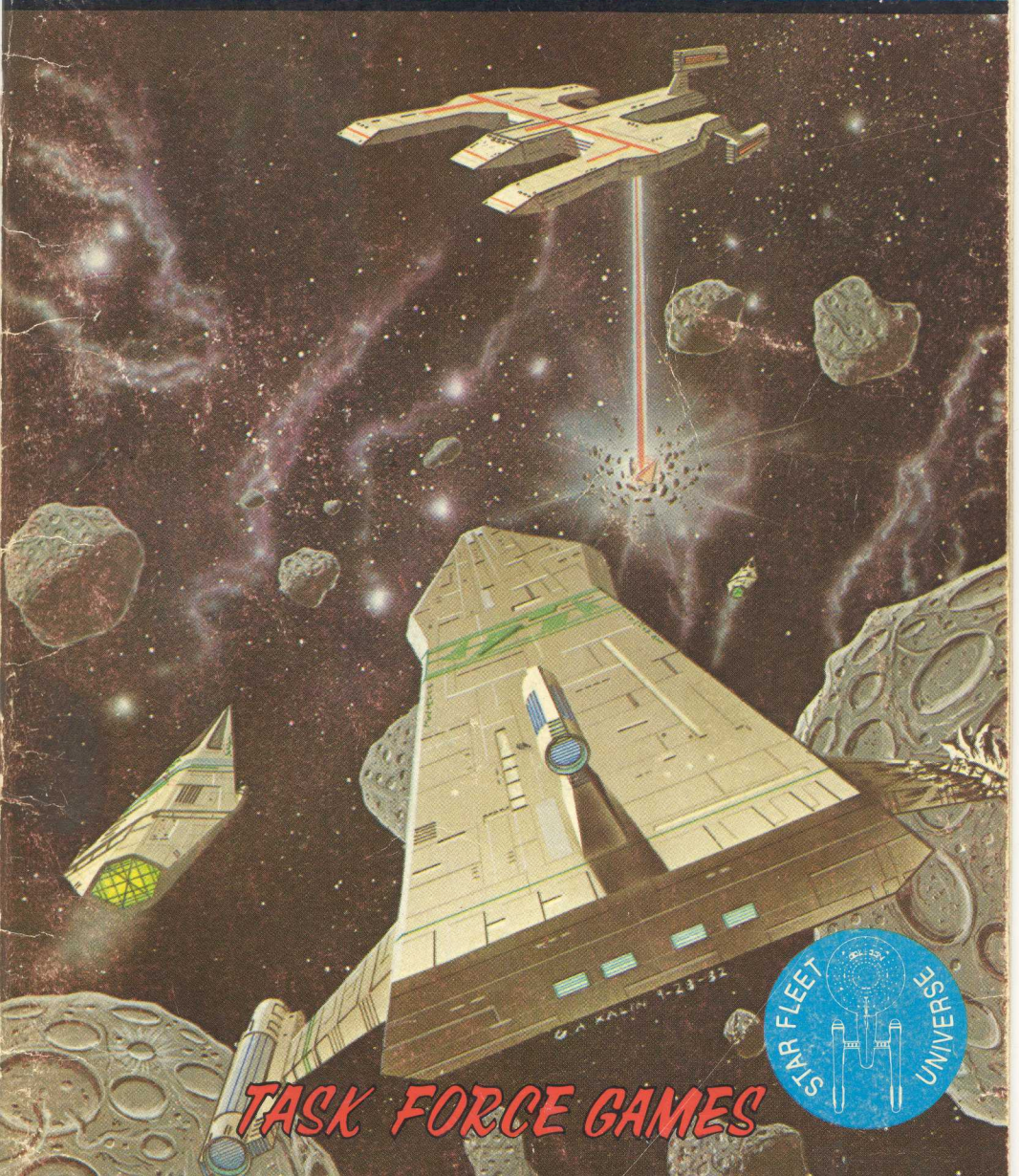
STAR FLEET BATTLES

EXPANSION #3



TASK FORCE GAMES

STAR FLEET UNIVERSE

INTRODUCTION TO THE THIRD EXPANSION MODULE

A short but interesting road has brought us from the second expansion to the third. With widened perspectives we view the broad panorama of the final human adventure. In this expansion, we will explore the tedious and deadly realm of the minefields that were placed on most borders. We examine the more efficiently designed and constructed class of "new light cruisers" that appeared after Y170. We will probe the radiation barriers of the mysterious WYN cluster. The Andromedan incursions following the General War will be previewed in the form of the terrifying Dominator class.

But, lest some think that we study war overmuch, we will also examine some of the civilian ships that roamed the star lanes during the two centuries of our game universe. There are too many for us to see them all, but we will see many, and may see enough. Be of stout heart and good cheer, for yet another frontier looms ahead of us.

XXVII ADDITIONAL RULES, ERRATA, AND CLARIFICATIONS

(4.1) REVISED SEQUENCE OF PLAY

1. ENERGY ALLOCATION PHASE
2. SPEED DETERMINATION PHASE
3. SELF-DESTRUCTION PHASE
4. SENSOR LOCK-ON PHASE
5. INITIAL ACTIVITY PHASE
6. IMPULSE PROCEDURE
   - A. MOVEMENT DETERMINATION SEGMENT
   - B. MOVEMENT SEGMENT
   - C. IMPULSE ACTIVITY SEGMENT
   - D. FIRE DECISION SEGMENT
   - E. FIRE ANNOUNCEMENT SEGMENT
   - F. FIRE SEGMENT
   - G. DAMAGE ASSESSMENT SEGMENT
7. FINAL ACTIVITY PHASE
8. RECORD KEEPING PHASE

(Step 5) The Initial Activity Phase replaces the Drone and Shuttlecraft Launch Phase. It has been long noted that an error was made in that this phase should have taken place after, rather than before, the Sensor Lock-On Phase; the error has now been corrected. (Most players apparently were playing in this manner anyway, as that is the way the rules are written.) All actions that took place during the Drone and Shuttlecraft Launch Phase take place in this phase.

(Step 6C) This segment was added in Expansion #2.

(Step 7) The former Plasma Torpedo Launch Phase has been renamed "Final Activity Phase," but all actions remain the same.

(5.1) The cost of life support varies with ship size, as expressed in the ship's shield class. Shield class 1 must pay 3 points; class 2 must pay 1-1/2; class 3 must pay 1; class 4 must pay 1/2; P/F do not pay life support.

(5.12) FRACTIONAL ACCOUNTING Players willing to accept the increased workload may elect to retain fractions when calculating energy requirements. All unused fractions of an energy point must be stored in batteries, and are subject to the storage limits of those batteries. For example, a ship with a 2/3 movement cost that wished to move 17 hexes (by warp power) would need to expend 5-2/3 energy points. The remaining 1/3 point could be stored in an otherwise empty battery.

(5.121) In all cases when not using fractional accounting, round total energy expenditures during a turn to the next higher number (unless specifically exempted).

(6.22) Energy for sub-light tactical maneuvers must be from impulse engines.

(6.52) This rule is cancelled. All DN-class ships accelerate by 10.

(7.16) Any direct-fire weapons can be fired using the "narrow salvo" procedure of **(17.82)**. However, only weapons of the same type can be fired in the same "narrow salvo." Note that different classes of phaser could all be fired together in a narrow salvo.

(7.17) No weapon may be fired twice within a period of less than one-fourth of a turn. (Note that, in most cases, this involves firing the weapon on two consecutive turns.) For example, if a specific phaser were fired during impulse 29 of one turn, it could not be fired again before impulse 5 of the next turn. This rule is NOT to be interpreted as meaning that a weapon can be fired more than once per turn. It is intended to eliminate the unrealistic tactic of firing a "full broadside" on impulse 32 of one turn then repeating it on impulse 1 of the next.

(7.171) Certain weapons are specifically capable of being fired more, or less, rapidly. Specific rules for specific weapons will take precedence over **(7.17)**. Note that while a gatling phaser can be fired during four consecutive impulses, the first such firing impulse of one turn must be at least one-quarter turn later than the last firing impulse on the previous turn.

(7.172) If different impulse charts are used on two consecutive turns, the calculations must be done in terms of portions of a turn until the total equals 0.25 turns. Note the chart below:

impulses/turn	fraction/impulse
6	.16667
10	.10000
20	.05000
32	.03125

Thus, for example, if a weapon were fired during impulse 29 of a 32-impulse turn, three impulses (0.09375 turns) would elapse before the end of that turn. If the 20-impulse chart were used on the next turn, 4 impulses (.200 turns) would complete the timing requirements, so the weapon could be fired on impulse #4.

(7.511) If undestroyed cargo spaces exist on a ship, excess damage hits may be scored against them at the option of the owning player.

(7.528) An "any weapon" hit may be scored on a non-weapon system that is listed to be destroyed on a specific weapon hit (e.g. PA panels are destroyed on drone hits) if the owning player so choses. He is not required to do so. An "any weapon" hit could be scored on a shuttle bay occupied by a shuttle or fighter, but isn't required.

(7.8) The FH (Front Half or Front Hemisphere) firing arc is that shown in **(68.0)** illustration #1 (original rulebook). The following ships have this arc for their FA (RF + LF) phasers: Federation CA, CC, DN, DN +, SC, DD, DE, Tug, CV. Their BPV is adjusted by (150.52). Other ships may have this arc if so designated on their SSD.

(17.814) Proximity-fused photons that have just been fully charged or are being held could be changed to normal types, and vice-versa, during the Energy Allocation Phase. There is no energy cost for the changeover. Note, however, that proximity-fused photons cannot be overloaded.

(17.82) Any direct-fire weapon can be fired using narrow salvoes.

(17.821) A given narrow salvo could include both overloaded and non-overloaded photon torpedoes, but it could not include both proximity and non-proximity torpedoes.

(18.6) The range of the disruptors on new ships in this expansion is:

40 = Lyran DN, BC, All X-ships
30 = Klingon D5, Kzinti CM, All Battle Pods
22 = WYN Auxiliary Cruiser or Auxiliary Carrier; all mines
10 = Buccaneer

(19.31) When a plasma torpedo is placed on the board, the owning player must state what type (R, G, G-II, F) it is. If it is a PPT, he must state what type it is simulating (although not that it is a simulation.) **Change:** If using the optional rules whereby plasma torpedoes may be launched at any point during the turn, the torpedo may be launched during the turn that the arming is completed.

(19.51) The correct strength chart for the G-II torpedo is:

1-10	11-15	16-20	21-23	24	25	26 +
30	22	15	10	5	1	0

(19.92) Only one PPT may be fired per launcher during a given scenario, and not during the same impulse as a real torpedo from the same launcher. (Both could be fired during the launch phase if that system is used.) A PPT can only simulate the type of torpedo that would be fired by its specific launcher.

(19.93) Gorn scientists, seeking a solution to the tactical problems created by a plasma-armed ship (with its slow firing rate) engaging P/F's, developed the "plasma shotgun" system in Y182. Using this system, a type G torpedo can be fired as two type F torpedoes; a type G-II as three type F's; a type R as four type F's. All of the type F's must be fired on the same impulse, and in the same direction. Each must have a separate target, and those targets must all be within an arc of 60 degrees from the firing ship. The decision to fire a plasma charge as a shotgun instead of a single torpedo is made during the Energy Allocation Phase of the last turn of arming. The energy cost for arming remains the same. Note that PPT's are pre-loaded and can't simulate shotgun blasts.

(22.3) If all impulse engines are destoyed, the ship can still move by warp power. Remember that the equation for speed includes the number of warp engine boxes used for movement (adjusted for ship's mass) plus (possibly) one movement point provided by one impulse engine. If a given ship doesn't have impulse engines remaining, its speed is limited by whatever warp power it has.

(27.63) Alternatively, the WW could remain on the board (but without its effects), and would be worth a 10-point bonus to the enemy (who could not re-use it during the scenario) if caught by a tractor beam and hauled into a hanger bay. Note, however, that capturing an enemy WW does not reduce the effectiveness of other enemy WW's. Also, the launching side could recover the WW and re-use it for any shuttle mission. If used as a WW it must be

recharged. If an active WW is pulled into a shuttle bay, it remains active, and any weapons following it accept the ship as their target.

(27.636) Operating an ESG voids a WW.

(27.637) Stasis field generators have an effect on WW.

(27.6371) Operating a stasis field generator voids a WW launched by the operating ship. If the stasis field is applied to the WW, the WW is voided before the field is applied.

(27.6372) If a WW is trapped in a stasis field (by other than the launching ship), its functions are suspended immediately, and all weapons following it return to following their original target. When the WW is released from the field, it is treated as if it has been launched at the instant of release if it is within three hexes of the originally launching ship (otherwise it is void). Any activities that would have "voided" the WW, and were conducted while the field was operating, do not void the WW unless they are continued or repeated after the shuttle is released. If the WW is more than three hexes from the original launching ship at the instant of release, the WW is voided immediately.

(27.638) If the launching ship is more than 35 hexes from its WW, the WW is void.

(27.811) (Clarification) Launch OR recover one shuttle/fighter.

(27.8111) This rule was written for the 32–impulse chart. If using the 20–impulse chart, each bay may launch one fighter/shuttle per impulse, but no more than four in any five consecutive impulses. If using the 10–impulse chart, each bay may launch one fighter/shuttle on a given impulse, two on the next, one of the next, and so on. If using the 6–impulse chart, three shuttles may be launched per impulse.

(27.8112) All Gorn warships and the Federation CV are equipped with a "balcony and track" system. Shuttles/fighters may be moved from the bay onto a balcony (on Gorn ships this is on the wing) outside the ship by a mechanical track system. Movement from this outside track to and from the hangar bay is limited by **(27.811)**, but any number (up to the ships limit) may be landed on or launched from this balcony during a given impulse. This system allows strike groups to be launched and recovered quickly. If the ship disengages by using trans–31 speed, all shuttles/fighters on the outside track are destroyed. If the ship takes damage while fighters/shuttles are on the outside track, each "hull" hit (only aft hull on the Fed CV) destroys one fighter/shuttle (instead of one hull box), but no chain reactions will occur. Shuttle/fighters on the balcony cannot fire, and enemy shuttles/fighters cannot land or be brought down on the balcony. Shuttles on the balcony cannot be prepared for special missions (WW, Suicide, S–P), or rearmed by deck crews.

(30.2) You must specify which shield you are repairing during the Energy Allocation Phase.

(33.931) The result "returned to ship unharmed" indicates that the mission of the raid was not accomplished.

(33.932) If the box that a BP is guarding is destroyed, there is a 50% chance that the BP was destroyed with it.

(35.3) Use the calculated explosion strength as in the original **(35.3)**. Any unallocated damage points remaining when a ship is destroyed are ignored. They are not added to the explosion strength. Warheads on line H are only counted if they are fully charged. **(Change)** Fighters and Shuttles do not produce an explosion when they self–destruct, neither do weapons they are carrying. Fighters and shuttles on board an exploding ship are treated as per Expansion #2. **Delete the reference to Ready Racks in Exp. #2.**

(36.6) Boarding party actions by a ship using NVC require the use of "stun" weapons. "Destroyed" enemy boarding parties and control boxes return to action at the start of the third turn after they are eliminated. (If a boarding party is destroyed during the combat portion of turn 4, it returns to duty at the start of turn 7.) When a ship is captured (or the attempt fails with all enemy boarding parties stunned), all "stunned" boarding parties are presumed to be captured by the victorious (but non–violent) troops. Obviously,the non–violent troops could be on both sides or either side.

(36.7) When ships of two races are allied and only one is using NVC, each functions accordingly. In the case of NVC with boarding parties, where boarding parties of the two allies were fighting those of a third race, enemy boarding parties would be divided evenly between killed and stunned. Any odd casualties are scored as stunned.

(37.3) (Replacement) Computer–controlled ships are treated as if they had an outstanding crew. The effects of computers and outstanding crews are not cumulative; either can be used. Computer ships have normal (human) shuttle crews, deck crews, boarding parties, and fighter pilots. No mutiny is possible on a computer ship.

(37.4) (Replacement) A computer ship can perform EM (at half the normal cost) without any penalty for firing its weapons. This also replaces **151.29)**.

(38.3) Warbirds and other sub–light ships could disengage by using this rule. Other ships could do so if they jettisoned (marked as destroyed) their warp engines, but they would be considered as crippled, and would be permanently out of any campaign game. Ships attempting to disengage by this procedure may do so in any impulse, but they can only make one attempt per turn. If the attempt fails, they cannot move or conduct any other action for the remainder of the turn.

(40.7) Use this procedure when re–establishing a lock on. Do not re–roll solely because of range changes.

(41.1) The KRX has a BPV of 308 if the Cloaking Device is installed.

(41.4) CLOAKING DEVICE COST CHART

1 = Warbird
2 = Centurion, Buccaneer (without packs); (4)
4 = Centurion, Buccaneer (with packs); (3)
6 = Romulan WE, KF5R, KE4R, Mauler, Pelican, WHCH, Orion LR/DR; (2)
8 = Skyhawk (all types) ; BS
10 = Orion CR; FRD; **Slaver**
18 = Sparrowhawk (all types)
20 = KR; Orion CA, Sal, CVL, PFT
30 = Condor; all X ships; BATS; (1)
50 = Starbase

(41.41) If a ship shuts down (does not use for power) its warp engines, it can cloak for a lower cost based on its shield class. Shield classes are shown on the above chart in parenthesis. For example a DN could cloak for six points if its engines were shut down.

(41.81) If a ship maintains a lock–on to a cloaked ship using this rule, it can fire direct–fire weapons at the cloaked ship. However, five hexes are added to the range, and a second die roll **(41.82)** may reduce or eliminate the damage scored. If firing without a lock–on, double the range, add five hexes, but DO NOT use **(41.82)** to adjust the result. Seeking weapons cannot be fired without a lock–on. This is an option; the firing player may chose to fire without a lock–on.

(41.97) An ESG ignores the effects of a cloaking device and damages cloaked ships normally.

(42.82) If two ships are within range of a specific explosive mine and one sets it off, both take the full damage (even if one rolled safely and did not set the mine off itself). (NOTE: This is a change from many informal "letter rulings" issued in the past, but it is the correct procedure.) If both ships set off the same mine at the same time, both take the full amount of damage. Other objects in range of the explosion (drones, monsters, etc.) take the full amount of damage from it. Exception: Plasma torpedoes are only damaged by phasers.

(44.52) (Correction) Klingon should read: "Disruptor or Drone Rack." Lyran should read "Disruptor."

(44.532) A Federation SBF has six fighter bay modules, and one of the six pods is modified as a hangar for 12 fighters. (This pod cannot dock ships but has 12 deck crews.) Romulan starbases can recharge the type F plasma torpedoes using **(106.5)**.

(55.3) Ships in the Sub–Light game can make high–energy turns. The cost is two units of impulse energy; the chance of breakdown for all ships is 5–6.

(57.4) The Federation "early CA" had four atomic missile launchers, each with four missiles.

(57.9) Ships in the Sub–Light game can use damage repair. During each turn, one unit of power can be allocated to damage control. This produces a number of "repair" points equal to the highest undestroyed number on the damage control track (at the start of that turn). Points are produced in the Initial Activity Phase using energy allocated during the Energy Allocation Phase, and can be used to repair certain systems **(57.91)**. While points can be accumulated, they must be accumulated toward repair of a specific (i.e. one) destroyed box on the SSD. The repair of a system is complete when the required number of repair points has been accumulated. Completed repairs take effect in the Final Activity Phase of the turn in which the repair points are produced. ONLY systems (boxes) destroyed prior to the start of a turn can be repaired during that turn.

(57.91) SUB–LIGHT GAME DAMAGE REPAIR COST CHART

Cost	System
5	Atomic Missile Launcher
6	Battery, Lab
10	Laser
20	APR, Bridge (any), sensor, scanner
30	impulse engine

Repaired missile launchers must still be reloaded using **(149.4)**. It is possible to perform repairs during a sub–light scenario (but not in the normal game) due to the different time scale.

