C8 Dreadnought. Player #2 will command the Kzinti forces attempting to hunt down and destroy it. The basic format will be a series of scenarios with the ships pursuing the Kang. In each scenario, the Kang must evade the opposing ships before more can join the battle.

(139.2) The Kzinti player has the following groups of ships searching for the Klingon:
Group #1: One CV (with 12 Fighters) + 1 Frigate
Group #2: One CS
Group #3: One CL
Group #4: One CVL (with Fighters)
Group #5: Two Frigates
Group #6: One Large Freighter (not a Q ship)

(139.3) To begin, roll a die to determine which of the six Kzinti groups has spotted the Kang. Then set up the first scenario.

(139.4) Each scenario is played until the Kang is captured, destroyed, or disengages or until the Kzinti ships on the map have been destroyed, captured, or have disengaged. If 20 turns have been played without ending the scenario, then the Kzintis have maintained contact long enough for one of the other search groups to have caught up with the action. Roll a single die to determine which group has joined the action. If the group called for is already involved or has previously been destroyed, no new ships are added. Whether new ships are added or not, if the Kang has not disengaged in another 20 turns, the die will be rolled again to see if another group has come into contact. This procedure will be repeated every twentieth turn until the scenario is over.

(139.5) Due to fuel limitations, the Kang cannot disengage by acceleration (6.61) more than once during the entire campaign. In the other scenarios, it must either disengage by (6.62) or defeat the enemy ships. Additionally, the Kang may not move at a speed higher than twenty for more than six turns out of any twenty turn "Scenario segment."

(139.6) Six scenarios are played. Each is begun as in (139.3) by determining which group has contacted the Kang. If, in a given scenario, the group called for has previously been destroyed, then the Kang has successfully evaded in that scenario. Note that is theoretically possible that the Kang might meet and destroy a small ship in the first scenario, and then roll that number five times in a row for the last five scenarios. It is also theoretically possible that all six groups of ships would come into play in each of the six scenarios.

(139.7) At the end of each of the scenarios, all ships involved in it have their Shields restored to full power, but no other damage can be repaired. No Drones can be reloaded, and no Shuttles replaced (but spare Shuttles could be broken out for use). All Kzinti ships have Type I Drones; the Klingon player has 18 Type I Drones and may select the other six from those available on chart (60.1). If the last (or only) ship in a Kzinti group is destroyed, any surviving Shuttles are presumed to go to the nearest Base. They do not return to the chart as a "group." Any Shuttles left behind by the Klingons are lost, while those left behind (if the battle moves faster than the Shuttles) by the Kzintis may be picked up by ships of that group.

(139.71) Any ships captured by the Klingons are treated, in later scenarios, as additional Klingon ships. There is a 50% chance during each interlude that the Klingons will figure out how to operate the weapons on the captured ship. Points for captured ships are scored only if the captured ships escape with the Kang. If the Kang is destroyed, but one or more captured ships are still in play, the scenario continues, with the player transported to the captured ship.

(139.8) Each scenario begins with the Kang in hex 2216, heading F, speed 15, no weapons armed. The pursuing Kzinti ships are placed in any hex in the 42xx row, speed 16, heading at option of Kzinti player, no weapons armed. If ships join the scenario, they may be placed in any hex at least 24 hexes from the Kang, speed max, weapons armed, heading at choice of Kzinti player.

(139.9) If the Kzinti player destroys the Kang, he wins a decisive victory. If he captures the

Kang, he not only wins a decisive victory but is promoted two ranks, decorated, given a seat on the Hegemony Council, and awarded his choice of new wives for his harem.

If the Klingon player escapes with the Kang (successfully disengages from all six scenarios) he wins a substantial victory. If, in addition to that, he scores 100 points against Kzinti ships, he has won a decisive victory. If he scores 200 points, his political power reaches the ultimate for a Klingon. With the fleet solidly behind him, he can assume the position of Dictator, reshuffle the Council to suit himself, and then launch the fleet in a high crusade to exterminate the treacherous Kzintis.

