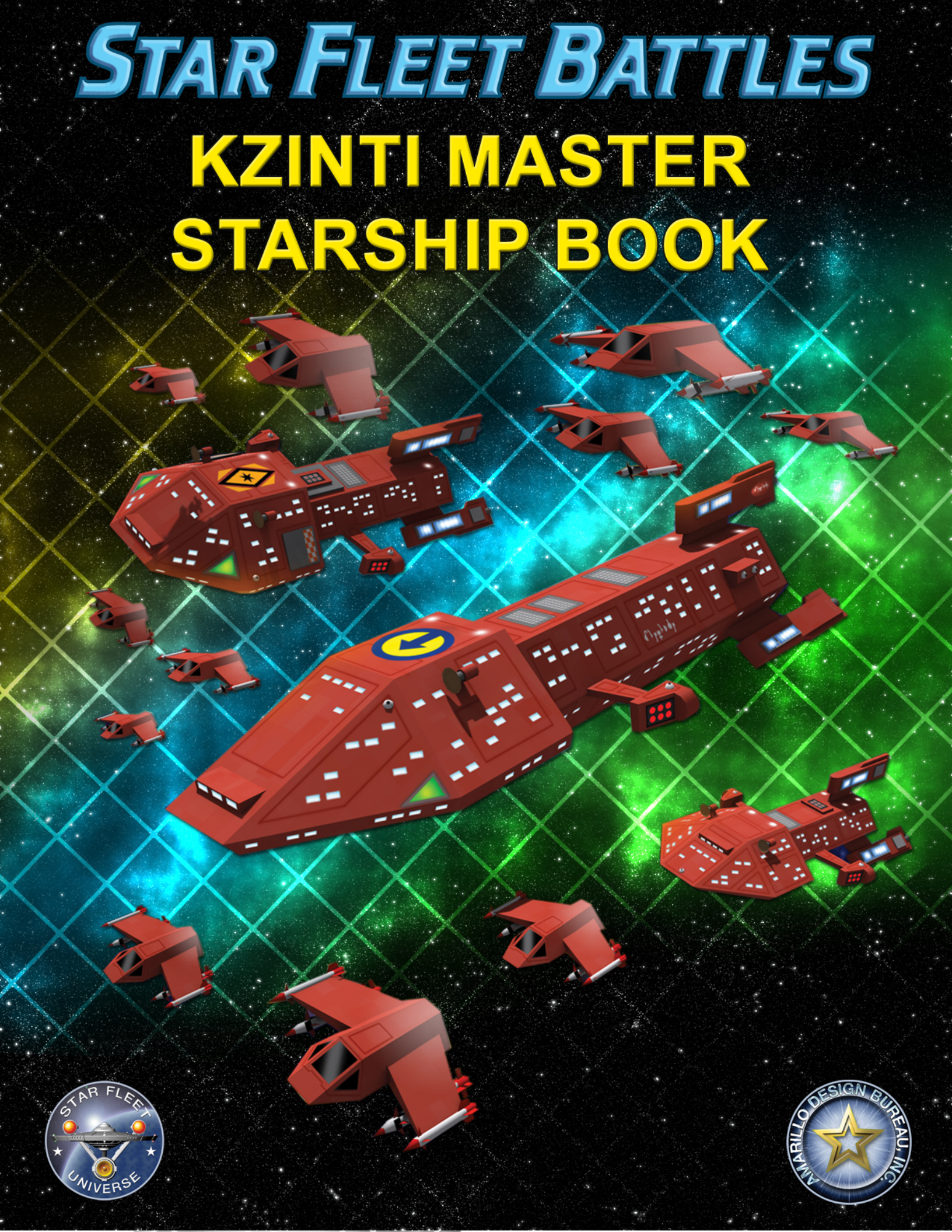
STAR FLEET BATTLES

KZINTI MASTER STARSHIP BOOK



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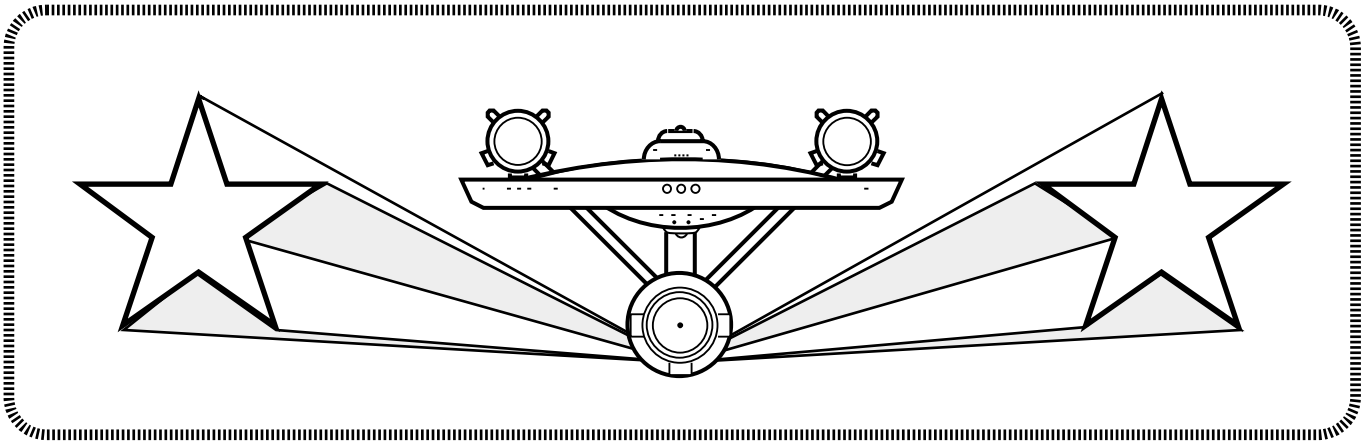

CAPTAIN'S EDITION
KZINTI
MASTER STARSHIP BOOK

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(Z55.0) NOTES ON *THE KZINTI MASTER STARSHIP BOOK*

(Z55.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES KZINTI MASTER STARSHIP BOOK is a modular expansion of the *SFB* game system. You will need the ***SFB Basic Set*** to use this material. This material will also require ***Advanced Missions*** and other products (e.g., ***Module J***, ***Module J2***, ***Module K***, ***Module M***, ***Module R1***, ***Module R2***, ***Modules R5*** through ***R12***, ***Module X1***, ***Module X1R***, and ***Modules Y1*** through ***Y3***, to use it to the fullest extent. ***The Kzinti Master Starship Book*** includes this 128-page book.

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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in ***SFB Advanced Missions***. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

ADB, Inc., products are available to individuals in retail stores, from several direct-mail outlets, from the shopping cart on our website, and directly from us. If your store does not carry our products, send us the store name and address and we will have our wholesalers contact the manager.

(Z55.4) DESIGNER'S NOTES

This product was born out of requests by our customers to have all of the non-SSD data about Kzinti ship descriptions including their fighters, bombers, and fast patrol ships presented in one product to make it easier to look things up. All ships are in rule number order to make searching through the book for a specific unit as simple as any reference book.