(58.11) Seeking weapons may perform one HET during their entire existence on the board. On the impulse that the HET is performed, the weapon does not move but the owning player may change its facing to any other direction.

(58.34) SEGMENTED PLOTTING (Optional) In this alternative, players must use the 32–impulse chart at all times. Plot the ship's activities for the first eight impulses. At the end of impulse 4, plot the activities for impulses 9–12. At the end of impulse 8, plot 13–16, and so on. Thus, a player will always be plotted for 4–8 impulses in advance. Players may experiment with other combinations, such as 5–10, 15–30, 2–4, etc. Players fill out their Energy Allocation Forms at the end of impulse 28 of the previous turn. Use **(58.32)** to resolve any energy imbalance at the end of a turn.

(58.58) A ship suffering a BD cannot fire any weapons for one–fourth of a turn thereafter. ESG's are not considered weapons for this purpose. Stasis fields are considered weapons.

(58.581) (Optional) In the event of a breakdown, roll one die. If the result is a "1," the ship has begun "tumbling." Ships that are tumbling cannot fire weapons or take any other action; they are considered to be using EM. The ship cannot turn; it moves (sideways) in the direction it was facing before attempting the HET, but with the facing it had after the HET. At the end of that turn, it comes to stop with a speed of 0, and its final facing is determined by die roll during the Energy Allocation Phase of the next turn. Roll one die and score crew units killed AND points of internal damage equal to the result. (This is in addition to the damage from the BD itself. P/F are exempted from this extra damage.)

(58.59) In the event that a tug carrying pods suffers a breakdown, roll again for each pod. If the result is within the breakdown range (2–6 for a Fed tug), the pod has separated. Immediately apply one point of damage (directly by the DAC) to the tug and one to the pod for each unit of speed. The pod is detached from the tug and remains in that hex; the tug tumbles **(59.581)**. In the case of a Federation ship (which attaches the second pod to the first one), separation of the first pod means the loss of both. If a separated pod is manned, roll one die and score this number of crew casualties. Any seeking weapons targeted on the Tug accept the pod as their target. The pod does not tumble.

(59.4981) Add the following:

Klingon D6CV 100; Klingon D6PFT 200; Kzinti PFT (NT) 200.

(59.499) If a shuttle box containing a fighter armed with drones, photon torpedoes, or fusion beams is destroyed (by a hit from an enemy ship), the weapons explode, destroying one additional shuttle box and causing one additional hit to be scored randomly on the ship as a separate volley using **(7.51)**. If the additional shuttle box destroyed contains a shuttle armed with any of the above weapons, it also explodes and destroys one additional shuttle box and one random hit, and so on. Obviously, a carrier with a full strike loaded "on deck" that takes a shuttle hit is going to be in a lot of trouble. Note that the chain reaction can be stopped (or prevented from starting) by scoring shuttle hits on empty shuttle boxes, or on boxes holding shuttles that are not carrying weapons. This type of chain reaction can only happen if there are no shuttle boxes that are not filled with loaded fighters. As such, it will seldom occur in practice. However, the consequenes will encourage players to operate their Carriers within realistic restrictions.

(59.4991) Shuttles stored in separate shuttle bays (if the ship has more than one) will not detonate each other. Ships which have more than one shuttle bay are as follows:

2 shuttle bays: Gorn B, DN, CA, CL, HDD, DD, Tug; Hydran Hrsmn, Trvlr, PFT, MS; Romulan WH, P; BSF; WYN ACV; Lyran BC, DN, CA, CL, DD, FF, SC, PFT, MS, Klingon D6CV.

3 shuttle bays: Tholian BW; Hydran R, L, Paladin; Fed CV; BATSF.

6 shuttle bays: SB.

10 shuttle bays: SBF.

13 shuttle bays: Federation SBF.

Shuttle bays in a pod (any type) are always considered separate from the ship and other pods. In the case of hangar pods, the one extra random hit can only be scored on a system within that pod. Treat the pod as a separate ship for this purpose (only); move to the right on the DAC until an available system is found.

(59.4992) Most Klingon ships have drone racks mounted in the shuttle bays. Which racks these are is obvious from the SSD's. These racks will also explode in a chain reaction caused by exploding fighters and will cause fighters to explode. A loaded drone rack in the shuttle bay is treated exactly as a loaded fighter for this purpose. Klingon ships which have these racks are: D–7/6 (2), E/F–4/5 (1). These are "F" racks, and are already included in the ship's BPV. If "F" racks are installed in a ship, the possiblity of chain reaction is created. The B–10, C–8/9, and D–5 have separate racks.

(60.1) (typo) The speed of the III–F drone is 32. The endurance of the II–X drone is 4 turns.

(60.42) An ADD can be fired at fighters or shuttles, but if a hit is scored, a die must be rolled. The result is the number of damage points scored on the fighter. The ADD's warhead is extremely small, and a fighter, being much larger than a drone, can survive the damage it causes. The ADD warhead is too small to score even a single damage point on a ship.

(60.45) Ships operating in areas without drone–using enemies may load IS (or ISH or ISHF) drones in the ADD launcher. These are targeted by the ADD's computer, and can only be fired if the target is within six hexes of the firing ship. This ship can only fire one per turn.

(60.46) If a ship does not have lock–on, its ADD cannot fire.

(61.3) Full strength (16) overloaded photon torpedoes cause six points of damage to the facing shield of the firing ship. As with overloading disruptors, the ionized ether trail from the firing ship to the target (created by the passage of the torpedoes) conducts some of the blast back to the firing ship. As with overloaded disruptors, the effective

range may be considerably different from the actual range. If the weapon misses the target, there is no damage to the firing ship.

(62.4) Overloaded disruptors can be fired at range "0." A hit is automatic; the overloaded damage result is 10; two points of damage are scored on the facing shield of the firing ship.

(64.21) Star Fleet Intelligence has learned that some Klingon dreadnoughts have an ADD in a compartment at the base of the boom. This system can only operate or be hit when the boom is detached.

(65.5) A ship firing overloaded disruptor bolts with the aid of a ubitron interface module cannot fire at ranges greater than 8 hexes. The hit # is 5 at ranges 1–8 in this case.

(69.42) To add reinforcing energy to a web, the reinforcing ship must be adjacent to the web during any impulses in which power is added. No more than four units of energy may be added to a web as reinforcement during each impulse of a given turn. (If using the 20–impulse system, six units may be added. If using 10 impulses, 12 may be added. If using six impulses, 20 may be added.) The reinforcing energy is credited to web strength at the end of the impulse in which it is added. Maintenance is added in the same way. The owning player must designate and announce how much of the energy added on a given impulse is reinforcement, and how much is maintenance.

(69.51) The strength of a web will vary over time as more energy is added to it, and as it dissipates. Energy must be allocated at the start of the turn (or be reserve energy); any allocated but unused energy is lost.

For example, a web five hexes long might have a strength of three at the start of a turn. During that turn, a ship moves adjacent to it on impulse 4, and remains there for four impulses (since its speed does not require it to move for that many impulses). During that period of time, 16 energy factors could be added. Thus, the web had 15 energy points at the start of the turn and now (end of impulse 7) has 31. The strength of a web at this time is six. Later (impulse 9), a second ship moves by and spends two impulses adjacent to the web. It adds only six factors of energy (it can't spare more), bringing the web to 37 (strength seven) at the end of impulse 10. A fast–moving enemy ship enters the web on impulse 12 and is trapped. It is moving at a speed of 24, so it will take it until impulse 22 to have expended seven movement points (equal to the strength of the web). During that time, other Tholian ships arrive and add more power. The original reinforcing ship returns on impulse 14 and stays by the web, but it has only nine units of power to add (46, strength nine at the end of impulse 16). A BW arrives on impulse 20. The enemy will be free on impulse 24 unless more energy is added. The BW adds four units on impulse 20, making the total 50 (strength 10, escape on impulse 26). It then adds four units on impulse 21 (54, still strength 10, still excapes on 26). The BW then adds three units (the last it can, due to power limits) on impulse 22. Total is now 57, and strength is 11. The enemy ship will escape the web on impulse 27 unless another ship arrives to add more power to the web.

(69.52) The Tholians continued work on their web technology. By Y160, they had made improvements that resulted in a more efficient method of adding energy to their webs. In scenarios after that time, the strength of the web is equal to 1.5 times the strength calculated in **(69.5)**.

(69.53) The Tholians made another breakthough in Y175. After that time, the strength of the web is double that calculated in **(69.5)**.

(69.54) The maximum strength of a web is 35. It cannot be reinforced above this strength. This rule supercedes **(133.2)**.

(70.1) The stasis field generator on the D–7 replaced the three forward phasers. All three of these boxes must be destroyed before the SFG is destroyed, but there is only a single SFG. The two SFG's on the B–10 and the one of the D–5A are each represented by a single box, and are destroyed on phaser hits.

(70.2) A ship generating a stasis field can drop the field during any impulse.

(71.2) (clarification and revision) In the event that a tractor capture is established between two opposing ships, the captured ship may, but is not required to, attempt to break the tractor. This can be done by applying power to "negate tractor beam" as in **(71.5C)**. If the tractor beam is not broken, and if both ships have allocated power to movement, the following procedure is used:

A–Convert the movement (speed) of both ships into energy points.
B–Subtract the smaller amount from the larger.
C–The ship with the larger amount controls movement during the turn. However, that movement is at the combined cost of the two ships.

For example, a Klingon F5 tractors a Federation DN. The DN does not apply power to negate tractor beam. Both apply sufficient power to move 10 hexes. This is converted into energy points (15 for the DN, 5 for the F5). The difference is 10. The DN controls movement, but the 10 points of power will only move the combined mass of the two ships (1–1/2 + 1/2) five hexes. If the F5 released the tractor beam (at any point) the two ships would instantly revert to the speed determined by their original energy allotment.

(71.61) An enemy shuttlecraft or fighter held in a tractor beam and already in the same hex as the tractoring ship can be pulled into the tractoring ship's shuttle bay (if an unoccupied one exists). This counts as the one "rotation" allowed per turn.

(71.611) If the shuttle has not fired its phasers, disruptors, or fusion beams previously in that turn, it can fire them

inside the shuttle bay. Range is assumed to be zero, with half of the hits (round up) scored on shuttle boxes (if available), and the remainder as internal damage. Drones, plasma torpedoes, and photon torpedoes fired inside a hangar bay automatically hit (all counted as internal); but the fighter and the box it occupies is destroyed in the backblast. A captured fighter/shuttle could fire every turn until destroyed.

(71.612) At the end of each turn that any uncaptured enemy shuttle is in the shuttle bay, boarding parties belonging to the ship can attempt to capture it. One or two boarding parties can make the attempt. These boarding parties can participate in no other actions on that turn, and can only make one attempt each. Roll one die for each attempt, with a die roll of 1–5 indicating capture of a fighter, and 1–4 indicating capture of an admin shuttle. Any other result is "no effect."

If there are boarding parties on board the shuttle (friendly to the shuttle, not the ship), they may "board" the ship, in which case this procedure is ignored, and the boarding action resolved normally. If these boarding parties do not board the enemy ship, then modify the die roll against their shuttle by +1. A captured shuttle could be ejected at the start of any subsequent turn. This requires one tractor beam.

(71.7) While a ship could not tow a base with a tractor beam, it could establish one, and use it to pull itself to the base at a speed of one hex per turn.

(73.5) FIRING WEAPONS THROUGH AN ATMOSPHERE (Supercedes old)

Firing weapons through an atmosphere degrades their performance. The specific effect depends on the weapon. The atmosphere of a small planet counts as one hex of atmosphere for this purpose. For gas giants, count each hex of atmosphere between the firing ship and the target, including (if appropriate) the hex occupied by the firing ship and the target. (The outer ring of hexes of a gas giant is considered "atmosphere", so a ship would "land" on the next hex in, which would count as a "hex" of atmosphere in addition to the one hex of the outer ring.) These restrictions apply to weapons fired "up" from the surface, "down" from space, and from one atmosphere hex to another. Two ships in the same atmosphere hex are treated as being at a range of 1, and weapons fire is considered to be through one hex of atmosphere.

(73.51) For phasers and fusion beams, add one to the die roll for each hex of atmosphere.

(73.52) For photon torpedoes, hellbores, maulers, and anti–matter probes, reduce the strength by 25% (of the original strength) for each hex of atmosphere.

(73.53) Disruptor bolts lose one point of warhead strength for each hex of atmosphere.

(73.54) Plasma torpedoes and T/R beams count each hex of atmosphere as five hexes for range purposes.

(73.55) Drones must enter an atmosphere using the shuttlecraft rules, but they count each turn in an atmosphere as one–half turn for purposes of their duration.

(73.56) Expanding sphere generators and stasis field generators do not function through an atmosphere.

(73.57) Self–destruction explosions do not extend through an atmosphere.

(82.4) (Correction) Lyran starbases are the same as Klingon starbases except that they have ESG's instead of drone racks.

(82.7) The repair boxes on ships or bases are destroyed on cargo or hull hits. They cannot be used, during a scenario, to repair the base or ship itself.

(82.8) Because of the extremely long range of the weapons mounted on a starbase, the limited size of the map gives an advantage to ships attacking. Use the following procedure to resolve this. (The same procedure should be used to attack base stations and battle stations.)

First, determine the maximum range of the starbase's weapons. This will usually be the 100–hex range of the P–IV's.

Second, have the attacking player designate the direction his ships are approaching from (it will be to his advantage if all approach from the same direction, but it is up to him), and the range at which they will start their approach. This range must be greater than the maximum weapons range.

Play a number of turns in which the attacking ships approach the starbase. During these turns the attacking ships are not placed on the board, but their distance to the starbase (which is directly reduced by their movement) is recorded. They do complete the Energy Allocation Form. Weaons fire can be resolved using this range. When the range from attacking ships to the starbase is less than that from the starbase to the edge of the map, the attacking ships are placed on the map.

Example: A Klingon D–7 is attacking a Federation starbase. The starbase is in hex 2217; the D–7 is approaching from direction A. The D–7 begins its approach from a range of 120 with a speed of 23. At the end of the first turn, the distance has been reduced to 97 hexes. At this range, the P–IV's can be fired, and they are.

On the second turn, the Klingon ship increases speed to 28. The distance at the end of the turn is 71 (97 – 28 + 71). Note that the Klingon Player adjusted his speed to place his ship just outside the next column on the phaser IV table. On the third turn the speed is reduced to 21 (to save power for other purposes), giving a range of 50 at the end of the turn. At this point the ship's P–II's are within their extreme range, and begin firing. On the fourth turn the Klingon ship slows drastically to a speed of nine, resulting in a final range of 41 (again, just outside

of the next more effective column).

On turn 5, the Klingon ship speeds up to 15, resulting in a final distance of 26. The disruptors are now in range, and they begin firing. Adjusting his speed to 12 on turn 6, the Klingon ship is now at range 14; at which point it is on the map. The Klingon player places his ship in hex 1805 (which is 14 hexes from the starbase).

Players who are willing to tolerate the paperwork could fire seeking weapons at these off–map ranges, and even stop completely to trade long–range fire at a given range. Players might also obtain hex paper and extend the map in the direction of the approaching ships. A piece a few inches wide and three feet long would be adequate. Also, when seeking weapons or defending ships are involved, the last movement impulses of the ship during its arrival turn should be spent actually moving the counter on the map.

(82.9) To convert starbases from the Federation type shown to those of other races, change the photon torpedoes as per **(44.52).**

(83.0) Kzinti Q–ships were considerably different before the advent of fighters. To change to the old type, replace each pair of fighters with 1 Disr + 2 APR. All Orion Q–ships have 12 crew (including 14 boarding parties).

(83.0) (Correction) Lyran Q–ships are the same as Klingon Q–ships except that they have ESG's instead of drone racks.

(84.2) It costs two BPV points to convert a shuttle box to an F drone rack. It costs four BPV points to add an F drone rack without losing a shuttle box. In this rule, the "F" refers to a type F rack, not a rack capable of firing "fast" drones. Any rack can fire fast drones. A scrambler can be installed for a cost of 5 points. Tow pads for P/F's can be installed on tractor beams for one point each. PFT's have these included in their BPV.

(98.3) If a ship is captured by the enemy, certain adjustments are made. The friendly ships in that scenario are designnated as an "advantaged fleet." This advantaged fleet must participate in the next round as a fleet in one specific scenario, except that two ships may have been added to the fleet. (If the fleet included at least three ships at the end of the scenario in which an enemy ship was captured, one of these ships could be transferred out of the fleet.) The capturing player has two choices as to how to use his advantage in that scenario. Only one "advantaged fleet" can be created for each scenario of a given round in which one or more enemy ship was captured. Since each round has fewer scenarios than the last, if every scenario in a given round results in the capture of an enemy ship, some "advantaged fleets" will have to be broken up.

(98.31) ADVANTAGE OPTION #1: On the first turn that weapons are fired by the advantaged fleet, every fourth hit scored will count as an internal hit, not a shield hit. The captured ship is removed from the game, and not used in that scenario. If you are already using **(29.0)**, count the fourth and fifth hits out of each five as internals.

(98.32) ADVANTAGE OPTION #2: The captured ship is used to "infiltrate" the enemy fleet. The non–advantaged player sets up his ships in any hex not within 10 hexes of a map edge. All must be facing the same direction at the same speed (less than 10), and can have all weapons armed . The advantaged player then sets up his ships. The captured ship (which is fully operational – it can fire its weapons – within the limits of repairs made by damage control) is placed adjacent to one enemy ship. The other ships of the advantaged fleet are placed in any hexes not within three hexes of an enemy ship. All ships of the advantaged fleet can have all weapons armed and can be placed with any facing at any speed less than 10. The scenario then begins, with the first impulse representing the instant at which the non–advantaged fleet discovered the trick. The non–advantaged fleet may not fire weapons during the first impulse.

(105.2) The power required to operate the ship's PA panels varies with the ship type, as follows:

SHIP TYPE	NORMAL	REINFORCED	SHIELD CLASS
Dominator	10	18	2
Intruder	6	10	3
Terminator	4	6	4
Cobra, Courier	4	6	4

(105.21) Shield classes are listed for Andromedan ships (even though they don't have shields) for those rules (e.g. life support cost) which use shield class as a measure of size.

(106.5) Type F plasma torpedoes can be reloaded by ships or P/F (not fighters) which carry them. To recharge a type F, the stasis box must be empty. Recharging costs one energy point on the first turn, one on the second, and three on the third. It can be fired on the third turn or held indefinitely. Sparrowhawk–B's and Romulan starbases may recharge the holding boxes in their hangar bays by this method, and later transfer the torpedoes to fighters.

(109.6) The maximum range of an overloaded fusion beam is 8 hexes.

(109.7) Fusion beams may operate as "suicide overloads." In this mode, seven units of energy are used to charge the beam. When fired, the beam scores double the damage points shown on the chart. The beam is destroyed when fired in this manner, and one additional point of internal damage is scored on the firing ship using **(7.51).** The maximum range is 8 hexes. Stingers cannot fire their beams in this manner.

(XV.6) A fighter may accelerate by up to one–half of its maximum movement (round up) at the start of a given turn (up to its maximum speed). It may decelerate by any amount.

(XV.9) A crippled shuttle/fighter may still fire weapons with an RA firing arc, but not a 360° arc.

(112.5) The Spider–II cannot lay web or fire its disruptor overloaded.

(113.43) The I-S Drone (including the I-SH and I-SHF and those in MW) are designed for use against fighters. If they are fired at ships, their warhead strength is only 2 damage points. (The warhead is the same, but a hit on a fighter is not the same as a hit on a ship.) Hits on P/F score 4 damage points.

(113.44) I-SHF drones have a speed of 32, but a range of only 12 hexes.

(117.3) An overloaded P–I can be fired as a gatling phaser by X–ships only.

(118.11) If both players agree, the "6' result can be considered the same as the "5" result.