TACTICAL HINTS: The Kzinti player should not press home an attack with the first group to spot the Kang, but he should dance his ship around just within weapons range and attempt to stall long enough for another group to arrive. Consider using small ships in suicide runs to damage, perhaps cripple, the Dreadnought. For the Kang, the only possible strategy is to rapidly defeat or disengage from all pursuers. Note that hotly pursuing a smaller Kzinti ship gives the advantages of destroying it (thereby creating an important "open" spot on the chart) or being able to suddenly turn and break contact. (It is suggested that some form of plotted movement be used to allow surprise maneuvers in reversing course.)

(140.0) EXPANDED CAPTAIN'S GAME

The Expanded Captain's Game is considerably more difficult to survive than the Advanced Captain's Game (97.0). Because of this degree of difficulty, players may select ships only from the following list:

Federation:	DN, CX, CC, CA, CL*, BT
Klingon:	C9, C8, DX, D7, D6, CV, BT
Kzinti:	CS, CL*, CV, CVL*
Gorn:	CA, CL
Romulan:	DN, KR, WE*
Tholian:	D, C*, BW*
Orion:	CA
Hydran:	R
Andromedan:	IN

Players are welcome to try smaller ships, but are cautioned that their chances of survival, let alone success, are extremely limited. Ship types marked (*) should be used only by the most experienced captains.

(140.1) Each Captain will play the following 15 scenarios:

I	(46.0)	DUEL WITH A SINGLE ENEMY SHIP
II	(48.0)	THE PLANET CRUSHER
III	(50.0)	BASE DEFENSE
IV	(51.0)	SABOTAGE
V	(49.0)	THE SPACE AMOEBA
VI	(46.0)	DUEL WITH A SINGLE ENEMY SHIP
VII	(52.0)	THE SURPRISE REVERSED (against the Romulans. Romulans play the Gorns.)
VIII	(90.0)	THE MORAY EEL OF SPACE
IX	(89.0)	THE PIRATES GO FOR BIG GAME (Pirates play a duel against a Federation CA.)
X	(136.0)	VISITOR FROM ANDROMEDA (The Andromedans play themselves against a Federation CA)
XI	(91.0)	THE COSMIC CLOUD
XII	(93.0)	THE COMING OF THE METEOR
XIII	(137.0)	RESCUE THE HOSTAGES
XIV	(130.0)	THE SUN SNAKE
XV	(46.0)	DUEL WITH A SINGLE ENEMY SHIP

The game should be arranged in such a way that all opposing races are played at least once. Note that in some scenarios the "opponent" is specified. Players using ships of this race play the alternate listed.

(141.0) EXPANDED STAR FLEET DEFENSE GAME

Add the following ships to the fleets:

Federation:	6 Police Cruiser
Klingon:	2 Carriers
Kzinti:	3 CVL, 3 CVE
Romulan:	3 DN, 3 War Hawk, 3 Mauler
Tholian:	2 DN, 3 CA, 2 Black Widow, 8 PC
Hydran:	6 Ranger, 9 Lancer
Orion:	2 Salvage Cruisers, 4 CA, 6 CR

The Hydrans and Tholians can use their entire fleets for defense. The Klingons could use no more than one third of their fleet to attack either the Hydrans or Tholians. In Campaigns where the Klingons are invading the Federation, the Orion Pirates may be added to either side after the second line is completed. Each player would roll one die. The Klingon player adds one to his die roll for each Federation Starbase of the second line that he has destroyed. The Orions join the side of the player with the higher adjusted die roll. Players could work out similar systems for an "Expeditionary Force" (of perhaps a half dozen ships) to be added to various scenarios as a game balancing tool. For example, a Gorn CA, supported by two CL's and three DD's, might join the Federation Forces in defending against the Romulans. Similarly, Federation Task Forces might help the Gorns against the Romulans, or the Tholians against the Klingons.

Players may substitute CX type ships for Dreadnoughts.