The ship descriptions were formatted to include relevant refits applicable to a given unit, and special considerations, such as special sensors, whether a given ship is a carrier or fast patrol ship tender, scout or commando ship, or some or all of these included. Commando ships were all spelled out as to their landing forces and whether or not they could, themselves, land on planets.

Further, all information that had been published in *Captain's Logs* as of the date this product was completed were also included. Ships prior to *Captain's Log #20* had all been published, but any unit that has not been formally published from *Captain's Log #20* through *Captain's Log #53* has been included.

This book also includes all Kzinti ships which have been published from the Early Years, and those equipped with advanced technology.

As of its date of publication, this book is the most complete accounting of all Kzinti ships, bombers, fighters, fast patrol ships, Interceptors, and Kzinti ground forces organizations in the game system.

We hope that you enjoy this book and stay in touch.

You will notice on our webpage: www.StarFleetGames.com that you have several avenues to follow ADB. "Discus" takes you to our BBS, where most of the game development takes place. "FC Forum" takes you to our Forum, which is more of a traditional forum to meet other players. You will also see that you can follow our page on Facebook (great for snippets of information and lots of art) and our Twitter account.

Want to find more players? Try our re-vamped Starlist: https://www.starfleetgames.com/starlist.shtml and we will send you a list of players near you.

As we say around here, "Don't be a stranger!"

DEDICATION: This book is dedicated to the Corps of Cadets. Whether attending their courses at the most prestigious military academies or on the various college campuses located throughout the nation and its territories, these young people have made the selfless choice to serve their country so that others may know the peace of security.