(118.52) The X–Ranger can fire its fusion beams every turn. The X–Dragoon can load its hellbores in one turn (six points of energy), but they cannot be held.

(119.213) One unit of power must be expended for the one working tractor beam to keep ships inside the dock. This unit of power is in addition to power applied to other tractor beams to bring additional ships into the dock. This requirement also applies to starbases.

(119.217) (Supercedes old) Six pseudo–fighters are equal to one "smaller ship," 10 to a "larger ship." P/F's attached to a ship do not count for space.

Kzinti: 1 SCS or as stated.
Lyran: 1 DN or
1 BC/CA/CL + 1 smaller ship or
2 smaller ships
Gorn: 1 DN or as stated.
Hydran: 1 DN or as stated.

Federation CV is considered to be "DN size." Klingon D5, Federation NCL or GSC, Kzinti WC or PFT, Gorn HDD, Romulan Sparrowhawk, and Hydran Horseman/Traveler are considered "CA size." Klingon E3 or G–2; Hydran Hunter, Scout, Cuirassier, PFT or MS; WYN Aux C or Aux CV; Civilian Free Trader, Priority Transport, and Federation Express are considered "smaller ships." One "smaller ship" and four P/F are equivalent to one CA sized ship. The Klingon B–10 won't fit in an FRD or starbase. Each of the six "pods" on a starbase will hold any of the above legal combinations plus one "CA sized" ship. The tractor used to hold ships in a pod must be in that pod. A ship docking at a starbase may do so in any pod. A ship undocking from a starbase may leave in any direction.

(119.224) One point of damage to a shuttle/fighter can be repaired for 1/2 of a repair point. Four fighters are equal to one P/F for docking purposes. The limitations is not based on size but on tie–down points.

Add to the chart: Hellbore 15, ESG 15.

(122.2) After Y178, the Warhawk can reload its F plasma torpedoes.

(125.11) When using the optional weapons mounts, the specific weapon selected is revealed when it is first fired or damaged. It cannot be changed during a scenario.

(125.12) The type F plasma torpedo may be selected for optional weapon mounts. It can be reloaded using **(106.5)**. Optional mounts could hold two large mines (or four small mines, or a combination).

(127.45) The new Andromedan Dominator also has a hangar and satellite ships. These operate exactly as do those on the Intruder class. The term "main ship" will be used to refer to any Andromedan ship with a hangar and SS.

(127.46) If a satellite ship in the hangar explodes as a result of self–destruction or final explosion **(35.5)**, calculate the total force **(35.3)**. This amount is applied to any power absorbers of the Intruder and any other SS in the hangar. (Even though PA panels face outward, the hangars are designed to dump their energy to the panels by special conduits.) Any such power that cannot be absorbed is treated as internal hits against the Intruder or other SS in the hangar. If this results in the destruction of the Intruder, then add the total explosion force of the exploded SS into the equation **(35.3)**. SS in the hangar can attempt to escape an exploding ship by **(59.7)** and would be placed on the board by the displacement procedure.

(127.47) SS in the hangar may expend energy for life support, but are not required to do so.

(140.0) In **(93.0)**, the player is the defender if his ship is a CL or larger, the attacker if DD or smaller.

(141.0) A BATS would have 6 P/F or 12 fighters. Combinations of fighters and P/F are possible. Complete revised Orders of Battle for Y95, Y165, and Y180 will be published in a future issue of NEXUS magazine.

(145.7) If overloaded, hellbores can be fired at a range of 0. The hit number is 11, and the overloaded base damage is 30. The firing ship scores one point of damage to each of its own shields.

(148.1) Ships smaller than a frigate or police cruiser cannot carry an ESG. Fighters, shuttles, P/F's, and seeking weapons cannot carry an ESG.

(148.4) The sphere moves with the ship; it does not remain stationary.

(148.51) The sphere will automatically set off mines. The strength of the mine will be applied to the sphere. Any remaining strength will be applied to the shield of the ship facing the mine, regardless of the radius of the sphere.

(148.55) The spheres created by ESG's on two different Lyran ships cannot overlap or be contained within each other. Two ships in the same hex could not both use ESG on the same turn. Zero–radius spheres protect everything in that hex (within their limits) but enemy objects (ships, drones, etc) within that hex take damage from the ESG. If the spheres created by the ESG's of two ships occupy the same hex(es), the spheres will damage each other.

(148.56) Cloaked ships are affected by the sphere as if they were not cloaked.

(148.57) Self–destruction (explosion) blast effects ignore ESG.

(148.58) The damage caused by the expanding spheres is scored during the Impulse Activity Segment as a separate volley.

(148.7) Hellbores are affected by ESG. Reduce the base strength of the hellbore by the strength of the field, and reduce the field's strength accordingly.

(149.15) An "F" rack can be traded for a B, C, D, E, or G rack for the same cost as trading an A rack.

(149.16) The "G" rack can carry four spaces of drones, and it is equipped with targeting radar for anti–drones. Each anti–drone takes 1/2 space. The rack can carry a mixture of types and fire any one drone loaded on it per turn. If fired in the anti–drone mode, it cannot fire normal drones that turn, but can fire one anti–drone per impulse. The decision as to which mode to use is made the first time (each turn) it is fired. Many ships were converted to use this type of rack during the General War. For example, Federation ships needed anti–drones on the Klingon front but these systems were all but useless on the Romulan front. Klingon ships needed anti–drones on the Kzinti front but needed extra drones on the Hydran front. Most drone–equipped Aegis ships eventually had this type of rack.

(149.25) Damage to SP and MW drones before separation does not affect the drones released.

(149.4) Drone racks (including ADD) can be reloaded. A ship is presumed to have one "reloading crew" for every pair of racks (round fractions up). Each crew can load four spaces of drones per turn (into any rack or racks), but any rack being reloaded cannot fire on that turn. It is presumed that all ships have one set of reloads (equal to the number of spaces on their racks) available. P/F cannot reload drones. ADD and IS are 1/2 space each.

(149.5) Drones which have received 3/4 of the damage required to destroy them (or more) are crippled. They move at 1/2 of their normal speed, effective immediately.

(150.15) Admin shuttles can carry one chaff pod each.

(150.52) Add the following:

+ 50%	Super–intelligent computer
5	Change A or F rack to G
4	Change ADD to G rack
3	Overload fusion or hellbore (per weapon)
1	Mechanical linkage (to tow P/F) added to one tractor beam

(150.601) Note that the following additional scouts have been added to the game: Lyran scout: Gorn scout: Romulan Sparrowhawk–C (Owl), Skyhawk–F, Scout Eagle, and KF5RS; Federation NSC.

(150.602) Scout versions of pseudo–fighters have been added to the game. These cannot function as a scout for purposes of fleet engagements **(150.62)**. In many cases, one P/F per flotilla is a scout version.

(150.603) Pseudo–fighter tenders are provided for the Klingons, Kzintis, Lyrans, Hydrans, Gorns, Tholians and Romlans. All of these types can function as a scout for all purposes. Late in the general war, as casualties among the valuable scouts soared, P/F tenders took over most fleet scouting roles. Note that Romulan Owls have tractor beams to tow pseudo–fighters; most were changed to the "E" variant by the war's end.

(150.604) If a scout's special sensors replace other boxes (e.g. the Fed SC has special sensors in place of torpedoes and phasers), the sensors are destroyed on those hits. If the scout has "built in" special sensors (e.g. Fed GSC), they are destroyed on phaser hits.

(150.63) Scouts cannot "go wild."

(150.66) Scouts have an increased capability to map minefields. See **(181.433)**.

(151.3) The E–3 is extremely nimble. Extremely nimble ships add two to the die roll for **(151.4)**. The terms "nimble" and "extremely nimble" are interchangeable.

(151.4) QUICK REVERSE: Ships may attempt to reverse direction without paying the full braking energy cost. If doing so, the ship rolls a die in the Impulse Activity Segment of the impulse during which direction is reversed. If the die roll is less than or equal to the shortage (of braking energy), the ship suffers a breakdown. Note that reversing direction does not change facing.

(153.1) Add the following (poor crew):

Add one to the die roll for quick reverse **(151.4)**.
The effective range for detecting mines is two hexes more than the actual range.

(153.2) Add the following (outstanding crew):

Subtract one from the die roll for quick reverse **(151.4)**.
The effective range for detecting mines is two hexes less than the actual range.

(156.74) While the mechanical links are combined with the Tractor beams, the tractors can still operate with a P/F in the linkage.

(157.13) The Fed CV has three bays.
#1, rear 6 boxes, SWAC and admin shuttles.
#2, left 11 boxes, 6 F–14 and 5 A–10.
#3, right 11 boxes, 6 F–14 and 5 A–10.

(158.2) The phaser–III's on the E–3 are destroyed on separate hits. Players should add two boxes to the SSD when using this ship.

(164.1) A Romulan carrier group consists of one SpH–A, one SpH–B, one SkH–B, and one SkH–E.

(166.4) A Gorn P/F flotilla consists of six Pterodactyls with a DD as flotilla leader. Tholian flotillas consist of six Arachnids with a PC as flotilla leader. Romulan flotillas consist of six (not four) P/F with a KF5R, KE4R, Skyhawk, or Sparrowhawk as flotilla leader.

CORRECTIONS TO EXPANSION #2 SSD SHEETS

–the shaded boxes on the Kzinti P–5 transport pod do not function when the pod is attached to the tug.
–The firing arcs for the P–III's on the Kzinti Needle are LS and RS.
–The movement cost of the KF5R is 1/2, not 1.
–The labels on shields #5 and #6 of the Hydran Hunter are reversed.
–The #6 shield on the Kzinti tug should have 20 boxes.
–The #4 shield on the Gorn DN should have 36 boxes.
–The Romulan WH and MS are shield class 3; ignore the **
–Klingon D6/7 and F5 booms are +, not *

XXVIII NEW RULES

(175.0) ENVELOPING PLASMA TORPEDOES (Graeme Cree)

The Romulans have developed this weapon, which seems to have some things in common with the hellbore, but works along different lines. It is also used by the Gorns. The weapon was first seen in Y102.

(175.1) The Enveloping Plasma Torpedo (EPT) can be fired by Romulan and Gorn ships instead of their regular plasma torpedoes, but from the same launcher. There are G, G–II, and R type EPT's, but no type "F" EPT's have been deployed. A ship loading a plasma torpedo must specify on the final turn of arming whether it will be fired as a normal or enveloping type.

(175.2) The weapon is armed, fired, and operated in the same manner as a standard plasma torpedo, except that it requires eight units of energy on the final turn of arming, which is the turn of launch. The warhead strength is double that shown on the appropriate chart. It cannot be held.

(175.3) Upon reaching its target, the EPT "envelopes" it and implodes, causing damage to all six shields equally. Divide the warhead strength by six. Round fractions of 1/2 or more up, others down. This is the number of damage points that are immediately applied to all shields. EPT's strike before all other weapons, and are treated as a separate "volley." Penetrating hits from all six shields are resolved internally as a single volley due to the near simultaneity of the implosion. In this case ignore the "directional" restriction for phaser hits. If an EPT hits an Andromedan ship, the strength is divided equally between the front and rear PA panels.

(175.4) Any general reinforcement allocated by the target ship is subtracted from the weapon's warhead strength before it is divided.

(175.5) "X" class ships can arm this type of torpedo in a single turn using the procedures of **(118.3)**, at an energy cost of 15 units. These would be G–II torpedoes.

(176.0) AEGIS FIRE CONTROL SYSTEM

Faced with vastly improved drones, many ships were converted to use this fire control system for drone defense after Y175. Many Aegis ships had "G" drone racks.

(176.1) Procedure: Unlike normal combat, when all fire during an Impulse must be designated before any of it is conducted, the Aegis fire control system can fire weapons individually, judge the results, and then fire more. Under the normal rules, a ship would have to designate which weapons would be fired during the current impulse before any were fired. If the first one destroyed the drone, the others would be fired uselessly. If only a single weapon was fired and it missed, the results could be catastrophic. With Aegis fire control, a ship can, during a single impulse, fire a weapon, judge the results, and then fire other weapons or shift its attention to other targets. Up to four separate "firings" could be conducted during a single impulse, rather than just one per target, as is the normal procedure.

(176.2) All Aegis fire must be at drones, plasma torpedoes, fighters, or shuttles within six hexes of the ship.

(176.3) The following ships are equipped with Aegis: Klingon E–4A and E–3A, Kzinti AF, Federation DE and NECL, Romulan Skyhawk–E, Lyran AF, and Hydran Aegis Hunter. The Klingon D5 has a limited Aegis rig that can fire twice per impulse, but it only controls the ADD and P–III boxes. All X–ships have Aegis.

(176.4) Ships with Aegis have a limited ability to determine the type of incoming drone without using the lab procedure. They may make six "attempts" per turn, each directed at a specific individual drone. The chance of success is determined from the following table:

Range	Chance of Success
0–3	automatic
4	1–4
5	1–3
6	1
7	not allowed

Successive attempts may be made at the same or different drones. If made at the same drone as the immediately previous attempt, reduce the die roll by one.

(176.5) Note that a given ADD launcher cannot be fired more than once per impulse (even with Aegis), but different racks could be used.

(177.0) THE WYN RADIATION ZONE

Ships penetrating the WYN radiation zone (e.g. attacking the WYN cluster) suffer from the effects of the radiation during the first few turns of such scenarios.

(177.1) Engine power is reduced as follows: (Round fractions of .5 or more up)

Turns 1–4 each warp engine box produces only 0.5 units of power.
Turns 5–6 each warp engine box produces only 0.75 units of power.
Turns 7 and later, the engines operate normally.

(177.2) A ships sensor rating is reduced as follows:

Turns 1–3 maximum of 2.
Turns 4–6 maximum of 3.
Turns 7–8 maximum of 4.
Turn 9 maximum of 5.
Turn 10 and later, normal.

Each ship rolls for lock–on at the time it wishes to fire. Each ship may make only three such attempts per turn. Note that the maximums are unaffected by application of ECCM power.

(177.3) Ships emerging from the WYN radiation zone (such as Orion pirates returning from trading missions) also suffer the effects of the radiation.

(177.4) Ships entering the WYN radiation zone are expecting combat immediately (its the only chance the WYN's have to defeat them) and may have all weapons armed.

(178.0) ECM DRONES (Mike Thompson)

The Klingons and Kzintis used a modified type III drone that carried an ECM generating transmitter instead of a warhead.

(178.1) When launched, the drone tries to follow the ship that launched it (or another one designated by the firing ship) but will never actually hit it. If it enters the hex of its "target," it will continue to follow it and will not leave the hex occupied by its target.

(178.2) An ECM drone generates three points of ECM for six turns, but only when in the hex of its target. The operating life of six turns begins when the ECM drone is launched. Even if the drone ceases to operate temporarily because it has not remained in the same hex as its designated "target,' it will cease operating exactly six turns from launch.

(178.21) (optional) The ECM produced by the drone is fully effective for a distance of 10 hexes and has a strength of 2 out to 15 hexes and a strength of 1 out to 20 hexes.

(178.3) An ECM drone can be used to "escort" other drones. If it travels in the same hex with them, all attempts to "lock–onto" the ECM drone or the escorted drones must be adjusted by this ECM.

(179.0) CHANGING SPEED IN MID–TURN (Experimental)

Players wishing to experiment with changing speed in mid–turn may use this system. Ships, fighters, shuttles, and pseudo–fighters may use this procedure. Seeking weapons may not.

(179.1) The change of speed must be indicated on the Energy Form during the Energy Allocation Phase. Designate the number of impulses that the ship will move at a given speed; then (by consulting the impulse chart) designate the number of impulses that the ship will move at a different speed.

For example, a player wants to move at a speed of eight during the early part of the turn so that he will have a firing opportunity in the first few impulses. Thereafter, he wants to move at 18 hexes per turn to evade retaliation. He indicates on his plot that he will move at the lower speed until impulse #9 (at which time he will have moved two hexes). Beginning with impulse #10, he will move at 18 hexes per turn, at which point there are 13 impulses/hexes of speed 18 movement remaining. During the entire turn he will cover 15 hexes.

(179.2) The energy cost of moving for that turn is equal to the total number of hexes moved (as adjusted by the movement cost of the ship).

(179.3) The total adjustment in speed, as well as each partial adjustment, must be within the limits for acceleration and deceleration. In the above example, if the ship had been moving at a speed of 12, it would have to slow down to 8 and then speed up to 18. The deceleration from 12 to 8, the acceleration from 8 to 18, and the acceleration from 12 to 18 must all be within the limits of the given ship. Exception: positron flywheel **(34.4)**.

(179.4) A player could change speed several times and even reverse direction assuming that he is willing to tolerate the mathematics.

(180.0) P/F TENDER RULES

Pseudo-Fighter tenders (PFT) are designed to operate with, or independently of, the main fleets. They provide living quarters for the P/F crews, lab facilities, repair capability, and long-range sensors to detect potential targets. In effect, they operate much as carriers do. Note that, while all P/F using races have "special" PFT ships, the Kzinti SCS and Lyran Lion/Wildcat are also considered PFT's for these rules. Except for **(180.1)**.

(180.1) All PFT have special sensors and can perform scout functions **(150.6)** except "going wild."

(180.2) PFT have tractor beams and couplings for towing P/F's. P/F's are "landed" into these couplings by the same rules as recovering shuttles **(59.3)**. Note that a PFT could tow one flotilla in its couplings and another by tractor, but it could not do this for very far and, in practice, would only do so if P/F's were "orphaned" when another PFT was destroyed.

(180.3) All PFT have some repair capability for their P/F's. Note that some, such as the Kzinti Needle Tender, take P/F's into internal bays for repair, while others, such as the Gorn PFT, can perform repairs to P/F's that are docked at certain couplings. A PFT cannot use this repair capability on itself or any other ship during a scenario.

(180.31) Docking a P/F internally (as on the D6PFT, Orion Sal, or Kzinti NT or SCS, as opposed to the collapsible repair bays used by Romulan, Gorn, Tholian, and Lyran ships) is done using the docking procedures **(119.21)**. Energy must be allocated to tractors to dock or undock but not to keep the P/F in the bay.

(180.32) Collapsible repair bays are erected around P/F already attached to specific linkages. They can be erected or dismantled during any turn, but the P/F cannot be attached or detached to that linkage on the turn the collapsible bay is erected or dismantled. Repairs cannot be made during the turn the bay is erected or dismantled.

(180.33) P/F's can be shifted between couplings by having them release and re–attach by the normal procedures.

(181.0) MINE WARFARE

By the time of the General War, minefields covered many key area, and mine warfare became a life and death artform. Every fleet fielded minesweepers of various types, and all warships were trained in minesweeping. These rules will expand upon the existing rules on Mines **(42.0)**, transporter Bombs **(110.0)**, and Minesweeping **(122.3)**.

(181.1) TYPES OF MINES

Mines can be grouped into categories by size, type, and method of control.

(181.11) SIZE

Mines are produced in two sizes, generally referred to as small and large. Large mines are the NSM type; small mines are used as (and called) transporter bombs.

(181.12) TYPE

There are three basic types of mines: Explosive, captor, and sensor.

The two mines used previously are both explosive types. A large mine has a yield of 35 damage points, a small mine has a yield of 10.

Captor mines are loaded with weapons, which are fired immediately at the object that triggered them. The specific sub–types of captor Mines are shown on the chart below.

Sub–Type	Large	Small	Users
A	6 Drones	2 Drones	Kl, Kz, Fed, WYN
B	3 Plas–F	1 Plas–F	Gorn, Rom
C	3 Disr	1 Disr	Kl, Th, Ly, Kz, WYN
D	3 Phas–I	1 Phas–I	All
E	3 Hellbr	1 Hellbr	Hydran
F	3 Photon	1 Photon	Fed

Type A, B, E, and F mines can only fire each of their weapons one time during the game. They can fire one weapon per turn except when firing in retaliation to attack **(181.54)**. They can only be reloaded by special tenders. Type C and D mines can fire their weapons once per turn.