XX EXPANSION NOTES

(142.0) DESIGNER'S NOTES

(142.1) WHY AN EXPANSION KIT?

There are four very good reasons.

First, STAR FLEET BATTLES is an extremely popular game. Part of the popularity is due to its very complexity, a factor that seems to limit the popularity of other games. But the very subject matter of STAR FLEET BATTLES, and the extremely detailed treatment we have given it, has created a situation where the players WANT to learn to play it, and more importantly, to learn everything that there is to know about being a Starship captain. There was much that they had not been told, and much that I wanted to tell them.

The second great reason was the rise of a new "character class": the player/designer. This expansion kit includes some two dozen new ships (not counting pods and Fighters). Many of these were submitted by players, without any direct request by Task Force for them. I felt a great desire to get the best of these ships into print. There was much other new material submitted, and like the ships, only the very best of it reached print.

The third great reason was the "new primary background source material." A new and positive alternative to the Star Fleet universe had been postulated, and I felt it necessary to calculate and provide the new ships and new ideas presented. Having done so, we find that we have only opened a new chapter in the game. Will the Destroyers be up-rated too? I think that they will.

The fourth great reason was a desire to provide new scenarios and intermediate length Campaign Games. Of particular interest to me are the new "historical" scenarios. There have always been requests for new challenges, and some of the most difficult ones are presented here.

It might be said that there was no reason to provide the above material since those players that wanted it would do it themselves. While that may seem true, experience has shown that the vast majority of gamers are reluctant to extrapolate on a game. They seem to prefer that the original designer (who has some legitimate grounds for credibility) should provide any new material and answer any questions. There is also the point that in the absence of such standardized expansions, players at regional (let alone national) conventions would spend more time arguing about the rules than playing. Using player-generated material in this expansion provided the best of both worlds: the variety of several designers and the "official" standardization that can only come with an "official" expansion.

There were other reasons for an expansion, less great but no less noble. We have received many letters from players asking for clarifications on various points. We have answered these on an individual basis, but there never were enough questions to require a printed errata sheet. A photocopied one exists, but only a dozen or so copies were mailed out. This expansion provided the means to put out a standardized errata sheet. There will be people who claim that this expansion was provided for the goal of profit. I can truly say that the fact that a profit will be made enabled us to do this expansion; it did not encourage us to do it.

(142.2) ANOTHER EXPANSION?

There will, to be sure, be at least one more expansion to the game. This is virtually guaranteed by the various loose ends left (and created) by the Pocket Edition, Designer's Edition, and this

Expansion Module.

The Gorns and Hydrans will get their Dreadnoughts, and the Federation will get its Carrier. Counters will be provided for the various up-rated cruisers and, of course, the Fighters. The former subjects of the Tholians are still looking for them; the Gorns may build Fighters someday; and the Kzintis may finally build a full-blooded dreadnought. The Orion Pirates have a full range of ships that have never been brought into the game, including the hyper-Warp Drug Runner and the Slaver. Reports indicate that they are producing a new "light Raider" which uses fixed-round Plasma Torpedoes to stop freighters. One of them demolished a Federation Police Cruiser in a recent encounter.

There is no limit to the expansion of this game, but I do not intend to see new races added to it that are no different from the old ones, new weapons that are simply Phasers with a different chart, or new ships that do not fill a definite role. A good example would be a Klingon CL. Considering the firepower of the D6 and the F5, there is too little room between them for a new class. In new material for the game, I am looking for serious material with a definite purpose. I will never allow such silly things as "Gapper Zappers" to be introduced, or at least devices with silly names. It might also be mentioned that we have several sets of material here to convert ships from STARFIRE and ALIEN SPACE to the game. In the first case, STARFIRE was designed from the first to be a simple game, and in the second case Lou Zocchi and one of my developers are already working on it. We have also received lengthy documents from people wishing to add other science fictions realms (Battlestar Galactica, Star Wars, and Buck Rogers for example). I am sure that most SF fans would rebel at the idea of mixing universes.