(Z55.5) COPYRIGHT & LICENSING

(R5.0) THE KZINTI HEGEMONY

(R5.1) KZINTI BACKGROUND: Kzintis are large (over two meters tall, over 150kg) humanoids of clear feline ancestry. They are carnivorous, and stories of Kzintis eating their captives are more than often true. This distasteful habit of theirs prevented the Federation from accepting them as allies for many decades.

Their fleet is aggressive and highly professional, but spent much of its time in various civil wars over the succession to the throne. The most notable Kzinti civil war (Y116) resulted in the flight of the Usurper to the WYN Cluster (R12.0). There were various brief (and some not so brief) wars with the Klingons, Lyrans, and Federation.

During the Four Powers War with the Klingons and Lyrans (Y158-Y162) the then Patriarch managed to achieve true control over his domain. In the wake of the Four Powers War, the Kzintis began a program to improve their ships based on their combat experiences. A border war with the Lyrans in Y168 expanded into the General War.

The Kzinti Hegemony was originally composed only of the Kzinti homeworlds and a number of nearby habitable systems. Since expanding to its current size, the Hegemony has gained control of several planets with native sentient species, but does not allow individuals of those species to leave their planets. The Kzintis trade with these species, and occasionally smugglers have dealings with them, but they have no spacefaring capability of their own.

Just before the General War (in Y166), the Kzintis signed a treaty with the Federation. This was primarily at the suggestion of the Federation in an attempt to balance the Kzintis against the Klingons. Federation technology did much to help the concurrent fleet-wide refit program.

The Kzinti government is a monarchy; the ruling hereditary sovereign is known as the Patriarch. There are four principal divisions of Kzinti territory, each ruled by a hereditary noble. These are known as the duke (Klingon border), the marquis (Federation border), the count (Lyran border), and the baron (who controls a region of newly explored territory with no hostile borders). These titles are approximate Earth translations, and the four nobles rank among themselves in the order given (duke highest, baron lowest). There is also (sometimes) a crown prince, who is the heir apparent (designated successor) to the patriarch. These five nobles form a council known as the pentarchy, which advises the patriarch.

Insignia of the patriarch

KZINTI MILITARY RANKS

The Kzintis use a ranking system that does not translate directly into the standard Federation system.

There are numerous ranks (captain, commander, lieutenant), each divided into five grades (captain third grade, commander first grade, lieutenant fifth grade, etc.).

The “grade” indicates not just the seniority of the officer, but (in the case of captains) the size of the ship. Captains of the first grade command dreadnoughts (R5.42), heavy carriers (R5.25), space control ships (R5.11), and starbases (R1.1). Captains of the second grade command heavy cruisers (R5.48), the third grade command light cruisers (R5.5), the fourth grade command destroyers (R5.35), and the fifth grade command frigates (R5.8). Support units (e.g., commando ships, scouts, cargo transports) are usually one grade lower than would normally be called for.

Commanders serve as department heads, while lieutenants are the working officers in charge of duty sections.

Admirals of the first grade are equivalent to grand admirals, the second grade are equivalent to fleet admirals, the third grade to vice admirals, the fourth grade to rear admirals, and the fifth grade to commodores.

Officers can be promoted laterally (from lieutenant fourth grade to lieutenant third grade) or vertically (from lieutenant third grade to commander fifth or fourth grade). Once promoted to the higher rank, the officer will almost never revert to a lower rank (even at a higher grade). Once an officer has become a captain fifth grade in command of a frigate, he would never be given a lesser position on a larger ship (unlike Klingon frigate captains who are promoted to the position of executive officer on a cruiser), although such an officer might serve on the staff of an admiral.

(R5.R0) KZINTI FLEET REFITS

Beginning in Y166, the Kzintis refitted and improved most of their ships. These refits comprised a series of fleet-wide comprehensive (hence "C") upgrades and improvements. Ships with these refits are generally designated with a "+" at the end of their designation. Some [battlecruiser (R5.3), strike carrier (R5.7)] are listed as separate types.