No mine can fire overloaded weapons.

Sensor mines do not explode or fire weapons. However, they can detect enemy units and trigger other mines, usually captor mines, directing them to fire on specific targets.

(181.13) METHOD OF CONTROL

Mines may be controlled (ordered to trigger) in one of three ways: automatic, command, or chain.

Both types of mines previously introduced are automatic. They trigger when an enemy unit enters their detection range, which is one hex. Detection ranges up to six hexes can be specified, but they would be of little use of explosive mines. Captor and sensor mines often have detection ranges of six.

Command controlled mines are used only around bases (of various types). They trigger when they receive commands by sub-space to do so. Note that command controlled mines can be triggered by commands received from sensor mines.

Chain controlled mines are used only on remote border areas away from control stations. Chain controlled mines trigger when they detect another mine detonating or being destroyed within a set distance. In effect, chain mines are automatics that trigger as a result of a different stimuli than a ship entering their detection range. There is a disadvantage to these, in that sweeping the mines controlling the chain can render it useless.

Sensor mines may be deployed in an inactive mode, waiting for a chain command to order them to activate. Once active, they operate as automatic mines, except that they do not explode, they direct other mines to explode or fire. The specific action to be taken by a sensor mine when it detects an enemy ship entering its detection range must be programmed into its computer circuits. To reflect this, these actions must be written before the scenario is begun.

One critical difference in these types is in the difficulty in detecting them. It is virtually impossible to detect chain and command controlled mines as they emit no energy. Automatic mines emit a weak sensor field to detect enemy units.

(181.2) TRIGGERING MINES

Mines can be triggered in a variety of ways, and when triggered they carry out specific orders.

(181.21) Automatic mines are set to trigger when they detect an enemy ship entering their detection range. All automatic mines are neutral and will trigger on a friendly ship, should one set if off. They can be set to trigger only for units of certain sizes.

For example, it would be wasteful for a large mine to detonate when a fighter approached, but if it did not the fighter might detect and destroy it. Thus, it is common for large mines to be surrounded by belts of small mines. (This is one common system of minefield design. It is not the only system.) The large mine is set to detonate only when a ship the size of a Pseudo-Fighter or larger enters its range. The small mines are set to detonate only when fighters/shuttles enter their detection range. Thus, a cruiser could not "steamroller" the small mines (by moving slowly enough that it can reinforce its front shield to resist the blast), and fighters cannot trigger mines that would "overkill" them.

This "trigger size" is set by the player laying out the minefield. It can be set in any manner, and not all mines need be set the same. A mine could be set for objects as small as drones. A mine could be set for a range of objects (bigger than drones but smaller than cruisers), or for everything except a range (dreadnoughts and larger plus destroyers and smaller but not cruisers). Size is determined by shield class, with drones, shuttles, and P/F (in ascending order) being the smallest three classes.

(181.22) Command mines can only be used around bases. They must be placed within 50 hexes of the controlling installation. Many starbases are surrounded by deep belts of automatic mines, while narrow corridors of command controlled mines allow friendly shipping to enter. Most starbases use large numbers of controlled captor mines for additional firepower.

(181.23) Chain mines are set to trigger when they detect the detonation of a nearby explosive mine. This could be a specific mine, or any one of a group. Players may specify how near and how large an explosion must be to trigger the mine or which specific mine must explode. Note that, should a mine be "swept," it will not explode and the chain mines will not detonate. The maximum detection range is 20 hexes.

The example, a large explosive mine (the NSM from **(42.0)**) is set in hex 1010 with an automatic detonator. Additional large explosive mines (with chain detonators set to detect a 35 point explosion two hexes away) are placed in hexes 0911, 0910, 1009, and 1011. A ship moving into hex 0810 would not detect or be attacked by the chain mines since they emit no energy and have not detected the explosion that would trigger them. The ship enters hex 0910 and attempts to "sweep" the mine in hex 1010. The failure results in the mine in 1010 detonating (damaging the ship). The other mines detect this explosion and also detonate mines severely damaging the ship. To add insult to injury, a captor mine (with a chain detonator) in hex 1212 detects the explosions and fires a plasma torpedo at the ship. While a ship encountering such a minefield is going to have its problems, minefields of this strength obviously cannot be emplaced everywhere.

(181.231) Chain mines can also be set to trigger if a given mine (or one of several given mines) is destroyed (even if by sweeping) but this requires the specific triggering mine to broadcast a continuous signal that will reveal the existence of chain mines. This is generally known as a "dead man" switch (i.e. it only operates when it is turned off). It can be connected to several mines.

(181.3) MINEFIELDS

A properly constructed minefield can delay or completely stop the movement of enemy ships. Many campaigns have hinged upon one or more enemy ships being crippled by a mine and forced to retire to a starbase.

Minefields will normally consist of several types of mines. The main belt will consist of large automatic explosive mines, possibly surrounded by small automatic explosive mines to keep fighters away. A solid belt of large mines is unlikely, but most minefields include a double belt of small mines to stop fighters from penetrating.

Captor mines are usually employed outside of the main belt. Many are placed inside the belt to "defend" it against minesweepers, but some are placed outside of it (with chain controls) to fire back into the belt, trapping enemy ships between seeking weapons and the mines. On frontier areas, sensor mines are placed in a belt behind the minefield, controlling nearby but silent large captor mines.

The strength of a minefield is in direct proportion to the number of mines included in it, and mines are expensive. Further, minefields cannot be left in place for decades without many individual mines suffering mechanical breakdown (or enemy snooping). Usually, the only border areas mined with any seriousness are those in the vacinity of planets visited by convoys.

(181.31) Minefields are deployed using hidden placement. The player controlling the minefield (known as the MFC) records the hex number of each mine and all information about it. The specific information required is:

- Size (large or small)
- Type (explosive, captor, sensor)
- Control type (automatic, command, chain, deadman)
- If automatic, the detection range and size of target it will accept.
- If chain, the size and distance of explosion that will trigger it.
- If captor, the type of drones or torpedoes it is carrying.
- If sensor, what it is to do when it detects a target (e.g. order a nearby captor mine to fire).
- A single number between one and six. This is the mine's individual detection number; see **(181.432)**. If the mine has a "dead man switch" **(181.231)**, two different numbers must be selected.

(181.32) A "Standard Minefield" (used in many scenarios) consists of 15 large explosive, 40 small explosive, 3 large captor, 7 small captor, and 3 sensor mines. All must be deployed within a designnated "mine belt" that is five hexes wide, except that the sensor and captor mines may be deployed up to six hexes from the belt on either side.

(181.4) DETECTING MINES

The real problem with minefields is that the mines cannot be detected from any significant distance. To simply detect that a minefield is present is a time–consuming task: locating the individual mines is tedious work.

(181.41) Chain and command controlled mines cannot be detected by any means. They are too small and are shielded by sensor–absorbing coatings and (often) cloaking devices. Automatic mines can be detected in accordance with these rules.

(181.42) If a ship is within 10 hexes of at least six automatic mines, the MFC must announce that a minefield has been detected. The MFC must give the distance to the nearest mine.

(181.43) To detect individual mines, the ship must attempt to scan them with its sensors. (Remember that only mines in an automatic mode can be detected by this method.) This can be done once per impulse (during the Activity Phase) but costs one energy point per attempt. It is directed at all mines in the vicinity, not at any specific mine.

(181.431) To attempt to detect individual mines, the ship must be traveling at a speed of six or less. It can detect mines at ranges of up to six hexes.

(181.432) The player rolls a single die. If the result equals the individual mine detection number for any given mine, the MFC must designate the size and hex of that mine. If more than one mine is in the same hex the MFC must identify them individually. He need not designate if the mine has a "dead man switch" **(181.231)**; that will become apparent when the same mine is detected on two different numbers.

(181.433) Minesweepers and ships with scout functions can detect mines at up to 10 hexes.

(181.434) Pseudo–Fighters, with more limited sensor rigs, can only detect mines three hexes away. Scout versions of P/F's can detect mines six hexes away.
Shuttles/fighters can detect mines at a range of 1; SWAC shuttles at a range of 6.

(181.44) If a ship enters the detection range of an automatic mine, it automatically detects that mine.

(181.45) A ship can roll for a lock–on against any captor mine (even a chain or command controlled one) that fires a weapon during the impulse of firing. In such cases the maximum sensor rating is "4," even if the ship has a higher

rating. Once achieved, the lock–on can be retained by rolling (with a maximum rating of "4") on future turns. See **(181.51)**.

(181.46) Labs can be used to determine the specific type and sub–type of mine that has been located. The procedure from labs identifying drones (150.46) is used.

(181.5) MINESWEEPING

Minesweeping can only be carried out on detected mines. There are three primary methods: phasers, seeking weapons, and shuttlecraft.

(181.51) Minesweeping by phaser is done in accordance with rules **(122.3)** and **(42.5)**. Note particularly the rules changes in the second expansion module. Mines of all types require six points of damage to destroy; otherwise see **(181.54)**. Note that even if a mine is detected at long range, the firing ship must be at a range of 1 or 0 to sweep the mine.

(181.52) Seeking weapons can be fired at mines. However, a lock–on must be achieved with a maximum sensor rating of "4," and the result is adjusted by **(41.82)**. The firing ship must be at range 1 or 0. The seeking weapon must score six points of damage to destroy the mine; otherwise see **(181.54)**.

(181.53) Shuttlecraft can be used for minesweeping. Because no shuttlecraft could survive a mine explosion, all shuttles used for this work are operated by remove control. Modified administrative shuttles (MSS) are used. MSS are carried by all minesweepers. Non–minesweepers do not normally carry MSS, but they could do so on occasion. (Gorn and Romulan ships of all types usually have about one–third of their admin shuttles capable of this mission.)

(181.531) An MSS is an administrative shuttle with certain additional equipment. They can be used in all ways as normal admin shuttles but are more expensive and in shorter supply. They could, for example, be used for WW or suicide uses. If an MSS is used for minesweeping, however, it must be launched from the ship without a crew and controlled by remote control.

(181.532) MSS cannot, while on a minesweeping mission, gather scientific information or fire weapons at anything other than a mine.

(181.533) MSS must remain within six hexes of the minesweeper to be controlled. If farther than six hexes, it is uncontrolled. An uncontrolled MSS ceases to move immediately. It does not move or perform any other action until control is re–established by a friendly ship within six hexes.

(181.534) To destroy a mine, an MSS must move into the mine's hex. Once there, assuming that the mine has not detonated, roll a single die. A result of 1-4 destroys the mine but not the shuttle. A result of 5 destroys the mine and the shuttle. A result of 6 means that nothing has happened, the MSS is still trying to sweep the mine.

(181.54) Six points of damage must be scored to destroy a mine. If a mine is hit by phasers or seeking weapons, but not destroyed, it will take the following action depending on type:

- Explosive mines will detonate.
- Captor mines will fire once at the unit that fired on them.
- Sensor mines are unaffected until destroyed.

(181.541) If a gatling phaser is fired at a mine in consecutive impulses, the effects of incomplete destruction are not judged until the first impulse that the Phas-G doesn't fire at that mine.

(181.55) Note that other direct fire weapons (such as disruptors or photon torpedoes) cannot be used for minesweeping because they lack the pin-point accuracy of phasers or seeking weapons. While their use could be attempted in dire straits, the probability of accidentally detonating the mine is 99.9978% (roll a "1" six consecutive times for successful sweeping).

(181.56) Mines are shielded against the effects of explosions (self-destruction) and WW collateral damage.

(181.6) LAYING MINES

If laid during the course of a scenario, mines may be laid by one of two methods. Small mines can be placed by transporter; see **(110.0)**. Large or small mines can be laid directly (in the hex occupied by the ship), see **(42.0)**.

(181.61) Minesweepers are equipped with "mine storage" boxes on their SSD sheets. Each such box holds four large mines. Two small mines can be substituted for one large one. Note that when large minefields are laid, this is done by specially equipped freighters. Minesweepers, which operate extensively in border regions, carry a few mines (usually 20–30) to "patch holes" in friendly minefields.

(181.62) Cargo hits may be scored on mine storage boxes; shuttle hits must be scored on shuttle or mine storage boxes if any of either types exist.

(181.63) Ships can lay one mine from each storage box during each turn. Each shuttle box can be converted to one mine storage box. The shuttle is removed.

(181.64) Non–minelaying ships can carry mines in their shuttle bays. They can lay one mine per turn.

(181.65) Minelayers can carry extra small mines (transporter bombs) as any other ship.

(182.0) ANDROMEDAN ENERGY MODULE

Carried by the Andromedan Dominator class, and rarely by Intruders, the energy module is an unmanned mechanical device, about the size of a Courier class ship, carried in the hanger Bay. Its sole purpose is to act as a means of disposing of excess energy in a combat situation.

(182.1) The energy module is launched and recovered in the same manner as an SS. However, it is unmanned, it does not move, and it takes no action of any kind except as noted in these rules. It does not fill out an energy form, although records must be kept.

(182.2) The energy module is assumed to have six PA panels (360° facing), each of which can hold 10 points of energy. If the energy module is in the hanger, energy can be transferred into these panels from the main ship or from other SS in the hanger. It cannot take power on the turn during which it is recovered. If in the hanger, the module can pick up any energy released by destroyed panels.

(182.3) While outside of the hanger, the energy module can dissipate energy at a rate of four energy points per panel per turn. If hit by enemy fire, it can absorb the damage into the PA panels (disregarding direction). It cannot discharge power on the turn it is launched.

(182.4) Do not use the DAC for the module. Rather, every 12th damage point scored on the energy module after all of its panels are full destroys one PA panel. Destroyed PA panels release their energy into the ship. If not picked up by other panels, this energy is scored as internal hits.

Example: A Dominator has an energy module in its hanger. The Dominator is in serious combat, and all of its PA panels are full. A few damage points are scored; two of which are scored on the hanger. The module picks these up. One damage point destroys one PA panel of the Dominator, releasing its energy. These 10 points are picked up by the module. The Andromedan player realizes that something must be done. At the end of the turn, he transfers 48 units of power from his panels into the module, giving it 60 points. At the start of the next turn, he launches it. The enemy pays it little attention, scoring 14 damage points. These destroy one panel, releasing its 10 points. These, with the two left over points, destroy another panel, releasing 10 more points. At the end of that turn, the module has only four panels left, all of which are full (10 points each). Also, it has 10 points of damage toward destruction of another panel. It dissipates four units of energy per panel, leaving 24 (6 in each).

Note the tactical implications of the situation. The module gives the mainship a chance to dump an extra 60 points from its panels. If the launched module is not destroyed in combat, it can be recovered and re-used. If it is destroyed, the main ship has at least diverted attention from itself.

XXIX NEW SHIPS

(183.0) FEDERATION SHIPS

(183.1) FEDERATION NEW LIGHT CRUISER (Olesen) As the General War began to loom on the horizon, the Federation took a serious look at their ship-building program. It was noted that the excellent Command Cruiser design took too long to build and that the class I destroyer design had serious limits on its combat capability. The result was the "new" light cruiser, which entered production in Y170.

The NCL used the primary hull section of the destroyer (including modifications planned for the DD), but instead of the single engine it used a pair of smaller engines of a new and more efficient design. The NCL replaced destroyers in the production program on a one for one basis. Two of the four shuttle boxes are equipped with ready racks for F-18 fighters. The drone rack is type G.

A scout version of the NCL (NSC) was introduced in Y176. Production was limited to replacements for scouts lost in action. Replace the photon torpedoes with special sensors.

A single escort version was completed in Y184. Replace the side phasers with gatlings. Replace all four of the photon torpedoes with "G" drone racks. The Aegis system was installed.

(183.2) FEDERATION F-18 AND F-16 FIGHTERS While the F-14 "Tomcat" was the best fighter in known space, it was incredibly expensive. The F-18 "Hornet" had been designed as a "back-up design" and was almost forgotten because the Tomcat had turned out so well. The F-16 "Falcon" was designed for use as a cheap local-defense fighter for less-sophisticated planets.

When the General War began, attrition among Tomcat squadrons was so rapid that it was necessary to withdraw the F-14 from border service in order to conserve the remaining ones (and the miniscule production rate) for carrier duty.

The F-18 and F-16 were rushed into mass production and became the mainstay of the "attrition squadrons" along the Klingon border by Y173. While the F-18 was only "half as good" as the F-14 and the F-16 was limited to dogfighting, they had the advantage of a production rate almost 20 times as high as the Tomcat. This was primarily due to the lack of the "long scan" sensors the Tomcat carried to find targets for its type III drones. The F-16 carries two chaff pods.

Specifications for these fighters are on page 34.

(183.3) FEDERATION MINESWEEPER (Olesen) Faced with the rapid deployment of mines along the Klingon and Romulan borders prior to the General War, the Federation felt a need for a specialist class of minesweeper/minelayer. Once again, it fell to the ancient workhorses, the "old CL" class, to provide ships for conversion. Eight (Zaire,

Valencia, Tyrol, Isfahan, Johor, Mindanao, Flanders, and Zaparosche) were converted between Y168 and Y172.

As can be noted from the SSD, the front shield was strengthened to resist the explosion of a mine, while shields #2 and #6 were increased enough to limit damage from a mine to an acceptable level. The science labs were reduced, and large mine storage racks were added. A drone rack was installed due to the use of drones in anti-mine work, and an anti-drone provided defense from enemy fighters. (Valencia, Tyrol, and Johor served exclusively on the Romulan frontier and had a "G" drone rack instead of the anti-drone.)

(183.4) FEDERATION CARRIER POD (Wilcox) Constructed as a back-up for the carriers, the carrier pod was designed to turn a tug into a CV. Several were constructed, but the operational use was limited. Compared with the CV, the Tug(CV) was under-defended and under-armed. The pod has two separate hangers. It is a "double-weight" pod. Carrier Pods normally carry F-18 fighters.

(183.5) FEDERATION AEGIS DESTROYER After Y175, several DE class ships were modified to use the Aegis system **(176.0)**. There are no other changes to these ships.

(184.0) KLINGON SHIPS

(184.1) KLINGON D6CV Dissatisfied with the CV(T), the Klingons converted several D6 ships into carriers, the first in Y174. The ships carried five Z-1, five Z-2, and two admin shuttles, until the Z-V was available, at which time 10 of these were carried. The armament normally carried in the engineering hull was reduced as shown. The ship has 100 spaces for spare drones. It can control drones equal to double its sensor rating.

The Klingons remained unsatisfied with this design. The most serious tactical limitation was the low number of tractor beams, preventing the ship from recovering all of its fighters in a single turn.

For game purposes, only the engineering hull diagram is given. To use it, cut it out and place it over the rear hull oy the D6 SSD. Players may wish to use a photocopy of this "overlaid" SSD. The F5CVL, another conversion, will be presented in a future expansion.

(184.2) KLINGON D6PFT Needing a P/F tender, the Klingons chose to modify several of their D6 ships to the class shown. Note that the repair boxes can only be used to repair P/F's. The ship can dock two P/F's internally and four externally at any given time. Only those docked internally can be repaired.

Note the significant change between the D6CV and D6PFT, that is, the substitution of special sensors for ADD weapons. This is because the far greater operational range of the P/F (as compared to the fighter) made it imperative that the tender be able to detect and track potential targets at a considerable distance. The lack of defensive capability was accepted due to the greater range from the enemy that the PFT could remain while its gunboats were in action.

(184.3) KLINGON D5 LIGHT CRUISER The Klingon Deep Space Fleet commissioned a special study in Y160 to determine if the D7 class could be made more efficient by the introduction of new technology, such as anti-drones. Of the various proposals, the one from the Kozenko Design Bureau (known by their designation KDB-1104) was the most interesting and the most radical.