The thing I would like to see the most is more "historical" scenarios. Here I am looking for challenging situations, in effect puzzles, to present to Starship captains.

STAR FLEET BATTLES was never meant to be a one of a kind game. The strategic version (FEDERATION SPACE) is in playtest, the ground combat system (STAR FLEET MARINES) is in planning, an advanced prototype of STAR FLEET COMMAND (a simplified version of SFB) exists, THE PIRATES OF ORION is an interesting title if nothing else, and other ideas occasionally come up in staff meetings. The most recent of these (title SUB-LIGHT BATTLES, or THE ROMULAN WARS, or THE FIRST ROMULAN WAR) would expand the sub-light module into a complete game, (including a momentum movement system) providing new (or rather, old) ship types and the history of this earlier conflict. Whether or not any of these will appear in print (let alone when) is a fascinating question that has no definative answer, but I for one hope they do.

(142.3) THOUGHTS ON THE DESIGNER'S EDITION.
STAR FLEET BATTLES has become a cult game, which insures that it will be around long enough to grow to its full potential. That growth has gone, and will continue to grow, in several directions. In time, every race will have a Carrier, Fighters, up-rated ships of all classes, and a Fleet Tug (with various Pods, including, of course, a Battle Pod). Some players are more interested in some of these areas than others, and some players are not interested in any of this "growth." It should be obvious that if you don't want to play with Fighters and Carriers, you don't have to. If you don't like the up-rated ships, don't use them. Constructive growth will continue, and I urge everyone to experiment with the new ideas before rejecting them.

SF purists have, occasionally, complained about the treatment of the speed of light in STAR FLEET BATTLES. Anyone who has calculated out the time scales will be able to tell you that something has been badly bent out of shape. My answer to that is "So what?" The game works well as it is, and it is possible to exactly reproduce the combat segments of the film using the game. While something is technically wrong with the speed of light, it was that way before I started, and I felt obligated to make the game true to the film.

I have always tended to look at STAR FLEET BATTLES and my position as its designer from the point of view of the head of the National Football League. The game is there, the rules are there, and it is being played actively. Occasionally, some new tactic comes into use that threatens to unbalance the game. When that happens I step in and make a change in the rules. None of the players is forced to accept the change, and if they have not experienced the same problems, or the rise of the same tactics, there is little reason for them to do so. Perhaps the best example of this lies in the Plasma Torpedo. Between the Pocket Edition and the Designer's Edition, it increased about 60% in strength to balance the new tactics that kept it from being used more than twice in a scenario. In this expansion, you will find that the weapon can now be held (19.25), fired at any time (19.31), and the Gorn version of it travels much faster than you thought it did. They cannot be avoided as easily by using HE Turns (58.543) and cloaking devices (41.61) any more. While it is a Designer's dream to produce a game that

is perfect when first printed, that has never happened, and the least I can do is to try to keep some control over the chaos that I create.

(142.4) BALANCE
Perhaps the greatest amount of complaining in any game is that one or more of the scenarios are not balanced. To this I can only answer: "If it doesn't work, change it!"

The scenarios of this game have been play-tested and balanced by our playtesters. The only problem with that is that they probably do not use the same "style" of play as anyone else. They are, after all, "professional" game players. The fact that a given scenario worked for them and not for you does not mean that one or the other of you is smarter or that the scenario was a bad idea in the first place. It means that you have different approaches and skills. Balancing a scenario is actually very easy. You can change a ship to the next larger or smaller size, move reinforcements up or back a few turns, assume that some weapon on one ship is "broken down" for some reason, move the starting positions around a few hexes, or give one player an extra ship. As in unmodified scenarios, the best method is for one player to propose a modification and the other to take his choice of sides based on that modification.

Stephen V. Cole, Professional Engineer, Designer

(143.0) BACKGROUND MATERIAL

(143.1) ANDROMEDANS
The class of ship first observed in 166 and code named "Intruder" has been positively identifed as of extra-galactic origin, apparently from Andromeda. It appears to be a type used for long range reconnaisance of our galaxy.