(R5.R1) C-14 FLEET REFITS: Beginning in Y166, the Kzintis refitted many of their strike cruiser (R5.2)-class ships [and from Y170 their light carrier (R5.9)- and carrier (R5.6)-class ships] with improved weapons. This refit pattern is known collectively as the "C-14 refit." This refit included extra disruptors, improved phaser and disruptor arcs, the installation of the DERFACS fire control system, an increase in the power of the warp engines, and extra shields. This refit is shown and explained on the SSDs of the relevant ships. These ships received DERFACS in Y168. There is no cost reduction prior to that time.

(R5.R2) C-12 FLEET REFITS: These refits were applied to the light cruiser (R5.5)- and escort carrier (R5.10)-classes concurrently with the C-14 refit. It was similar in some regards, including the increased disruptors and the improved firing arcs. It also included extra power and drone racks. This refit is shown and explained on the SSDs of the relevant ships.

(R5.R3) C-10 FLEET REFITS: These refits were applied to the frigate (R5.8)-class, adding drone racks and shielding. This refit is shown and explained on the SSDs of the relevant ships.

(R5.R4) C-8 FLEET REFITS: These refits were applied to the scout frigate (R5.18), small minesweeper (R5.21), drone frigate (R5.23), police corvette (R5.36) and some other versions of the frigate (R5.8). This refit was also applied to the police cutter (R5.A15) and its variant. This series of refits is identical to the C-10 series except that the additional drone racks are not added. This refit is shown and explained on the SSDs of the relevant ships.

(R5.R5) DRONE RACK REFIT: As the General War went on, the old type-A (FD3.1) drone rack was found less and less suitable for the evolving combat situation. The Kzintis upgraded the drone racks on their ships [including pods and auxiliaries; bases that have type-H (FD3.8) drone racks are not included] at about the start of Y175. All anti-drone racks (E5.0) were improved to hold 12 rounds (E5.52) (cost 1.5 points each); all type-A drone racks were converted to improved types as follows: the first two type-A drone racks on any given ship are converted to type-C (FD3.3) drone racks (cost one point each); all subsequent type-A drone racks are converted to type-B (FD3.4) drone racks (cost one point each). Unless otherwise specified, all ships have double drone reloads (no cost for the basic drones, speed upgrades and module costs are extra) as part of this refit. It is assumed that this refit applies to all Kzinti ships as of 1 Jan Y175; it is shown on the SSDs of the relevant ships. This refit does not apply to Spike Interceptors (R5.PF0) or Needle fast patrol ships (R5.PF1). Type-D (FD3.4) drone racks on bases, ships, and pods are also not covered by this refit.

(R5.R6) EARLY ATTACK SHUTTLE DEPLOYMENT: As is noted in the history of the first carrier (R5.56), the Kzintis conducted early experiments in carrying attack shuttles (R5.F1) on all of their warships.

During scenarios set in the years Y161 through Y164, any Kzinti ship may purchase one (and only one) attack shuttle (per ship) for a cost of five BPV as a Commander's Option. This includes the trade-in value on the admin shuttle and the installation of a ready rack for the attack shuttle. The deck crews provided by (J4.814) service the attack shuttle. Ships carrying attack shuttles during this period are treated as casual carriers under (J4.62). The attack shuttle comes with one load of drones; others are taken from the ship's own reload storage.

Kzinti bases can also use this refit but can replace up to half of their non-shuttle deck (R1.1G5) shuttles. Only military bases [base stations (R1.3), battle stations (R1.2), and starbases (R1.1)] may do this. If any other bases are qualified to do this it will be noted in their ship descriptions.

Other types of attack shuttles cannot be carried in this way.

(R5.R7) OTHER REFITS: There are various other refits in the rules that either apply, or can apply to Kzinti ships. These are as follows:

(R5.R7A) ADVANCED SHUTTLES: In Y180 all Kzinti ships automatically receive advanced shuttles; see (J17.0) in *Module J2;* this is at no cost in BPV. Newer SSDs have additional boxes labeled "A" for "advanced" on their shuttle tracks to reflect the increased damage these shuttles can take (they are also faster; see the rule in *Module J2)* when they are introduced.

(R5.R7B) PARTIAL X-REFITS: There is no one package of standard upgrades as found in (R5.R1) for this refit, and not every ship received a partial X-refit. These refits began in Y181, and players will have to refer to (XR0.0) in *Module X1R* to determine what, if any, upgrades they want to add to a given ship, or whether the ship is eligible for such an upgrade.