Smaller and easier to build than the D7, the KDB-1104 was ingenious in the manner of the changes made. Frontal armament was reduced by one phaser, but the heavier P-I's were used. The disruptor bolts were given a wider arc. The Ubitron Interace Module was a standard feature. The "waist" P-II's were declared superfluous (as far as the defensive purposes originally envisioned) and reduced to P-III's for drone defense only. A limited Aegis rig (able to fire twice in one impulse) was installed to control the anti-drones and P-III's. The anti-drones held 12 rounds each. The D5 can fire one drone from each rack each turn. As D6 and D7 class ships would remain in service for some time, the "Marine Landing Force" and most of the transporters were dispensed with. As a cost-saving move, the sensor-scanner suite was reduced, eliminating many of the redundant functions. While this meant loss of fire control after damage, study of prior engagements indicated that ships sustaining that amount of damage either disengaged or were destroyed anyway. One shuttle box is equipped with ready racks for a Z-V fighter.

At the beginning of the General War, the Klingon high command ordered production of D6 and D7 types terminated to increase production of the new D5 type. Many shipyards were converted, but limited production of D6 and D7 ships continued. After the first few months (needed to change over the yards), D-5's were being produced in only 71% of the time needed to build a D7.

Ships commissioned during the General War include Renegade (class ship), Raver, Reaver, Ravisher, Revenger, Reaper, Render, Ransacker, Rapier, Raven, Repudiator, Ravager, Ruiner, Refutor, and Regulator among others. The Regulator was the ISF flagship.

D-5's operated in squadrons of three ships. Normally one of these was a D-5A, in which an SFG replaced the probe launcher (BPV is 110.)

(184.4) KLINGON AEGIS ESCORTS Concerned by the advent of the Tomcat, the Klingons modified several escorts using this special sensor tracking system. Both E-3 and E-4 class ships were converted to this role. No SSD's are provided; use the existing sheets as modified below.

To convert the E-3 to the E-3A, replace the disruptors with anti-drones and increase the ammunition supply of all anti-drones on board to 12 (each). The ship can use the Aegis rules **(176.0)**.

To convert the E-4 into the E-4A, replace the disruptors and drone rack with anti-drones (ammunition supply 12 each) and use the Aegis rules **(176.0)**.

(184.5) KLINGON MINESWEEPER Faced with a dramatic increase in mine warfare, the Klingons converted F–5 frigates into F–5M minehunters. To convert the SSD: increase the front shield to 32, add a second tractor beam to the command boom, replace the probe launcher with an anti–drone, and replace each disruptor with two mine storage boxes.

(185.0) KZINTI SHIPS

(185.1) KZINTI MEDIUM CRUISER (Thompson) As the result of a design study seeking a more efficient cruiser design, the CM was introduced in Y170. It quickly replaced the CL on the production schedule and eventually replaced the CS.

The CM features an improved and more powerful weapons arrangement. The CM can fire a drone from each rack each turn and can control drones equal to double its sensor rating. The shuttle bays include ready racks for fighters.

Some of the ships of this class produced during the war were the Demon, Brat, Devil, Warrior, Defender, Triumph, Prowler, Guardian, and Victor. **NOTE:** The Kzinti Medium Cruisers were mistakenly labeled as "BC" on the counter sheet.

(185.2) KZINTI AEGIS FRIGATE Designed to provide increased protection from drones for key ships, the Aegis frigate (AF) is built on a modified frigate hull. To convert the frigate SSD: replace the disruptor and drone racks with ADD (12 rounds each) and use the Aegis rules **(176.0)**.

(185.3) KZINTI MINESWEEPER (Thompson) With increasing use of mines, the Kzintis, like other races, felt the need for a minesweeper/minelayer. The Kzinti MS is a conversion of the frigate. To convert the SSD: replace the disruptor with a tractor beam, increase the #1 shield to 33, and remove the probe and the two transporters in the rear hull and replace them with four mine storage boxes. (The easiest way is to relable the transporters and labs and then connect the existing probe and lab boxes.)

(185.4) KZINTI PSEUDO–FIGHTER TENDER (Thompson) One of the few PFT's designed specifically for this purpose, it can transport a full flotilla of six Needles. Two are docked internally, the others under the wings. The two Needles inside can be repaired by the repair systems. This ship is also known as the Needle Tender, or NT.

As can be noted, the Kzinti PFT provides the lab and probe functions, but it is designed only for self–defense, not for intentional direct combat. Special sensors are damaged on disruptor hits.

(185.5) KZINTI FI–CON P/F An experimental conversion of the Needle, the Fi–Con (Fighter Conveyor) was not popular with either its crews or the fighter pilots. The basic ideas was that a Needle would tow four fighters within range of a target and release them, picking them up after the strike. Only a dozen Needles (including line, training, and replacement units) were converted to this type, and all were used in the 23rd Fi–Con division (which included the 23rd Needle Flotilla and the 210th and 211th Fighter Squadrons).

To convert the Needle SSD to the Fi–Con, replace the drone and P–III boxes with shuttle boxes and replace the disruptor with a tractor beam.

The 23rd spent less than three months on the Klingon border before it was withdrawn and used for internal anti–pirate patrols. The fighter pilots claimed that the Needles deserted them under fire, while the Needle crews disliked having to get so close to the enemy in almost defenseless craft without heavy ship support.

(185.6) SUPER SPACE CONTROL SHIP Concerned about the construction of Klingon B–10's, the Kzintis considered a modifiation to the SCS that they hoped would produce an equivalent ship. While never constructed, a duel between this ship and the B–10 can be of interest. The SSCS has four special sensor boxes, scout functions, and the Aegis system. Purchase of Federation SWAC shuttles was considered but unlikely. The forward P–III's were to be replaced with P–I. All drone racks and ADD were to be type G. The ship had 400 spaces for drone storage, including its own reloads. The rear pylons were enlarged and had three tractors each for six additional P/F's. Six of its Needles were to be standard, the others MRN's.

(185.7) MULTI–ROLE NEEDLE (Thompson) Carried primarily by SCS type ships, the Multi–role Needle (MRN) is a "Jack of all trades" pseudo–fighter. The drone racks and P–III's are replaced with special pallets. These pallets (two per MRN, one on each side) can hold any of the following options:

A–Phaser (A): Each pallet holds two P–III (LS/RS).
B–Phaser (B): Each pallet holds one P–I (LS/RS).
C–Cargo: Each pallet holds two cargo boxes.
D–Minelaying: Each pallet holds two large or four small mines, or one large and two small.
E–Sensors: Each pallet holds one special sensor box and a drone rack loaded with ECM and probe drones.
F–Fighters: Each pallet can carry one fighter. Though capable of the "Fi–Con" system, these were only used for replenishment/transport after the fiasco of Y181.
G–Aegis: Each pallet holds Aegis equipment and an ADD with 12 rounds of ammunition.
H–Troop Transport: Each pallet can carry four boarding parties. This was used for commando raids on planets.
J–Standard pallet: Has one P–III and one drone rack.

The deck crews can change pallet types. It takes two deck crews one turn to change one pallet. Mixtures of pallets from various options are not allowed due to dynamic balance.

(186.0) LYRAN SHIPS

(186.1) LYRAN LION DREADNOUGHT (Curtis) As other races began to construct dreadnoughts, the Lyrans wasted much time in debating the issue. Opinion was (as is traditional with the Lyrans) divided along clan lines. As a result, when the first Federation DN was commissioned in Y168 and the first Klingon C8 later that year, the Lyrans had not even started construction.

Panic finally produced a consensus, and the design that could provide a DN in the shortest amount of time was selected. It involved cutting a "Tiger" class cruiser in half and installing a center section. The design proved to be very successful. Hits on the hull boxes in the central hull can be hit on forward or aft hull hits.

(186.2) LYRAN WILDCAT BATTLECRUISER (Curtis) As work on the first "Lion" class DN was being started, the Lyrans decided that what would work with a "Tiger" class hull would also work with a "Panther" class light cruiser. Moreover, such a conversion would not reduce the production of Lions, since the "large light cruiser" could (barely) fit into slipways designed for Tiger class cruisers. The result was the "Wildcat" class ship, designated a "battlecruiser." Larger than all competing cruisers but smaller than a true DN, the Wildcat remains an anomaly resulting from the need to get as many "heavy" units into service as possible. The hull boxes in the central hull are hit on forward or aft hull hits.

When the wartime economy curtailed production of DN's throughout the Galaxy, the Wildcat remained in production and, compared to the various "new light cruisers" that appeared during the war, virtually became a "true dreadnought" by default.

(186.3) LYRAN MINESWEEPER This ship was converted from the Leopard class DD. To change the SSD: replace the tractors, one battery and one APR with mine storage; replace the disruptors with tractor beams; and increase shield #1 by 14 boxes.

(186.4) LYRAN SCOUT This ship was also converted from the Leopard DD. To change the SSD: replace the disruptors and two P–II's (one on each side) with special sensors.

(186.5) LYRAN PSEUDO–FIGHTER TENDER This ship is converted from the destroyer, but the modifications are more extensive. The disruptors are changed to special sensors. One lab, one transporter, two P–II's, one battery, and one APR are converted to repair boxes. Stub wings are added to each side (near the tractor); two tractors are on each wing (a total of six on the ship). The P/F's on the inboard tractors can be repaired.

(186.6) LYRAN AEGIS FRIGATE With Aegis technology borrowed from the Klingons, several frigates were modified to use this system for service on the Kzinti border. No changes to the ship are required.

(187.0) HYDRAN SHIPS

(187.1) HYDRAN HORSEMAN LIGHT CRUISER Designed to be 90% as effective and only 70% as expensive as the Ranger/Dragon series, this class of light cruisers came into use about Y171. Note the commonality with the structural framework of the Ranger, but with better arranged armament. While the ship has only two fusion beams, the firing arcs make them as useful as the larger number on the Ranger class. On the Horseman class, the shuttle boxes marked with a * hold Stinger fighters.

(187.2) HYDRAN TRAVELER LIGHT CRUISER Corresponding to the Dragon as the Horseman did to the Ranger, the Traveler class was originally assigned only to the second fleet. During the course of the General War, however, most of them served with the border fleets. In the Traveler class, the shuttle boxes marked with * are APR boxes, and the fusion beams are changed to hellbore cannons.

(187.3) HYDRAN PSEUDO–FIGHTER TENDER (Pegasus class) (Robinson) Designed to carry a full wing of six Harriers or Hellions. The PFT is perhaps one of the more successful Hydran designs. Possessing a small lab capability and probe launcher, the PFT could conduct minor investigations. The three "fins" or "wings" house the APR's in special farings next to the hull and the repair systems in bulges at the wingtips. Harriers were drawn into the docking positions by the tractor beams. The special sensors gave the ship the capability to control the P/F group at some distance. Note that the repair boxes can only be used to repair P/F's docked on the same "fin."

(187.4) HYDRAN AEGIS HUNTER Constructed to provide protection from Klingon fighters, the Aegis Hunter was based on the Hunter class ship. Replace the fusion beams with gatlings and use the Aegis rules **(176.0)**.

(187.5) HYDRAN MINESWEEPER (Picador) Modified Lancers were used for minesweeping. To change the Lancer to the Picador, change the forward P–II's to gatlings, the fusion beams to tractors, the rear gatlings to mine storage, the fighters to MSS and increase the forward shield by 10.

(187.6) HYDRAN HELLION PSEUDO–FIGHTER A variant of the Harrier, the Hellion has one hellbore cannon in place of the two forward phasers and APR in place of the fusion beams. In combat, Hellion flotillas would support Harrier flotillas with long–range fire. The Hellion became the most important ship of the Lyran frontier, where its hellbore cannon could knock down ESG fields, allowing Harriers and Stingers to close in. **Maximum range 15.**

(188.0) ROMULAN SHIPS

(188.1) SPARROWHAWK MODULAR WARSHIP (Kaufman) In Y165, the Romulan Imperial High Command received a report from the Bureau of Starships (Romulan Imperial Navy) that had been three years in preparation. The

report concluded that a radical (and tremendously expensive) new construction program was urgently needed. Their reasoning for this was:

1–A major, galaxy–wide war could be expected before Y170.

2–The Romulan Star Empire needed a strong fleet if it was to survive, let alone benefit from, such a war.

3–The aging War Eagle and Warhawk classes were too old and outdated to be depended on for mainline combat.

4–The KR and KF5R class ships available were too few to serve as the backbone of the fleet. Moreover, they were old ships converted to use the plasma torpedo, a weapon for which they were not suited.

5–In the event of a major war, additional Klingon type ships would not be available, due to blockades and the Klingon Empire's own needs for ships.

In deciding on such a building program, the Romulans faced a major problem in that they would be building an entire new fleet while other races were simply modifying their existing ships. While there was an advantage in that they could benefit from the research and designs already done by other races (and discoveries of rich mineral deposits on unexplored planets within their territory gave their treasury a boost), the Romulans knew that only by using maximum efficiency could enough ships be ready in time.

The solution to the problem was the Sparrowhawk class cruiser. A new design with noticeable Klingon influence, the Sparrowhawk incorporated modularization, a feature that was, at once, novel and brilliant.

The ship was constructed in sections in small yards. The engines were made on the assembly lines that turned out War Eagle engines. The booms and "wing" sections were made in yards that could service War Eagles.

But the most novel (and brilliant) part of the design was the "modules." While not detachable (outside of a major shipyard and overhaul), the various modules were the only difference between the major classes of Sparrowhawk. Over 80% of the ship was common between all classes, making construction 18% more efficient. Since ships could be converted from one class to another in a few weeks, fewer of the "specialist" ships were needed. (fleet commanders considered three minesweepers to be necessary, which would normally mean the construction of five to insure availability. Since cruisers could be turned into minesweepers in a few weeks, only three minesweepers were built and the number of cruisers increased by two.) Exploration ships, with a long–term mission that the future of the Empire depended on, could be built in large numbers and converted to battlecruisers at the outbreak of war.

After Y168, only Sparrowhawk, Skyhawk, and Condor class ships (plus cargo ships and Klingon conversions) were built within the Romulan Empire.

The central (standard) section included a new weapon (for warships), the plasma–F. This was included to provide a "ready use" weapon. As it could be rearmed, it provided a considerable increase in firepower and flexibility.

The rear–firing phasers were considered to be necessary for defense against the new Federation Tomcat fighters that were expected to be in service by the time Sparrowhawks reached operational squadrons.

Using the modular design concept meant that the "specialist" types (particular minesweepers and scouts) were considerably larger (and more expensive) than corresponding ships in other fleets. This disadvantage was accepted, however, due to increased efficiency. It was later noted that the decreased need for escorts made up for their expense.

To make each "type" of Sparrowhawk, replace the "A" modules (shown on the SSD) with the appropriate modules from the adjacent sheet. Note that both modules MUST be of the same type for dynamic balance purposes.

(188.11) ROMULAN SPARROWHAWK–A LIGHT CRUISER A truly outstanding design among warships, the Sph–A is noted for its balance and staying power.

(188.12) ROMULAN SPARROWHAWK–B CARRIER Carrying 16 Gladiators, the Sph–B rapidly replaced the aging Warhawks, and provided new flexibility for fighter squadrons. Each "module" includes four stasis boxes for type F plasma torpedoes (to be loaded on the fighters). These boxes can be recharged in accordance with the rules, but the torpedoes in them cannot be fired by the ship itself. Torpedoes in these boxes cannot be moved to the swivel launchers, nor vice–versa. Each module carries four G–I (later G–II) and four G–III fighters.

(188.13) ROMULAN SPARROWHAWK–C (OWL) FLEET SCOUT Serving the same function as the Federation (and other) scouts, the "Owl" was larger than most and a powerful warship in its own right. It also had a more far–sighted mission.

The Romulans were desperately searching star systems in their territory (and elsewhere) for worlds that could be "terraformed" into a liveable environment. They were able to afford a total of eight ships of this class only because they could be converted (in a few weeks) into Sparrowhawk–A cruisers. As such, six of them were deemed to replace cruisers in the construction budget.

(188.14) ROMULAN SPARROWHAWK–D MINESWEEPER Known to its crews as "the only self–escorting minesweeper," the extra expense of this ships was more than worthwhile when they were required to operate on contested borders.

(188.15) ROMULAN SPARROWHAWK–E PSEDUO–FIGHTER TENDER Carrying a flotilla of six Centurions, the "E" does not dock its P/F's internally but can repair them in "collapsible" repair bays (a metal framework) that drop

down around them. The P/F's cannot be repaired on the turn before or after they are attached or detached.

(188.16) ROMULAN SPARROWHAWK–F MAULER A streamlined version of the mauler weapon was possible due to technological breakthroughs. The maulers can only draw power from the batteries or engines in their specific pods. Note that, due to the arrangement of the power conduits, the type F plasmas are deleted in this version of the Sparrowhawk.

(188.17) ROMULAN SPARROWHAWK–G ASSAULT TRANSPORT Carrying the 400 fighting men of an imperial battalion, the "G" was to prove itself, again and again, capable of fighting its way to its destination.

(188.2) ROMULAN CENTURION The five stasis boxes hold type F plasma torpedoes. It can fire one of them per turn but cannot fire two (on consecutive turns) within one–half of a turn of each other. It has the cloaking device.

(188.3) KE4R In Y168, as the General War began to develop, the Romulans urgently requested new ships from the Klingons. The Klingons were unwilling, however, to part with any D6 or F5 class ships at this time. The Klingons offered a group of E4 escorts, which the Romulans accepted. The conversion included replacing the disruptors with type F plasmas and the security station with a 360° P–III.

(188.4) KF5RS Until Sparrowhawk–C ships were available, three Klingon F5S ships served as scouts for the Romulan fleet. Conversion was as in the KF5R, but two special sensor boxes replace the plasma torpedo. A scout version of the War Eagle, replacing its plasma torpedo with two special sensors, was also in service for a limited time.

(188.5) SKYHAWK (Kaufman) A destroyer class ship, the Skyhawk was designed to be the consort to the Sparrowhawks. Using a slightly modified F5 boom (which the Romulans could build) and the same engines as the Sparrowhawk, construction was highly simplified. The 10 unmarked boxes at the rear of the SSD represent as area where optional modules could be inserted to convert the Skyhawk to one of its various sub–types. These modules could be changed in a matter of a few days at a shipyard, starbase, or FRD. The six tractor beams could be used to carry P/F's or an 18–box cargo pod. To convert the basic Skyhawk to one of its sub–types, use the 10 unmarked boxes as follows:

Skyhawk–A destroyer –– four shuttle, four battery, two 360° P–I.
Skyhawk–B CVL –– two shuttle, eight fighter.
Skyhawk–C PFT –– two shuttle, eight repair.
Skyhawk–D MS –– two shuttle, two MSS, six mine storage.
Skyhawk–E escort –– four shuttle, two 360° P–III, four ADD, Aegis.
Skyhawk–F scout/exploration –– two shuttle, four lab, four special sensor.
Skyhawk–G transport –– four shuttle, two transporter, four hull.
Skyhawk–H cargo –– two shuttle, eight cargo.

(188.6) CHICKENHAWK A conversion of the Warhawk used as a PFT, change three shuttle boxes to repair and three to tractor and change the two tractor boxes to shuttle. The Chickenhawk carries three P/F's. Its use was limited, but it supplemented the Condor-Sparrowhawk-Skyhawk ships in less critical regions.

(189.0) GORN SHIPS

(189.1) GORN HEAVY DESTROYER (Stegosaurus class) (Cree) Another "graduate of the light cruiser class of Y170," this ship (designated a "heavy destroyer" to disguise its true power from the Romulans and the budget–minded members of the Gorn government) is often considered the epitome of the "lean and mean" design concept. Using rechargeable type–F plasmas and a very well arranged phaser battery in addition to the single type–G plasma torpedo, the HDD is a formidable opponent.

(189.2) GORN SCOUT (Cree) One of several conversions of the old Destroyer class, the Scout served the same purposes as those in other fleets. To convert the Destroyer SSD: replace the forward phaser and the torpedo with special sensors.