Intelligence estimates that several ships of this class were launched from Andromeda two centuries ago, the first of which have been arriving over the last few decades. It does not appear that these ships are searching for the Tholians (see 143.2) Tholians). Analysis indicates that the Andromedans have secured a base in the lesser Magalenic Cloud and that they may be seeking a base within the galaxy itself. If they have established diplomatic relations with anyone, the knowledge has not become public. Intelligence is satisfied that they have no contact with the Orions.

The Andromedans have, on occasion, attacked without provocation. On other occasions, they have evaded contact or engaged in combat only when attacked. The Klingon Battlecruiser THUNDERER was destroyed in an encounter with an Andromedan. A Romulan Dreadnought apparently destroyed an Intruder that was rampaging through their trade zones. Kzinti Fighter pilots on the CV SCIMATAR reportedly mutinied when ordered to launch and engage an Intruder, claiming that the Andromedan's T-R beams could sweep them out of space. This incident may be related to the unexplained loss of the CVL TYPHOON a year earlier.

The weapons are largely of unknown types and technologies. The ships are equipped for long-range travel, but do not appear to be intended to return to Andromeda. No other ship types have been sighted, but Intelligence suspects that new ship types are under construction in the Magalenic Cloud base.

(143.2) THOLIANS
The Tholians of the Holdfast are the survivors of a race that once dominated another galaxy, the exact location of which is unknown. The subject races of the former Tholian Empire rose in a galaxy-wide revolt some 200 years ago, overthrowing the Tholian dictators. The Tholians of our galaxy are the descendants of a group that escaped the debacle and managed, by means yet unknown to the Federation, to bring their planet (which was a provincial capitol) with them. They settled on the edge of our galaxy in territory that the Klingons claim (which explains the constant hostility between them).

The Tholians avoid all contact with other races to avoid any possibility of their former subjects searching them out. Intelligence has no reports of any such search missions. The Andromedans have been definitely ruled out. It is not known if searchers are operating in a clandestine mode, haven't searched this far, or aren't searching at all. The Tholians aren't taking chances.

The use of "Webs" by the Tholians is thought to stem from the advanced electromagnetic systems that they developed to move an entire planet. All other Tholian weapons are identical to existing Federation or Klingon types. It is not known if these are copies or native to the Tholian Race.

The Tholians use only ships with Hulls the size of their PC class (or with two or three

such Hulls welded together) because the only forging facilities they have are those of the formal provincial capitol. Such a capitol was never intended to build heavy Starships. These larger types were built, apparently, at a few centralized shipyards.

This points out the single most important facet of the Tholians — they are not an entire race, but only a group (albiet over a billion individuals strong) of refugees. There is simply no one available who knows how (or has been able to figure out how) to design a forge for large Hull plates. The Tholians have electronic gear that they do not know how to repair, weapons that they can understand but do not have the skills to build, and automatic machinery that can turn out copies of devices they could never design.

(143.3) HYDRANS

Hydrans are small (1.33 meters tall) beings, greenish-gray in color, with an ash-can shaped body supported by three legs. Three equally spaced tentacles sprout from the body. Hydrans are neckless. Their eyes, mouths, and ears (two of each) are grouped in a fleshy mound on top of the body. Their atmosphere is rich in methane and would be uncomfortable (or fatal) to most Federation species. Physically weak, they are highly intelligent. Their small stature puts them at a disadvantage in ground combat, but their Starships are among the most respected in space and are designed for close range combat.

The Hydran government is a Monarchy, with Hydraxan XXIV the current ruler (175 A.F.). The lines of succession are quite complex, since the Hydrans are anything but monogamous. The Royal Family consists of approximately 30,000 beings, with some 1200 Princes. Theoretically, any one of them could ascend to the throne, and he (or she) might be anything from an absolute despot to a mere figurehead. There is an extensive nobility that involves itself in internal politics, and a strong Civil Service that actually runs the day to day affairs of government. Trade Cartels hold considerable economic power but no military force, and the King (or one of the Dukes) occasionally "purge" one of the cartels when it becomes too powerful or uncooperative.

The Hydrans have never gotten along well with the Klingons (their only known neighbors). While Hydrans and Klingons cannot live on the same worlds, neither has been willing to co-habitate systems with the other. The Hydrans have a "co-beligerant" status with the Kzintis based on the ancient "enemy of my enemy" theory, and have exchanged some technology. No formal alliance has been created. In a practical sense, neither of the two races (Hydran and Kzinti) could do much in direct support of the other if the Klingons attacked one of them. Such a situation would probably result in serious defeat for one race while the other captures frontier areas from the Klingons.

(144.0) CREDITS

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Errata	Clif Mertins, Bill Anderson, Karl Seitz, Dale Okada, Todd Travis, Jeff Heinaman, Bryce Kranzthor, Brent Gossett, David Lambert, Robert Schroeder, Todd McDaniel, Joseph McCarthy, Albert Lowe, Ray D. Oleson, Jed Brewer, Jim S. Wiley, Craig Carey, Fraser MacLeod, James Solledor Jr., Bill Mason, Jay Bryan
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Tholian ships and background	Rev. Ron Wheeler
Andromedan ships and background	S. W. Barton and G. W. Redmond
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Sun Snake	Glenn Salamanca

Fleet Repair Dock	Karl Seitz
Federation Police Cruiser, Orion Heavy and Salvage Cruisers, Romulan and Klingon Fighters	Stephen V. Cole
Graphics	Vance Buck, Stephen V. Cole, Steve Wilcox
Cover	Alvin J. Belflower
Production	Allen D. Eldridge
Playtesting	Mark Moody, Ken Hart, Barry Jacobs, Steve Wilcox, Kenneth Tucker

MASTER SHIP CHART
EXPANSION SHIPS

SHIP TYPE	CREW UNITS	BOARDING PARTIES	BPV	BREAK DOWN	COST PER HEX	SPARE SHUTTLES
THE FEDERATION FLEET						
CX	46	14	80	5-6	1	4
POL	2	2	6	6	1/3	1
THE KLINGON FLEET						
DX	46	20	80	5-6	1	2
T	20	7	12	3-6	1	1
CV(T)	40	13	32	3-6	1	1+4
P(hngr)	10	3	10	—	#	2
P(cargo)	0	0	2	—	#	0
P(pwr)	3	1	4	—	#	0
P(trp)	3+20	40	9/15	—	+	0
P(btl)	10	6	10	—	#	1
FTR Z-1	—	—	3	—	*	—
Z-Z	—	—	2	—	*	—

THE KZINTI FLEET

CSX	41	18	80	5-6	1	3
CVL	40	15	27	5-6	1	2+2
CVE	30	10	21	5-6	2/3	1+2

THE GORN FLEET

CX	48	18	80	5-6	1	3
T+1	23	4	10	2-6	1	2
T+2	23	4	10	2-6	1-1/2	2
T+3	23	4	10	2-6	2	2
P (cargo)	—	—	5	—	#	0
P(t)	2+40	80	5/15	—	#	2
P(sl)	2+20	6	5/15	—	#	1
P(m)	17	6	30	—	#	0
B	30	—	—	—	+	0

THE ROMULAN FLEET

KRX	42	6	82	5-6	1	1
DN	60	20	70	5-6	1-1/2	2
WH	20	5	18	5-6	1/2	1+1
MA	12	2	21	4-6	1	0
MS	14	5	12	4-6	1/2	1
FTR	—	—	3	—	*	—