(189.3) GORN PSEUDO–FIGHTER TENDER Another, although more thorough, conversion of the Destroyer, the PFT carried a full flotilla of six Pterodactyls. To convert the destroyer SSD: replace the forward phaser and the torpedo with special sensors; eliminate the impulse engines; replace the APR with one impulse engine; enlarge the wings and install three tractor beams under each one; and replace one transporter, two shuttle, and three hull boxes (all on the right side of the rear section) with repair boxes.

The PFT carries its P/F's under the wings and can repair the two on the inboard positions using the repair boxes and collapsible repair bays.

(189.4) GORN MINESWEEPER (Cree) Yet another conversion of the destroyer, the minesweeper came into service with the increase in mine warfare. To convert the destroyer SSD: increase shield #1 to 28, install seven units of armor, replace the forward phaser with a tractor beam, replace all four shuttle bays with mine storage boxes, and replace the torpedo with a shuttle.

(189.5) GORN PTERODACTYL The stasis boxes hold type F plasma torpedoes on swivel mounts. One plasma torpedo can be fired each turn, but the ship cannot fire two (on consecutive turns) within one half turn of each other.

(190.0) ORION SHIPS

(190.1) ORION BUCCANEER Known to operate in packs of two to six ships based on a Salvage Cruiser, the Buccaneers hunt down freighters for the main ship to dismember. The stasis boxes hold type F plasma torpedoes. It can fire one per turn but cannot fire two (on consecutive turns) within one–half turn of each other. The stasis boxes are replaced with drone racks on some models. The optional weapons mounts are standard Orion types.

(190.2) ORION PFT An Orion Salvage Cruiser was spotted operating P/F's in Y180. A conversion carrying two or four Buccaneers and replacing some (two?) of the cargo boxes with repair is considered likely.

(191.0) THOLIAN SHIPS

(191.1) THOLIAN ARACHNID The disruptors have a maximum range of 10 hexes. The P–III's are sometimes replaced with web.

(191.2) THOLIAN PFT Based on the BW class, change two fighter boxes to special sensors and four fighter boxes to tractors. Change the web boxes to repair. Two Spider–II fighters were carried for local defense. The BW–PFT can cary a full flotilla of six Arachnids.

(192.0) ANDROMEDAN SHIPS

(192.1) ANDROMEDAN DOMINATOR In the period of peace, prosperity, and exploration following the General War, the Andromedans launched increasing incursions into the known regions of our galaxy. Prominent among these incursions was the Dominator class dreadnought. Carrying three Cobra, one Courier, one Cobra–Mauler, and one energy module in its hanger, it was more than a match for many fleets! It was first sighted in Y184.

(192.2) ANDROMEDAN TERMINATOR First appearing in Y184, the Terminator appears to be the result of captured Romulan technology. It can draw up to 20 units of power (per turn) directly from the PA panels into the batteries during any impulse activity segment. This is accomplished by simply changing the bookkeeping entries. Other rules are as per the Romulan mauler.

(193.0) WYN SHIPS

(193.1) WYN CAPTURED SHIPS The Wyn (see notes for background) occupy a small star cluster at the junction of the Klingon, Kzinti, and Lyran borders. By the time of the General War, their fleet included:

One Orion CR (purchased from the Orions).

One Lyran DD (brought into WYN territory by a Lyran clan on the losing end of an argument). This ship has been modified to include the following additional systems: two disruptors (FA), two tractors, four warp engines (2 left; 2 right), one ADD, and replace probe with drone rack.

Five Kzinti frigates. These have been modified as follows: remove the forward P–I, increase the forward disruptor to three, change the P–III's in the wing pods to P–I's, remove the probe and increase the shuttle bay to three boxes (all of which have ready racks for fighters), increase the shields to 25–20–16–15, and increase the center engine to eight boxes.

At least three Klingon G–2 police gunboats. These have been modified as follows: replace security with drone rack and increase shields 3–4–5 to 12.

Up to six Orion LR class ships. As an Orion base is in the WYN cluster, several Orion ships of various types are often available for use in an emergency.

At least 50 pseudo–fighters (mostly Kzinti, Klingon, or Lyran, but known to include at least four Orion and at least one Romulan and one Hydran).

At least 100 fighters (mostly early Klingon and Kzinti types, but including at least 10 Federation F–18, 2 F–14, 2 Spiders, 2 Glidiators, and 6 Stingers).

At least 10 Auxiliary Cruisers and 3 Auxiliary Carriers, see below.

Various other captured and converted ships and (possibly) a few home–built ships of various types.

All WYN ships are known to have ready racks for fighters in their shuttle bays. All WYN ships always have all weapons armed and ready at the start of their scenarios.

(193.2) WYN AUXILIARY CRUISER Built on a small freighter hull, this ship is tough competition for intruding enemy frigates. The optional weapon mounts can be disruptors, P–I's, drone racks, or type F plasmas. It can accelerate by five, or to double the current speed with a maximum acceleration of 10.

(193.3) WYN AUXILIARY CARRIER Also built on a small freighter hull, this ship is used to patrol border areas. One of the known ships operates Federation F–18's another Kzinti AAS, and another has a mixture of various types. The optional weapon mounts have the same alternatives as the cruiser. Same acceleration as cruiser.

(194.0) CIVILIAN SHIPS

(194.1) CIVILIAN PRIORITY TRANSPORT (ARMED) (Wilcox/Kerr) Typical of types used all across the galaxy, this specific model was built within the Federation. Ships of this type could be fitted with warp booster packs (as used on pseudo–fighters) but this was rarely done as it tended to burn out the engines.

(194.2) CIVILIAN PRIORITY FERRY (FEDERATION EXPRESS) (Wilcox/Kerr) Operated by the Federation Express Company, ships of this type hurtled through space at high speeds, carrying priority cargo, personnel, and in-

formation. More reliable than government transportation, ships of this type provided a valuable service. On many ships, the P–III was replaced by a P–II or P-I. Federation Express operated routes across the Federation and later expanded to include Gorn and Kzinti territory. Incredibly, one route (on a closely maintained schedule and flight path) regularly served the Tholian capital after Y178. During times of peace, ships of this type operated limited routes in Klingon and Romulan space.

(194.3) CIVILIAN FREE TRADER (INTERSTELLAR) (Wilcox/Kerr) A true freighter (as opposed to the models in the boxed edition, which are literally pods with strap–on engines and bridges), the Free Trader shown here is typical of several types operating in the known regions of the galaxy.

Many minor modifications are known. Some ships, operating in more dangerous territory, have drone and/or ADD systems mounted in some of the cargo bay spaces. Most have some heavy weapon, shown by the "multiple–mount" (marked *). A popular variant includes a 360° P-I to keep fighters out of range. Any weapons modifications change the BPV as in **(84.2)** and **(150.52)**. This ship can land using **(73.16)**.

(195.0) PSEUDO–FIGHTER VARIANTS

Many variations to the basic P/F types were constructed, the most common variants being the scout and cargo versions. Troop-carrying types (used for commando raids) will be introduced in a later expansion. Minesweeping types generally proved to be unsatisfactory because the small size precluded adequate shielding.

(195.1) CARGO P/F VARIANTS Most P/F using races converted P/F's to cargo carriers used to re–supply ships on tactical deployments where resupply from bases was impractical. Bulk cargos could be carried by freighter, but shipments of spare parts and replacement personnel need priority treatment. P/F's, with greater speed and range than shuttles, served well in this role. To convert a given P/F to a cargo version, replace the specified systems with cargo boxes.

Klingon: disruptor, drones, APR, one hull.
Kzinti: disruptor, P–III, drone racks.
Lyran: P–I, disruptors. (Modify P–III to fire RS/LS.)
Hydran: fusion beams, P–II's.
Romulan: stasis boxes.
Tholian: disruptors, P–I's. (Modify P–III to fire RS/LS.)
Gorn: stasis boxes.

(195.2) SCOUT VARIANTS

Pseudo–fighter scouts were used only to guide flotillas to their targets. They could not be used as fleet scouts. To convert a given P/F to the scout version, replace the specified systems with special sensors.

Klingon or Kzinti: drone racks. (Replace disruptors with one drone rack loaded with ECM and probe drones.)
Lyran or Tholian: disruptors.
Hydran: fusion beams.
Romulan or Gorn: two stasis boxes.

XXX NEW SCENARIOS

(196.0) SPACE DRAGON

A sentient life–form originating in the uncharted regions toward the galactic core, Space Dragons are powerful creatures that can "fly" on the ether between the star systems. Like the Dragons of fantasy, the Space Dragon subsists by raiding livestock and population centers on inhabited planets. Naturally, the inhabitants of these planets, and the fleets that protect them, are somewhat annoyed.

(196.1) NUMBER OF PLAYERS: 2; the Dragon player and the starship player.

(196.2) INITIAL SET UP: Place a planet in hex 0628. Place the Space Dragon(s) in hex 4201. Place one starship in hex 0308, heading C, speed 10, weapons armed.

(196.3) SCENARIO LENGTH: The scenario continues until the Space Dragon has been destroyed or has left the map.

(196.4) SPECIAL RULES

(196.41) The map is fixed; does not float. Any unit that leaves the map from any edge is considered to have disengaged.

(196.42) The objective of the Space Dragon is to raid the planet. Each turn that the Space Dragon spends in the planet hex without taking any other action (moving or attacking) is considered to be one turn of "ravaging." The Dragon does not have to "land," but while ravaging, all fire at it is "through an atmosphere."

(196.43) Select a Dragon and an opponent within 10% of its BPV from the chart below **(196.61)**.

(196.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)**. Award the Space Dragon the points shown on the chart for each turn of ravaging (maximum 4 turns).

(196.6) DRAGONS

The size of a Space Dragon depends on its age.

(196.61) DRAGON CHART

Age	Young	Adult	Old	Ancient
Body	25	70	100	200
Wings	20	50	75	150
Tail	10	25	35	70
Claws	15	40	60	120
Cl Atk	+1	0	−1	−3
Eyes	2×P−3	2×P−2	2×P−I	2×P−4
Flame	F	G	G−2	R
BPV	40	100	150	300
Speed F	1	2	3	5
Ravage	10	25	35	75

(196.62) Dragons do not have an SSD. They use a record system based on the numbers above. Each damage point on a given "area" of the Dragon reduces that rating by one.

(196.63) Hits against a Space Dragon are not resolved by the DAC, but by the following procedure. Roll one die for each hit, and record that hit as follows:

1–2 = Body 3–4 = Wings 5 = Tail 6 = Claws

If a given system has been reduced to zero, use the next system to the right on the above chart. (6 goes to 1.)

(196.64) The speed of a Space Dragon is based on the number of wing units remaining at the start of the turn divided by the speed factor, round fractions 0.5 or greater up, others down.

(196.65) Space Dragons have several weapons. All weapons are 360°.

(196.651) Their eyes operate as phasers (type depending on age) which can fire once per turn.

(196.652) Their "flame" (which they can use every second turn) is a plasma torpedo (type depending on age).

(196.653) Their tail operates as an anti–drone, with a 5/6ths chance of destroying any incoming drone. This "tail defense" is resolved when each drone enters the Dragon's hex and can be used three times per impulse (on different drones).

(196.654) The Dragon's claws attack on the Moray Eel chart **(90.4)** against any one ship within the same hex, using a die roll modifier as shown (depending on age) directly as internal hits. A final result more than six is treated as six; a final result less than one is treated as one. The Dragon can make only one claw attack per turn. Claw attacks can be made against ships, bases, shuttles, fighter, P/F, other monsters, drones, or other objects (except plasma torpedoes).

(196.66) The Space Dragon's "eyes" and "flame" cannot be destroyed except by killing it. The claws and tail cease to function when they are completely destroyed. The Dragon's speed is reduced by wing hits. The Dragon dies when all of its "systems" are reduced to zero. There is no explosion.

(196.67) Space Dragons have a turn mode of 1 in all cases. They can elect not to move in a given impulse (assuming their speed calls for them to move in that impulse). The Dragon can TAC, HET (once per turn), sideslip, and otherwise move as a ship. A Dragon can be displaced, trapped by web or tractor, and placed in stasis. A Dragon will detonate mines. They use Free movement at all times.

(196.7) ALTERNATIVES: While most old and ancient Space Dragons travel alone, young ones (2 or 3) are always in the company of an adult (usually their mother). If a ship is in a direct line between a young Dragon and its mother, the mother Dragon will immediately move at a speed of three hexes per impulse to enter the ship's hex and attack it.

Another alternative, good for killing a few minutes before your gaming session is over or your opponent arrives, is to have two (or more) Space Dragons fight each other.

(197.0) THE INTERRUPTED MINESWEEPTER

Mine warfare became, during the General War, almost a war within itself. Minesweepers prowled the neutral zones, probing opposing minefields and sweeping gaps through them.

(197.1) NUMBER OF PLAYERS: 2; the defending player (who controls the minefield) and the attacking player (who controls the minesweeper).

(197.2) INITIAL SET UP

Set up a standard minefield **(181.32)** in hex rows 20xx-24xx.

Attacker: One MS (any type) enters hex 4201, speed 12, heading E, on turn 1.

Defender: One small ship (see below) enters on turn 15, hex 0129, speed 20, heading B.

The defending player may select a frigate, police ship, two P/F, or six fighters (4 Tomcats with 2 × III). Opponents for this scenario should be selected based on the "enemies" list in **(165.1)**.

(197.3) SCENARIO LENGTH: The scenario continues until all units belonging to one player are destroyed, captured, or have disengaged.

(197.4) SPECIAL RULES

(197.41) Use the minefield rules.

(197.42) The minesweeper has MSS.

(197.43) Romulans must use Pelican or Skyhawk–D.

(197.44) The map is fixed; it does not float. Attacking ships can only exit the 42xx map edge; defending ships the 01xx map edge. Any ship exiting a map edge is considered to have disengaged.

(197.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)**, but award the attacking player one point for each mine located and four additional points for each mine destroyed.

(197.6) VARIATIONS: When expecting a strong reaction from the enemy, the minesweeper is often escorted by a warship. To explore this alternative, the defending player designates one additional ship (of any type, but no larger than a cruiser) to be added to his reaction forces. The attacking player then designates one additional ship to be added to his forces. Note that the addition of ships to each side adjusts the victory point balance; see **(45.7)**. In this variation, the Romulans may use their Sparrowhawk–D without an escort.

Another alternative would be to allow the MS to lay mines. Use a larger defending ship or let it arrive sooner.

(198.0) P/F PICK-UP

After a strike, P/F crews look forward to a swift return to their base, where they can rest and repair their ships under the protection of the base's heavy weapons. P/F's operating from a tender, however, lack this luxury and can experience the ultimate horror of being attacked at their pick-up point.

(198.1) NUMBER OF PLAYERS: 2; player A and player B, see the enemies list in **(165.1)**.

(198.2) INITIAL SET UP

Player A: One P/F tender in hex 2216, heading B, speed 10, all weapons armed and ready.
One flotilla of P/F's (same race as tender) enter map between 0127 and 0132 on turn 1, heading B, speed 10, all weapons armed and ready.

Player B: Unit(s) enter map on turn 1 between hex 4225 and 4232, heading F, speed max, all weapons armed and ready.

(198.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(198.4) SPECIAL RULES

(198.41) The P/F's have suffered damage during the mission just completed. For each P/F, the owning player decides if it is carrying its packs or not, then rolls one die. The result specifies the shield which was struck by enemy weapons. He then rolls two dice and scores a number of damage points equal to this total on that shield. If all warp engines are destroyed, the P/F is destroyed (it doesn't count for victory purposes). The P/F's are assumed to have had three turns to apply damage control to the damaged shield.

(198.42) Player B's forces can consist of ships, a flotilla of P/F's (with a flotilla leader), or a squadron of fighters (total 200 points). As a stronger force is needed if the PFT is a Romulan Sparrowhawk–E, player B may use 250 points worth of ships.

(198.43) Use a floating map.

(198.44) Low on fuel, the P/F's cannot disengage by acceleration. They can disengage by outrunning player B in direction B.

(198.45) Roll one die for each drone rack on the returning P/F to determine how many drones remain. A result of 5 or 6 = 4.

(198.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)** except that player B scores 200% of BPV for crippling the tender or 500% of BPV for capturing or destroying it.

(198.6) BALANCE: The scenario can be self-balancing by adjusting the size of Player B's forces. Alternatively, keep one P/F with the tender (assuming it had not gone on the strike but remained behind to protect the tender). Another variation (popular with PFT captains) is to load one or two fighters on board the tender for local protection.

(199.0) INCIDENT ON THE WYN BORDER

In Y179, a Klingon Internal Security Forces patrol near the WYN cluster sighted an Orion Salvage Cruiser. While many Orion ships were operating as mercenaries in the pay of the Klingons, many others were still operating as pirates, profiting from the War. Chief Constable Bocar Karmon (a Knight of the Sword, that is, a member of the Klingon "petty military nobility"), commanding the ISF patrol, moved in to investigate.

Suddenly, the Salvage Cruiser fired on the Klingons and began disgorging Buccaneer class gunboats from its hold. Karmon realized three things: THIS Orion was a pirate, not a Klingon ally; the Orions had indeed been building new ships in WYN space, as had been rumored; and that he was going to die.

(199.1) NUMBER OF PLAYERS: 2; the Klingon player and the Orion player.

(199.2) INITIAL SET UP

Klingon ISF: one F-5 in hex 4023, four G-2 gunboats in adjacent hexes; all heading F, speed 12, no weapons armed.

Orions: one Salvage Cruiser (four Buccaneers on board) in hex 0105, heading C, speed 4, weapons armed.

(199.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(199.4) SPECIAL RULES

(199.41) Use a floating map.

(199.42) No Klingon unit can disengage until it has moved within 10 hexes of one Orion unit.

(199.43) The Klingon units can use their bridge boxes as "labs" (in addition to actual labs) to gain information on the Orion ships as per **(49.4)**. Information gained by ships that are destroyed or captured does not count.

(199.44) Roll for pilot quality on the Buccaneer and G–2 ships. G–2 ships are not P/F.

(199.45) Karmon is a Legendary Captain.

(199.46) Use fast drones. All drones are I–X–F

(199.47) The Orions have "A" drone racks in the optional mounts.

(199.48) The Orions had just emerged from the WYN radiation zone and were still suffering from its effects. Roll one die. The result is the turn number for purposes of **(177.0)** of the first turn.

(199.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)** except that the Klingons incur no penalty for disengaging, and that the Klingons gain one victory point for each point of "information" gained.

(199.6) VARIATIONS: The Klingon force could be changed to a D6PFT with 6 G–1's. Alternatively, Kzinti or Lyran forces could be used.

(199.7) BALANCE: Balance could be adjusted by adding or deleting one G–2 or Buccaneer to/from either side or by giving one player a number of points to spend for special equipment **(150.52)**.

(200.0) PROBING THE WYN CLUSTER

The mysterious and fiercely neutral WYN cluster is located where the Kzinti, Lyran, and Klingon borders meet. It is rich in heavy minerals and populated by political renegades from all three bordering races. The WYN's have managed to defend their homes by playing their neighbors against each other. This political balance keeps any of the larger races from sending a massive fleet against the WYN, but probing forays by small fleet units are a constant source of irritation. The small WYN fleet, consisting of a rag–tag collection of captured, stolen, and converted ships, is usually (though barely) able to repel these incursions.

(200.1) NUMBER OF PLAYERS: 2; the WYN player and the attacking (Lyran, Kzinti, or Klingon) player.

(200.2) INITIAL SET–UP

WYN: 1 × large ship (Orion CR, Lyran DD, Kzinti FF), 1 small ship (LR or G–2), 6 × P/F (various types), 12 × fighters (various types), 2 × Auxiliary Cruisers, all within six hexes of 3507, heading and speed at option of owning player.

LYRAN: 1 × CL, 3 × FF, 5 × P/F, 1 × P/F–Scout.

––or––

KLINGON: 2 × F–5, 1 × E–4, 1 × D6CV, 6 × G–1.

––or––

KZINTI: 1 × CVL, 3 × FF, 6 × Needle.