THE THOLIAN FLEET

CX	36	10	70	5-6	1	1
D	45	14	53	4-6	1	2
C	34	10	32	4-6	3/4	1
BW	20	6	20	5-6	1/2	1+2
FTR	—	—	2	—	*	—

THE ORION FLEET

CRX	22	14	55	6	2/3	2
SAL	36	20	25/32	4-6	2/3	2
CA	30	16	32	5-6	1	2

THE HYDRAN FLEET

XR	37	14	60	5-6	1	2+3
R	35	12	30	5-6	1	2+3
L	22	8	20	6	1/2	1+2
FTR	—	—	2	0	*	—

THE ANDROMEDANS

IN	24	10	45	6	1	0
CB	14	8	20	6	1/2	0
CO	10	4	8/14	6	1/3	0

ALL FLEETS

FRD	80	12	5/60	—	+	2

TURN MODES FOR NEW SHIP TYPES

Type:

A	B	C	D	E	F
KF5R	Kzin CL	Kzin CS	Gorn CA	Fed DN	Tug +3
Fed Pol	Orion CA	Thol D	Warhawk	Rom DN	Gorn T +3
Thol BW	Thol C	Kzin CVL	Pelican	K Tug +2	
Cobra	Kzin CVE	Intruder	Mauler	Gorn Tug +2	
Courier	Lancer	Ranger	K Tug +1		
			Gorn Tug +1		

(103.6) DISPLACEMENT DEVICE SUCCESS TABLE

RANGE	0	1-2	3-15	16-2 2	23-31	32 +
Success	—	1-5	1-4	1-3	1-2	1
Failure	1-6	6	5-6	4-6	3-6	2-6

Roll a single die. Consulting the above chart with the respect to the range will determine if the device was successfully employed.

(104.6) TRACTOR REPULSOR BEAM TABLE

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19 +
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

(109.4) FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

ERRATA —

(59.421) All fighters must have their target in the FA firing arc to have a "lock on" for purposes of firing on guiding drones.

(103.11) The two boxes on the Intruder SSD represent two separate Displacement Devices. They are operated independently of each other.

(105.9) Damage control cannot be used to repair Power Absorbers during a scenario, but in between the scenarios of a campaign game, a number of PA panels equal to twice the Damage Control rating can be repaired.

Power Absorber Example: A given Andromedan Intruder has 8 PA boxes forward. On the first turn, 23 damage points (weapons fire) are scored on the forward three shield-arcs. These 23 units are absorbed by the PA boxes. At basic levels these eight PA panels can hold 48 damage points/energy points, so there is no problem. At the end of the turn, one fourth of the 23 units (6) is absorbed into the empty batteries and 16 points (two per panel) are dissapated. There is now one point left in one of the forward panels (it isn't really important which one). On the next turn, 74 damage points are scored on the front of the ship. If the PA panels were at basic levels, 48 would be absorbed and the other 26 points would be internal hits. However, the PA panels were charged to reinforced levels, and all 74 points were absorbed. With the one point previously absorbed, this total is now 75. One fourth of this (19) could be absorbed into the batteries. However, the six batteries already hold 20 points (out of a maximum of 30) so only 10 points can be transferred. This leaves 65. Sixteen can be dissapated, leaving 49 in the eight forward panels at the end of the turn. If, on the next turn, the panels are only powered to "normal" levels (able to hold six per panel) one unit of damage would immediately be scored as an internal hit since the forward panels can only hold 48 at normal levels. However, we can assume that the Andromedan maintains reinforced levels. He also manages to drain his batteries to 11 points by doing things like operating his transporters and tractor beams (for no real purpose).

During a given impulse ot the next turn, 24 damage points (3 photons) are scored on the forward arc. This increased the power held there to 73. On the next impulse 10 more points are scored (total now 83). Three of these points are scored as internal hits. One of them hits a power absorber (drone) and the Andromedan marks a forward PA panel. The 10 damage points held in it are released, but picked up by one of the rear panels. Then a Federation CA slips in behind at point blank range and delivers a full 70 damage points. These are applied to the five empty rear PA panels, which can only hold 50. Twenty points are scored internally, two of which get PA panels.

The situation becomes a "cascade" effect. The two destroyed panels release their 20 points of energy, 19 of which is picked up by the batteries. The other point, having no where to go, is scored internally, hitting another power absorber. The Andromedan Player is at a disadvantage since each "Generation" of released power is scored as a volley and can score on the "one time" hits in column A. Luckily, this "generation" does not hit any PA panels and the "cascade" comes to an end. The ship received 34 internal hits and 4 of the 14 PA panels are destroyed. At the end of the turn no energy can go to the batteries (the three surviving ones are full), but 20 points can be dissapated. The Andromedan ship is in a damageous position, and if it has not destroyed its enemies will have a difficult time surviving.

(118.01) All Up-Rated Cruisers may have the Cloaking Device installed. Players should note that this will considerably change the completion of the game, but may be challenging in a different way. The cost of operation is 30 units of power per turn for all CS types.

(119.217) Tugs are considered to be the same size as CA's. Pods are considered to be "smaller ships" if detached, and part of the Tug if attached.

(123.1) (C) The Plasma Torpedo Tubes on the Gorn Monitor Pod have swivel-mounts. The right mount could fire in directions 1, 2, or 3. The rear mount could fire in directions 3, 4, or 5. The left mount could fire in directions 5, 6, or 1.

Figures in the victory point column given as "A/B" are not explained. The left number is used for game balance, and the right number for victory points. In other terms, the left number indicates combat power and the right number indicates how valuable it is to its owner.

Second edition. Various errors have been corrected and the above errata added since the first edition.

STAR FLEET BATTLES EXPANSION MODULE #1

This expansion module includes a massive amount of new material for the game STAR FLEET BATTLES, including:

- **UP-RATED CRUISERS** — 33% more warp power and 100% more fire-power than a cruiser. Up to 25 units of reserve power may be drawn on at any time. Up-rated ("X" type) cruisers are included for all races.

- **TWO NEW RACES** — The Hydrans (who border the Klingons) use hybrid cruiser-carriers armed with Fusion Beams and Gatling Phasers. The Andromedans (from outside of our galaxy) use power absorbers instead of shields and weapons based on the Tractor Beam and Trans-porter.

- **FIGHTER SHUTTLES** — Carriers and fighters are deployed by the Klingons, Tholians, Romulans, and Hydrans. Tholian "Spider Fighters" can lay web; Romulan "Gladiator" Fighters carry Plasma Torpedoes.

- **THIRTY NEW SHIPS** — Included are Federation Police Cruiser, Klingon and Gorn Tugs, Tholian Dreadnoughts and heavy Cruisers, Kzinti light Carriers, and Orion heavy Cruisers. The Romulans evolve into a potent force with the Condor Dreadnought, War Hawk light Carrier, Gladiator Fighters, Falcon Mauler, and Pelican Minesweeper.

- **NEW WEAPONS** — Included are Type "F" Plasma Torpedoes, Trans-porter Bombs, Tractor-Repulsor Beams, Gatling Phasers, Fusion Beams and Dogfight Drones.

- **EIGHT NEW SCENARIOS** — The Sun Snake; tamed monsters used in combat; the decisive battle of the First Gorn-Romulan War (36-39); the Klingon-Tholian "Incident" of 167; the first contact with the An-dromedans; the Klingon attempt to destroy the first Federation CX Cruiser; the Fleet Repair Dock under attack; and the rescue of the Federation Trade Commission being held hostage by the Klingons in 161.

- **TWO NEW MINI-CAMPAIGN GAMES** — Each comprising six scenarios, these portray border skirmishes during a time of increasing tension and the dramatic escape of the Klingon C8 Dreadnought KANG from deep inside Kzinti territory, where it was lured by a false peace initiative.

- **COMPLETE ERRATA FOR THE DESIGNER'S EDITION** — Every question asked by players is answered in this expansion module! Not a gap has been left unfilled, a glitch unresolved, or a mis-print uncorrected!

NOTE! This is an expansion module to the STAR FLEET BATTLES boxed Designer's Edition. YOU MUST HAVE STAR FLEET BATTLES to use this expansion.

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