Set up within six hexes of 0824, heading and speed at option of owning player. WYN may select any type of P/F or fighter as per **(193.1)**. Attacking carriers have normal load of fighters; attacking P/F are presumed to be launched from a tender that remains off of the board.

(200.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one player have been destroyed, captured, or have disengaged.

(200.4) SPECIAL RULES

(200.41) Forces shown are circa Y180. If before Y178, eliminate all P/F. If before the introduction of fighters (for that attacker), eliminate fighters and substitute CL/D6 for carriers. If after Y180, use fast drones.

(200.42) The map is fixed; it does not float. Ships may exit the map from any edge, and if they do so, they may not return. They are assumed to disengage.

(200.43) Use the WYN radiation zone rules **(177.0)**. The zone is located just off the map.

(200.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)**. Attackers score a bonus of 25% of the BPV of any of their ships that exit the board (uncrippled) within the five hexes of 4201.

(200.6) BALANCE: The scenario can be balanced by adjusting the size and composition of the WYN forces.

(201.0) FI–CON FIASCO

Another of those great military ideas that looked good on paper but failed miserably in combat, the Kzinti Fi–Con system (modified Needles towing fighters) enjoyed a limited amount of success until its last mission in Y181, when fighters returning from a strike were intercepted by Kollos Kumerian's 701st Gunboat Flotilla (the Bounty Hunters).

(201.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(201.2) INITIAL SET UP

Kzinti: 6 Needles (Fi–Con variants) in hexes 3008, 3109, 3209, 3310, 3410, and 3511, heading E, speed 6, no warp packs.

24 AAS fighters enter map between 0101 and 0110 on turn 1, heading B or C, speed max, no booster packs or drones. Six have suffered one point of damage; six have suffered two points of damage; and four have suffered three points of damage before the scenario begins.

Klingon: Six G–1 P/F enter the map from the D edge, between 1034 and 2034 on turn 1. These have "E" drone racks with I–SHF drones. They have warp packs.

(201.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured, destroyed, or have disengaged.

(201.4) SPECIAL RULE: The "floating map" is used.

(201.5) VICTORY CONDITIONS: Use the standard victory conditions as modified for fighters. However, the Klingons score no points for Kzinti units that disengage. Kzintis score a bonus equal to 50% of the BPV of any of their units that successfully disengage.

(201.6) TACTICAL ADVICE

Klingons: Attack the Needles immediately, trying to cripple as many as possible. After they have been destroyed or chased off, begin hunting down the fighters. Try to surround them with the gunboats and fire drones into the pack.

Kzinti: Have the Fi–Cons split up; some moving to a rendezvous near 1801, the others to a point farther in direction A. Divide the fighters into a covering force that will attack the Klingons immediately and a group to rendezvous with each group of Fi–Cons. Any Fi–Con with fighters aboard should immediately disengage. The covering force should concentrate on one or two gunboats; you lack the firepower to destroy them all. If all else fails, scatter. Have every unit go in a different direction, and hope that some escape.

(201.7) VARIATIONS

(201.71) The Kzintis considered the possibility of assigning another flotilla of Needles to the 23rd Division to provide a covering force, but they did not due to a shortage of Needles and tactical restrictions created by such an arrangement. To explore this alternative, add six regular Needles to the Kzintis and six regular G–1's (A racks) to the Klingons.

(201.72) Kollos Kumerian is a Legendary Ace. Two Kzinti fighter pilots should be ace, and six of them green.

(202.0) THE TROJAN SHUTTLE II

The Kzintis captured a Klingon fighter during Y169 and used it a year later in an attempt to ambush the CV(T) Berzerker.

(202.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(202.2) INITIAL SET UP

Place one Klingon CV(T) in hex 3308, heading F, speed 10, all weapons armed, no fighters armed.

Place one Kzinti CVL in hex 0525, heading B, speed 15, all weapons armed, all fighters armed and loaded.

(202.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, disengaged, captured, or have surrendered.

(202.4) SPECIAL RULE: The Kzintis managed to fly the robot controlled fighter into the left hanger pod, at which point it exploded. Before play begins, score eight damage points to the left hanger pod (use the Damaged Allocation Chart but apply the hits only to the left pod). Then, roll two dice, add two to the result, and score this number of points as internal hits distributed normally over the entire ship.

(202.5) VICTORY CONDITIONS: Use the standard victory conditions except that the Klingons get a 30-point bonus.

(202.6) VARIATIONS

(202.61) While it would not portray a historical situation, the scenario could be played using virtually any carrier and any attacking ship.

(202.62) Assume that the Berserker has a full strike force loaded and "on deck." Note that this will trigger a chain reaction using rule **(59.499)** and could end the scenario before it begins. Resolve all damage from the robot shuttle before any chain reactions. The Klingons do not receive the bonus in this case.

((202.63) Each player may "spend" 35 points on special equipment **(150.52)**.

((202.7) BALANCE: The balance of scenario can be adjusted by increasing or decreasing the number of damage points scored or the bonus awarded to the Klingons or by varying the types of fighters available to either player or the size of the Kzinti ship.

(203.0) THE WYN AND THE LION

In Y181 the Lyrans mounted a major operation against the WYN cluster. While the background of this operation remains obscure, it appears to have been conducted by a single major clan. It was directed against a major WYN planet that was close to the border.

(203.1) NUMBER OF PLAYERS: 2; the WYN player and the Lyran player.

(203.2) INITIAL SET UP

Set up a standard asteroid field **(73.4)**. The WYN player sets up a standard minefield **(181.32)** across the board in hex rows 20xx to 24xx, inclusive. The heavy dust and radiation clouds present limit sensor lock-on to a maximum of 24 hexes.

Lyran forces enter on turn 1, in any hex on the 01xx hex row, facing B or C, speed on last turn 20, all weapons armed and ready. They include 1xDN, 1xBC, 3xCL, 2xDD, 2xFF, 1xSC, 1xMS, 1xP/FT (with five P/F and one scout P/F).

WYN forces enter on turn 4, in any hex on the 42xx hex row, facing E or F, speed on last turn max, all weapons armed and ready. They include 1 CR, 1 (ex–Lyran) DD, 2 (ex–Kzinti) FF, 2 (ex–Klingon) G–2, 4 Auxiliary Cruisers, 1 Auxiliary Carrier (with Federation F–18's), 15 P/F (4 each Klingon, Kzinti, Lyran, 2 Orion, 1 Hydran), 12 (ex–Klingon) Z–2.

During the scenario **(203.43)**, one Kzinti SCS (with 12 HAAS and 6 Needles) arrives in any edge hex between 0101 and 1801, speed max, heading C, D, or E, all weapons armed and ready.

(203.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(203.4) SPECIAL RULES

(203.41) The map is fixed. Units may exit only from the map edge they entered from (exception: Lyrans scoring victory points, see below). Units exiting the map may not return. Uncrippled WYN units may not exit the map.

(203.42) WYN ships (fighters exempted) may not move into or beyond the 20xx hex row. Kzinti ships (fighters exempted) may not move into or beyond the 20xx hex row.

(203.43) At the end of each turn, the WYN player may either score a 10–point bonus or call for Kzinti assistance. If Kzinti assistance is called for, the WYN player rolls three dice. The Kzinti forces enter the game that number of turns later. (If called for at the end of turn 10, and a total of 8 is rolled, they arrive at the start of turn 18.) The WYN score no further bonus points after Kzinti help is called for.

(203.44) Determine pilot quality for fighters and pseudo–fighters by **(155.1)**. Each WYN ship may have one legendary officer; four Lyran ships (Lyran player's choice) may have one legendary officer. Roll on **(154.16)**.

(203.45) Use the WYN radiation zone rules **(177.0)**.

(203.5) VICTORY CONDITIONS: Use the standard victory conditions **(45.7)** as modified for fighters and the WYN. The Lyrans gain no points for destroying mines. The Lyrans score a bonus equal to the BPV of any ship that exits the map from the 42xx hex row. Note that the WYN gain points for delaying the entry of the Kzintis.

(203.6) VARIATIONS: Invading fleets of Kzinti or Klingon ships (of approximately 1,750 BPV) could be used. In the case of a Kzinti attack, an appropriate Klingon or Lyran force would replace the SCS.

Other fighter types in WYN service could be substituted for the F-18's.

(203.7) BALANCE: The scenario could be balanced by adding P/F's to the Lyrans or by adding one or two LR class ships to the WYN.

(204.0) ADMIRAL KOSNETT'S WAR (MINI-CAMPAIGN)

After Operation Cavalry exhausted itself crippling a Klingon Starbase, the Federation-Klingon border slipped back into a period of static warfare. Main fleet elements were shifted to other theaters where the threat, or the chance of success, was greater.

Promoted to admiral, Phil Kosnett was responsible for a broad sector of the frontier. During Y183, he conducted a series of operations against Klingon forces designed to destroy them in a war of attrition. Key to his plan was to secretly assemble a strong force opposite a key border area, probe the Klingon minefields, and then destroy the piecemeal forces that responded to the threat. He conducted five operations of this type, with varying degrees of success.

(204.1) CAMPAIGN ORGANIZATION

Two players participate in this Mini-Campaign; the Klingon player and the Federation player (Admiral Kosnett). The players will play a series of five scenarios, as described in **(204.2)**.

(204.2) THE SCENARIO

(204.21) INITIAL SET UP

Set up a standard minefield **(181.32)** in hex rows 20xx–24xx. It is controlled by the Klingons.

Federation Ships: CC (+ 2xF–18) (Legendary Captain)
CVL (GS) (+ 8xF-18)(Cptn Glenn Allen Spicer)
3 × NCL (each + 2 × F–18)
1 × MS
1 × SC

All Federation ships enter the map on turn 1, speed 24, heading E, within five hexes of 4220.

Klingon Forces are described in **(204.3)** below.

(204.22) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged. Klingon reinforcements not yet received are included in this; the scenario cannot end if Klingon reinforcements are still expected, unless the Federation forces withdraw or are destroyed.

(204.23) SCENARIO VICTORY

Use the standard victory system **(45.7)** to determine victory in each scenario. Award the Federation player five points for each mine destroyed (by any method).

(204.3) KLINGON FORCES

Klingon forces are variable. Neither player knows what Klingon units will be in the area when Kosnett makes one of his sorties or how fast they will be able to react. These rules reflect this.

(204.31) The Klingon player starts with no units on the board. He will receive six separate sets of reinforcements over the length of the scenario. Each group of reinforcements is known as a "force." The exact composition of each force is determined at the time of its arrival. This is determined by rolling a single die and consulting the chart below:

Die Roll Force	1	2	3	4	5	6
A	6 × Z–2	6 × Z–V	3 × G–1	2 × G–2	1 × F–5	None
B	6 × Z–2	6 × Z–V	3 × G–1	2 × G–2	1 × F–5	None
C	12 × Z–V	6 × G–1	1 × D–6	1 × F–5	None	1 × Q–ship (sm)
D	1 × F–5	2 × F–5	1 × D–6	1 × F–5M	None	1 × Z–ship (l)
E	3 × D–6	3 × D–5	3 × D–7	1 × D6CV	None	1 × D6PFT
F	1 × D–7	1 × D–6	1 × C–9	3 × F–5	None	1 × D–5

Each of the 36 listed combinations can only occur once during the campaign. If alternative #3 for force A has already been used, shift to the right until an unused force is found (in this case, #4, #5 if #4 had also been used). Carriers have their fighters; PFT have their P/F. All fighters and P/F have booster packs. If column 6 has been used, shift to column 1. A "none" result is accepted if received, it indicates that the forces responding are too far away to reach the area in time.

(204.32) All Klingon units arrive anywhere on the 01xx map edge, speed max, heading B or C.

(204.33) The arrival time of each Klingon force is determined by the following procedure. The Federation forces arrive on the board and begin to map the minefield, with the objective of sweeping a hole through it. This will force

the Klingons to react. At the end of turn 10, the Klingon player draws a card from a deck of ordinary playing cards. This will determine the number of turns until force "A" arrives. (J = 11, Q = 12, K = 13.) If an ace, force A arrives on turn 11; if a 5, on turn 15; if a Q, on turn 22. When a force is scheduled to arrive, it arrives at the start of that turn. At the end of that turn, the Klingon player draws a card to determine the arrival time of the next force. This is repeated for the six forces scheduled to arrive.

(204.4) SPECIAL RULES

(204.41) Use the minefield rules.

(204.42) The map is fixed; it does not float.

(204.43) Federation ships can only exit off of the 42xx map edge; Klingon ships only off of the 01xx map edge.

(204.44) Any unit that exits a map edge is presumed to have disengaged and may not return.

(204.45) In between each scenario, the Federation player can repair all of his surviving ships and can replace all of his F–18 fighters. One old–type CL is available to be added to his fleet if one of his other ships is destroyed.

(204.46) Roll for pilot quality on **(155.1)**; all replacements are green.

(204.5) VICTORY CONDITIONS: Each scenario is worth one point. Additionally, the total points scored (discounting mines) in all five scenarios is determined. The player with the higher score in this general accounting receives points as follows:

If enemy casualties are 100–125% of your own, 0 points.
If enemy casualties are 126–150% of your own, 1 point.
If enemy casualties are 151–200% of your own, 2 points.
If enemy casualties are 201–300% of your own, 3 points.
If enemy casualties are over 300% of your own, 4 points.

The winner is the player with the higher total of scenario and general accounting points. The maximum score is 9. Admiral Kosnett's success is rated as follows:

0–3 points: Abysmal failure, court–martialed for incompetence. Kosnett has probably cost the Federation the War.
4–5 points: Kosnett has managed to break even in a war of attrition (which the Federation should never have been in). Kicked upstairs, he will never command again.
6–7 points: Kosnett has done well. Klingon forces are weakened, and Federation forces can be spared to seek a decisive battle. Kosnett is decorated and promoted.
8–9 points: Kosnett is probably the greatest admiral the Federation has ever produced. He will command all allied forces in the final campaign and be fleet supreme commander by the end of the War (if he lives).

(204.6) VARIATIONS: Faster Klingon Arrival: Each time a draw is called for, draw cards for the next two forces instead of the next one force. For example, on turn 10 the Klingons might draw a 5 for force A and a 9 for force B. On turn 15, force A arrives. Two more cards are drawn: a Q for force C (turn 27) and an Ace for force D (turn 16).

XXXI DESIGNER'S NOTES AND PUBLISHER'S INFORMATION

(205.0) DESIGNER'S NOTES

The roots of expansion #3 stretch back to the long interval between expansions #1 and #2. This long hiatus had left far too much good material unpublished, and I found myself, again and again, taking things out of #2 to get below the word limits imposed by the economies of game production. This material became the core of Expansion #3. Due to the "Master Plan" schedule, however, so many things were already promised for this expansion that some of that material remains unpublished.

My goals for this expansion were considerably less grandiose than those for Expansion #2. There was far less errata to use, and NEXUS has relieved the need to publish explanations in the expansions.

The primary goal was to publish the set of "war cruisers" that were built and used in large numbers during the great General War. These ships, being "lean and mean," have a far higher ratio of firepower to building cost than the previously produced ships. You won't be able to tell until some of the new products we are working on reach print, but the real limitations on these are in their "spacekeeping" capabilities. The ships can only go on one– or two–year missions. They simply aren't capable of a "five–year" mission. Militarily they are designed to operate out of a base, returning to rest the crew and repair the ship between each fight. They do not have the fuel, supplies, or spare parts for long missions, and the crew quarters are considerably more cramped. A good example is the Federation's "new CL," where 360 people occupy virtually the same hull space as the 200 crewmen on the DD.

The minefield rules represent an area that I always meant to cover and never had space for. When the "master plan" was created a year ago, mines were scheduled for expansion #3, and here they are.

An obvious loose end was the "pseudo–fighter tender," designed to give some offensive capability to the vicious but short–ranged P/F's. The various P/F variants, and the scenarios to support P/F use, completed the picture.

Many "loose ends" were tied up, and many new areas were addressed. The "chain reaction" rules, enveloping plasmas, non–violent boarding, atmosphere combat, and a dozen other areas were brought into focus, and (I hope)

completed.

Even as I completed those, however, I left a few loose ends to keep you waiting for the next expansion. The Andromedan Invasion of Y188 almost destroyed the known universe; I know you can't wait to defend it.

This expansion was finished during the state of transition. The highly demanded "revised rulebook" has been placed on the schedule for 1983 and will (among other things) eliminate my rather erratic rules for capitalizing every noun. As a result, this expansion has already changed to the new non–capitalized system. I hope you can adjust better than I did.

The Master Plan is on schedule and well underway. If it holds, Expansion #4 will bring you the troop transports (you'll need them if STAR FLEET MARINES stays on schedule), and #5 will bring you the exploration ships. Scenarios will continue to appear in NEXUS and in separate products. A new series of products, titled "supplements" instead of "expansions," is in development. Supplements on X–ships, fighters, and pseudo–fighters are in preparation at this time.

(206.0) WYN BACKGROUND

The WYN Starcluster stands as a huge (50 parsecs diameter) beacon at the crossroads of the Galaxy. Marking the point where the Klingon, Lyran, and Kzinti borders meet, the cluster itself was long considered uninhabitable. Surrounded by a dense cloud of highly radioactive dust, it was assumed that the entire cluster was saturated with deadly radiation. No one ever tried to find out.

In Y116 a Kzinti Duke decided that he was the most qualified successor to the patriarchal throne. That the current patriarch was still very much alive was only a technicality. While the battles and intrigues that followed make an interesting 12–volume study in Kzinti politics, the key point is that the Duke, known thereafter as the Usurper, came out on the losing end of a very bloody civil war.

Pursued by the victorious Patriarch, the Usurper led the ragged survivors of his fleet to the edge of the WYN cluster and plunged directly into it; better to die than be taken prisoner. But the Usurper survived.

The radioactive clouds were discovered to be a relatively thin shell, but only by driving into them at Warp 7 could even that brief exposure be tolerated. Given up for dead by his race, the Usurper secretly began constructing a society within the cluster.

Two decades later, an Orion pirate raider fleeing from the Klingons also chose the apparent suicide of the cluster to capture by the ISF. Captured instead by the Kzinti renegades, the pirate captain quickly came to terms. For the next 30 years the pirates supplied the WYN with the things it needed most: high-tech manufacturing equipment and population. By the time the Klingons discovered the existance of the WYN "race," some forty million sentient beings resided in the cluster on eight habitable planets. Kzinti renegades, Orion pirates, Lyran clans on the losing end of their constant civil wars, and Klingon vassals formed the bulk of the population, but representatives (mostly escaped felons or mercenaries) from almost every known sentient race were present.

The WYN position was perfect for defense for two reasons. First, any ship coming through the radiation belts would be "disoriented" for a considerable period. Until the effects of the radiation wore off, attacking ships would suffer continous computer and electronic malfuctions that drastically reduced their effectiveness in combat. The small WYN fleet, which would have been blasted to dust in high space, could easily handle intruders disoriented by the radiation.

The second reason for WYN defensive success was that none of the bordering races could afford to see the others gain control. The WYN cluster was richer by far in rare minerals and metals than any other region of space. Time and again, Kzinti ships prevented the Klingo-Lyran alliance from overwhelming the cluster, and more than once Klingon or Lyran ships helped keep the Kzintis at bay.

The richness of the cluster supported a strong and growing economy. Trade with the Lyrans, Klingons, and Kzintis proceeded actively from Y159 through the General War. Trade with the WYN was conducted solely on their terms. A cargo ship filled with such things as computers, navigation equipment, spare parts, heavy ship's weapons, drones, and other items would be sent into the cluster under a robot pilot. The WYN fleet would intercept the craft, unload the cargo, and fill it with processed rhodinium ore, dilithium crystals, fissionables, platinum, and other items for the return trip. Sometimes terms were arranged by sub-space, and rarely a "trade representative" would visit the WYN capital, but usually the exchange rates were set by the WYN. On more than one occasion,the conniving WYN would send out the ship at a point close enough to the Kzinti-Lyran or Kzinti-Klingon border to tempt the neighbors into fighting over it.

The one thing the WYN lacked was a shipyard capable of actually building ships (rather than just converting them). In Y160, the Orions constructed one within the cluster on the condition that it remain under Orion control. The arrangement involved the "gift" of a CR and several LR class ships to the WYN but gave the Orions one shipyard relatively invulnerable to attack.

(207.0) ACKNOWLEDGEMENTS

No project of the magnitude of the Star Fleet Universe could be undertaken by a single man, and I am glad to acknowledge the help received. Mike Thompson, Ray Olesen, and Graeme Cree (of the committee) worked hundreds of hours, far beyond the call of duty or expectation of any reward. The Joint Chiefs (Thompson, Olesen, Cree, Wilcox, Kaufman, Curtis, Robinson) worked tirelessly on their new ships. The "captains" of the various playtest groups (Annett, Kaufman, McCarthy, Pini, Spencer, Thompson) kept the playtest sessions on track and the reports coming.

More than anyone I must thank Stephen G. Wilcox. Even though he never got the credit he deserved for his work on Expansion #2, he never faltered in his unending help and encouragement. Once my assistant and protege, and now my conscience and designated heir, Steve is the last one to see the finally revised copy; the last chance to catch the last mistakes. I probably spent as much time working with Steve as the rest combined. By the time this is printed, he will have left for college, perhaps never to work with me again. It's been good to have you Steve, come back if you can.

(208.0) CREDITS

Original System Design . . . . . Stephen V. Cole
Expansion Module Editor . . . . . Stephen V. Cole
Chief Developer and Editor . . . . . Stephen G. Wilcox
Expansion Module Developers . . . . C. Michael Thompson, Graeme Cree, Ray D. Olesen , Josh Spencer, Felix Hack
Graphics . . . . . Richard Kerr, R. Vance Buck
Cover Painting . . . . . Gary Kalin
Production . . . . . Allen D. Eldridge
Consultant . . . . . Franz Joseph

Playtesting and Evaluation:

Amarillo, Texas: Steve Wilcox, Mark Moody, Ken Hart

Dallas, Texas: Mike Thompson, Mark Babik, Christopher Carter, Chris Long, Chris Montgomery, Patrick Purtill, ET3 Kenneth A. Stone, David E. Walker, Michael J. Young, Glenn Allen Spicer, Bill Gilmore, Bryan Miller, Lance Vescovo, Andrew Tompson, Matthew Bailey, Todd Maxey.

Chicago, Illinois: Ken Kaufman.

Los Angeles, California: Ray Olesen, Andrew Robinson, Larry Jordan, Shan Vaughn, Robby D'Arcy.

Tucson, Arizona: Jim Curtis, Mark Franklin, Mike Sather, Mark Means.

Kalamazoo, Michigan: Joseph McCarthy, Mike Morresette, Dan Danoski, John Derouin, Dale Wood, William Goettcher, Ray Burgwald.

South Haven, Michigan: Josh W. Spencer, Stephen A. Knezic, Jeffrey L. Booz, Kent E. Sopher, Kevin A. Tucker.

Winnipeg, Manitoba: Ken Annett, Tom Davie, Graham Logan, Mike Towers, Chris Legrange, Kelly Morrisseau, Brant Johnson, Jim Ediger, Bryan Nickle.

Long Island, New York: John C. Pini, Dr Harlan Sparer, Frank Vazquez, James Memol, Andrew Schafer, Gene Hev.

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(209.0) PUBLISHERS INFORMATION

The STAR FLEET BATTLES EXPANSION MODULE #3 was published by Task Force Games, 1110 N. Fillmore, Amarillo, Texas, 79107 (Telephone (806) 276-6229). Dealer inquiries are welcome. Hobby and Game stores, please write on your letterhead and ask for a list of qualified wholesalers. Task Force products are available to individuals in hobby stores and from several direct mail companies. Products are not directly available to stores or individuals from Task Force Games. Please do not order from us. If your store does not carry Task Force products, send us his name and address and we will have our wholesalers contact him.

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Stephen V. Cole, Amarillo Design Bureau, Box 3012, Amarillo, Texas 79106.

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REVISED MASTER SHIP CHART -- STAR FLEET BATTLES EXPANSION #3

Ship Type	32.8 Crew Unts	33.1 Brdg Prts	45.8 BPV	58.56 Break Down	58.11 Move Cost	59.21 Spare Shttl	5.1 Shield Class	6.21 Turn Mode
THE FEDERATION STAR FLEET								
DN	50	14	180	3-6	1+1/2	4	2	E
DN+	52	14	205	3-6	1+1/2	4	2	E
CX	46	14	268	5-6	1	4	2	D
CC	45	10	137	5-6	1	3	3	D
CA	43	10	125	5-6	1	3	3	D
CV	49	10	172/150	5-6	1	2+4	3	D
GS	45	12	140/120	5-6	1	2	3	D
GS(CVL)	44	6	133	5-6	1	1+2	3	D
CL	37	8	93	4-6	3/4	2	3	C
ECL	40	6	90	4-6	3/4	4	3	C
NCL	36	8	116	4-6	2/3	2	3	C
NSC	32	8	120/100	4-6	2/3	2	3	C
NECL	38	8	120	4-6	2/3	2	3	C
DD	20	6	94	3-6	1/2	1	4	C
DE	22	4	92	3-6	1/2	3	4	C
DEA	22	4	98	3-6	1/2	3	4	C
SC	19	6	68/30	3-6	1/2	1	4	C
MS(CL)	30	6	94/80	4-6	3/4	2	3	C
Tug	22	2	88/60	2-6	¶	1	3	¶
BT	30	10	168	2-6	1+1/2	1	2	E
P-SL	4+30	2	48/20	-	Δ	-	4°	-
BP	8	8	88/45	-	Δ	-	4°	-
P-C	0	0	14/10	-	#	-	-	-
Pol	2	2	40	6	1/3	1	4	A
DN Scr	30	8	90	2-6	1/2	-	4°	C
CA Scr	20	5	60/20	-	Δ	-	4°	-
S-Qship	6	4	40	2-6	1/3	-	4	D
L-Qship	12	8	81	2-6	1/2	-	4	D
THE LYRAN BATTLE FLEET								
DN	62	22	203	3-6	1+1/2	2	2	D
BC	52	20	142	4-6	1	2	3	C
CA	42	12	133	5-6	1	1	3	C
CX	45	12	272	5-6	1	1	2	C
CL	34	9	92	5-6	2/3	1	3	C
DD	26	6	79	6	1/2	1	4	B
SC	25	6	80/60	6	1/2	1	4	B
MS	22	4	80/60	6	1/2	1	4	B
PFT	28	4	80/50	6	1/2	1	4	B
FF	18	4	63	6	1/3	1	4	A
AF	18	4	70	6	1/3	1	4	A
P/F	3	1	20/37	6	1/5	-	4	AA
S-Qship	5	5	41	2-6	1/3	-	4	D
L-Qship	10	10	83	2-6	1/2	-	4	D
THE ANDROMEDANS								
Dom	38	20	360	5-6	1+1/2	0	2	D
In	24	10	200	6	1	0	3	C
Cb	14	8	90	6	1/2	0	4	A
Term	10	4	110	6	1/2	0	4	A
Co	10	4	70	6	1/3	0	4	A

Ship Type	32.8 Crew Unts	33.1 Brdg Prts	45.8 BPV	58.56 Break Down	58.11 Move Cost	59.21 Spare Shttl	5.1 Shield Class	6.21 Turn Mode
THE KLINGON DEEP SPACE FLEET								
B-10	81	32	316	2-6	2	2+2	2	E
C-9	62	24	213	3-6	1+1/2	2	2	D
C-8	60	24	211	3-6	1+1/2	2	2	D
DX	46	20	267	5-6	1	2	2	B
D-7	45	14	117	5-6	1	1	3	B
D-6	44	14	113	5-6	1	1	3	B
D-6CV	45	8	106	5-6	1	1+2	3	B
D-6PFT	44	8	109	5-6	1	1	3	B
D-5	40	8	102	5-6	2/3	1	3	B
D-5A	40	8	110	5-6	2/3	1	3	B
F-5	22	8	71	4-6	1/2	-	4	A
F-5S	20	6	75/60	4-6	1/2	-	4	A
F-5M	20	6	75/60	4-6	1/2	-	4	A
E-4	14	6	55	4-6	1/3	-	4	A
E-4A	14	6	60	4-6	1/3	-	4	A
E-3	12	5	42	4-6	1/3	-	4	A
E-3A	12	5	48	4-6	1/3	-	4	A
G-2	10	4	46	5-6	1/3	-	4	A
G-1	3	1	20/38	6	1/5	-	4	AA
Tug-A	20	7	125/110	3-6	1	1	3	¶
Tug-B	18	3	106/70	3-6	1	1	3	¶
CV(T)	40	13	153/134	3-6	1	1+4	3	E
P-H5	10	3	14/12	-	#	0+1	-	-
P-C1	0	0	14/10	-	#	0	-	-
P-P2	3	1	28/15	-	#	-	-	-
P-T3	3+20	40	42/30	-	Δ	-	4°	-
P-B4	10	6	31	-	#	1	-	-
B-Bm	18	8	125	2-6	1	-	3°	C
C-Bm	12	6	75	2-6	1/2	-	4°	C
D-Bm	9	4	58/30	-	Δ	-	4°	-
F-Bm	6	3	35/20	-	Δ	-	4°	-
S-Qship	5	5	41	2-6	1/3	-	4	D
L-Qship	10	10	83	2-6	1/2	-	4	D
THE GORN CONFEDERATION FLEET								
DN	62	24	220	4-6	1+1/2	4	2	E
CX	48	18	260	5-6	1	3	2	D
CA	46	16	141	5-6	1	3	3	D
CL	32	8	107	4-6	2/3	2	3	D
HDD	32	12	105	5-6	2/3	1	3	C
DD	20	6	68	4-6	1/2	1	4	C
SC	20	6	70/55	4-6	1/2	1	4	C
PFT	20	4	70/55	4-6	1/2	1	4	C
MS	20	4	70/55	4-6	1/2	1	4	C
Tug	23	4	96/44	2-6	¶	2	3	¶
P-C	0	0	15/10	-	#	0	-	-
P-T	2+40	80	60/30	-	Δ	2	4°	-
P-SL	2+20	6	40/20	-	Δ	1	4°	-
P-M	17	6	45/96	-	#	0	-	-
B	30	-	-	-	Δ	0	-	-
Pter PF	3	1	20/40	6	1/5	0	4	AA
S-Qship	6	5	25	2-6	1/3	0	4	D
L-Qship	12	10	80	2-6	1/2	0	4	D

Ship Type	32.8 Crew Unts	33.1 Brdg Prts	45.8 BPV	58.56 Break Down	58.11 Move Cost	59.21 Spare Shttl	5.1 Shield Class	6.21 Turn Mode
THE IMPERIAL ROMULAN FLEET								
DN	60	20	224§	5-6	1+1/2	2	2	E
KRX	42	6	272	5-6	1	1	2	B
KR	40	10	128§	5-6	1	1	3	B
SpH-A	36	10	125§	5-6	2/3	1	3	B
SpH-B	38	8	125/110§	5-6	2/3	1	3	B
SpH-C	40	10	130/114§	5-6	2/3	1	3	B
SpH-D	32	6	110§	5-6	2/3	1	3	B
SpH-E	38	6	113§	5-6	2/3	1	3	B
SpH-F	32	6	120§	5-6	2/3	1	3	B
SpH-G	24+40	5+80	143/110§	5-6	2/3	1	3	B
WE	20	5	100§	5-6	1	-	3	D
WH	20	5	87/60§	5-6	1/2	1+1	4	D
CH	21	4	90/55§	5-6	1/2	1	4	D
MS	14	5	72/40§	4-6	1/2	1	4	D
MA	12	2	88§	4-6	1	0	3	D
WB	15	5	45§	-	Δ	0	3	
SkyH-A	22	8	102§	6	1/2	-	4	A
SkyH-B	24	6	92§	6	1/2	0+2	4	A
SkyH-C	24	6	93§	6	1/2	0	4	A
SkyH-D	20	6	95§	6	1/2	2	4	A
SkyH-E	22	8	105§	6	1/2	1	4	A
SkyH-F	22	8	110/90§	6	1/2	1	4	A
SkyH-G	20+20	4+40	107/92§	6	1/2	2	4	A
SkyH-H	18	6	93/85§	6	1/2	1	4	A
KF5R	20	5	78§	4-6	1/2	0	4	A
KF5RS	18	4	85/60§	4-6	1/2	-	4	A
KE4R	13	4	60§	4-6	1/3	-	4	A
Cent PF	3	1	20/44§	6	1/5	0	4	AA
S-Qship	5	4	40	2-6	1/3	0	4	D
L-Qship	10	8	80	2-6	1/2	0	4	D
THE ROYAL HYDRAN FLEET								
DN	54	18	170	4-6	1+1/2	3+4	2	D
XR	37	14	220	5-6	1	2+3	2	C
XD	38	14	250	5-6	1	2+1	2	C
CA(R)	35	12	93	5-6	1	2+3	3	C
CA(D)	36	14	130	5-6	1	2+1	3	C
CL(H)	30	10	83	5-6	2/3	1+2	3	B
CL(T)	31	12	112	5-6	2/3	1	3	B
DD(L)	22	8	67	6	1/2	1+2	4	B
DD(K)	23	10	90	6	1/2	1	4	B
MS	20	4	75/65	3-6	1/2	2	3	D
PFT	24	6	78/40	3-6	2/3	1	3	D
Sc	12	4	44/26	6	1/3	1	4	A
Hnt	10	6	48	6	1/3	1	4	A
A-Hnt	10	4	54	6	1/3	1	4	A
Cuirs	10	6	65	6	1/3	1	4	A
Harrier	3	1	20/37	6	1/5	-	4	AA
Hellion	3	1	24/42	6	1/5	-	4	AA
S-Qship	5	5	25	2-6	1/3	0	4	D
L-Qship	10	10	55	2-6	1/2	0	4	D

Ship Type	32.8 Crew Unts	33.1 Brdg Prts	45.8 BPV	58.56 Break Down	58.11 Move Cost	59.21 Spare Shttl	5.1 Shield Class	6.21 Turn Mode
THE KZINTI BATTLE FLEET								
SSCS	70	30	245	4-6	1+1/2	3+6	2	E
SCS	65	24	215	4-6	1+1/2	3+3	2	E
CV	50	20	147	5-6	1	3+3	3	E
CVL	40	15	117	5-6	1	2+2	3	C
CVE	30	10	89	5-6	2/3	1+2	3	B
CSX	41	18	264	5-6	1	3	2	C
CS	40	16	116	5-6	1	2	3	C
CM	33	12	110	5-6	2/3	1	3	B
CL	30	10	84	5-6	2/3	1	3	B
FF	20	6	62	5-6	1/3	1	4	A
AFF	20	6	70	5-6	1/3	1	4	A
DF	21	4	74	5-6	1/3	1	4	A
SF	18	4	75/55	5-6	1/3	1	4	A
PFT	30	8	75/65	5-6	1/2	1	3	B
MS	18	2	70/45	5-6	1/3	1	4	A
Tug	28	8	114/90	4-6	1	2	3	¶
P-H2	11	4	19/12	-	#	1	-	-
P-C1	0	0	14/10	-	#	-	-	-
P-B3	12	8	37	-	#	-	-	-
P-SD4	6	6	24/20	-	#	-	-	-
P-T5	3+20	40	31/20	-	Δ	-	4°	-
Needle	3	1	20/37	6	1/5	-	4	AA
Fi-Con	3	1	30	6	1/5	-	4	AA
MRN-ABJ	3	1	30/37	6	1/5	-	4	AA
MRN-C/H	3	1	30	6	1/5	-	4	AA
S-Qship	6	6	30	2-6	1/3	-	4	D
L-Qship	12	12	60	2-6	1/2	-	4	D
THE THOLIAN DEFENSE FLEET								
D	45	14	175	4-6	1	2	2	C
CX	36	10	215	5-6	3/4	1	2	B
C	34	10	120	4-6	3/4	1	3	B
PC	12	5	59	5-6	1/2	1	4	A
BW	20	6	65	5-6	1/2	1+2	4	A
PFT	20	6	70	5-6	1/2	1	4	A
Arac PF	3	1	20/38	6	1/5	0	4	AA
S-Qship	5	4	41	2-6	1/3	0	4	D
L-Qship	10	8	83	2-6	1/2	0	4	D
THE ORION PIRATES								
CA	30	16	127	5-6	1	2	3	B
CRX	22	14	180	6	2/3	2	2	A
CR	20	12	86	6	2/3	2	3	A
Sal	36	20	112/90	4-6	2/3	2	3	C
CVL	38?	18?	130/90	4-6	2/3	2+2	3	C
PFT	36?	18?	130/90	4-6	2/3	2	3	C
Slv	12	8	83/60	3-6	1/4	1	4	D
LR/DR	12	8	68	6	1/3	1	4	AA
Bucnr	3	1	10/40	6	1/5	-	4	AA
BS	40	10	200/75	-	#	2	3	-

Ship Type	32.8 Crew Unts	33.1 Brdg Prts	45.8 BPV	58.56 Break Down	58.11 Move Cost	59.21 Spare Shttl	5.1 Shield Class	6.21 Turn Mode
THE WYN AUXILIARY FLEET								
Orn CR	19	10	86	6	2/3	2	2	A
Lyr DD	24	4	93	6	1/2	1	4	B
Kz FF	22	4	90	5-6	1/3	2	4	A
Kl G2	10	4	54	5-6	1/3	-	4	A
WYN AxC	8	4	65	3-6	1/3	-	4	C
WYN AxCV	8	2	75/50	3-6	1/3	0+2	4	C
ALL FLEETS								
SB	250	50	600	-	#	6	1	-
BATS	100	24	200	-	#	4	2	-
BS	60	12	120	-	#	2	3	-
FBay	7	-	10	-	#	0+2	-	-
FRD	80	12	200/50	-	Δ	2	2	-
Cargo PF	3	1	20	6	1/5	-	4	AA
Scout PF	3	1	30/20	6	1/5	-	4	AA
CIVILIAN SHIPS								
F-L	2	-	61/18	1-6	1/2	-	4	B
F-S	1	-	26/12	1-6	1/3	-	4	B
Armd Pr	4	2	75/20	3-6	1/4	-	4	C
Fed Ex	3	1	70/18	3-6	1/4	-	4	AA
Free Trd	3	2	70/22	4-6	1/2	1	4	C

§ includes cloaking device
Δ this is a sub-light ship
° when detached
¶ see tug chart
# does not move

Note: This chart includes all ships through Expansion #3. Many errors on the Expansion #2 list have been corrected; this list is now official and supercedes all previous lists. No ship's BPV includes its fighters; all include their administrative shuttles. Split BPV's are read as economic/combat ratings. The Spare Shuttle column is read as: Admin shuttles+fighters. In the crew/boarding party columns, any figures shown as "+" are ground troops being transported, not a regular part of the ship's crew.

FIGHTER AND SHUTTLE CHART

Race	Type	Speed	Phasers	Drones	Destroyed	Special	BPV	Year
Fed	F-16	13	IIIG-FA	2x-ISH	9	2xchaff	7	173
Fed	F-18	13	2xIII-FA	2x-ISH 2x-I	10		8	173
Rom	G-III	12	2xIII-FA	none	10		5	173

STAR FLEET BATTLES EXPANSION MODULE #3

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

- **86 NEW SHIPS** — The Lyran Lion-class dreadnought and Wildcat battlecruiser, the Kzinti Super Space Control Ship, the Romulan Skyhawk destroyer and KE4R, the Klingon D6CV, the Federation F-16 and F-18 fighters and Carrier Pod, the massive Andromedan Dominator and the lethal Andromedan Terminator-Mauler. Aegis Escorts and Scouts for most races. Cargo and Scout versions for all Pseudo-Fighters.

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