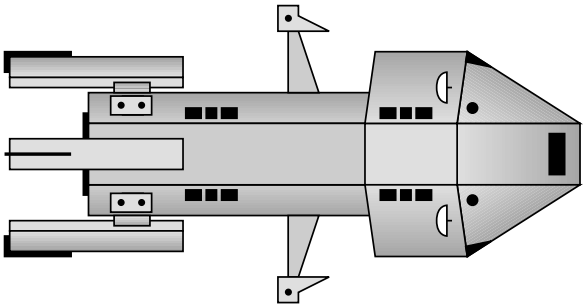
(R5.R7C) TRACTORS: Prior to Y140 the tractor beams on Kzinti units which entered service after Y119 and before Y140 were type-M (YG7.64) with a maximum range of two hexes. These were replaced with type-N (G7.65) tractor beams (maximum range of three hexes) in Y140 at no cost in BPV and all Kzinti units built after Y140 include type-N tractors. This includes generic units. See (YG7.0) in *Module Y1* for tractor beams on Kzinti units built before Y120.

(R5.R7D) TRANSPORTERS: Prior to Y140 transporters on Kzinti units which entered service after Y119 and before Y140 have a maximum range of four hexes (YG8.14). From Y140 the range of all transporters in Kzinti service is increased to five hexes at no cost in BPV and all Kzinti units built after Y140 include this range. This includes generic units. See (YG8.0) in *Module Y1* for transporters on Kzinti units built before Y120.

(R5.R7E) C-9 REFIT: The C-9 refit is listed in the description of the FFK frigate (R5.46) and is not a separate refit.

KZINTI WARSHIPS

(R5.2) STRIKE CRUISER (CS): This ship was the standard cruiser of the Kzinti fleet until most of them were converted to the later battlecruiser (R5.3) design (see below). It relies on drones for its primary armament.



Like all Kzinti ships before about Y160, it fought more battles against fellow Kzintis than foreign enemies, so its shortcomings were not fully realized. It is slightly faster than the Federation and Klingon cruisers when those ships are arming weapons, but this is because the strike cruiser has fewer energy using weapons to arm.

This ship is considered a variant of the battlecruiser (R5.3) for game purposes, even though the reverse is actually true.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-14 refit was available beginning in Y166 (although the first ship received it in Y160), was common by Y168, and standard by Y171; ships that have this refit are classed as battlecruisers (R5.3). DERFACS was not available prior to Y168 but is installed in that year on all ships that have the C-14 refit at no change in BPV, and is included as part of the refit on all subsequent ships. Strike cruisers never received the Y175 refit as they had all been converted to battlecruisers when that refit became available.

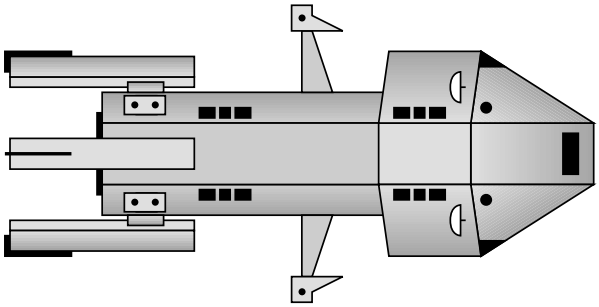
SSD and counters are in *Basic Set*.

Known names: 1-*Nova*, 2-*Pulsar*, 3-*Quasar,* 4-*Satellite*, 5-*Meteor*, 6-*Starfire*, 7-*Parsec*, 8-*Galaxy*, 10-*Comet*, 13-*Planetoid*, 14-*Milky Way*, 15-*Ecliptic*, 16-*Red Giant*. [These were converted to battlecruisers (R5.3).] 9-*Black Hole,* 11-*Eclipse,* 12-*Nebula.* [These were converted to heavy cruisers (R5.48).]

(R5.3) BATTLECRUISER (BC): During Y160 the Kzintis overhauled one of their strike cruisers (R5.2) and modified it to this improved configuration. The design proved so successful that a refit program (R5.R1) was begun in Y166, and by the end of the decade, all strike cruisers in service were converted to battlecruisers. All strike cruisers built from Y166 were completed as battlecruisers.

The battlecruiser has as many disruptors as the Klingon and Lyran cruisers, plus its excellent drone racks. This allows it to use a wide variety of tactics.

This ship is a base hull. Variants include the strike cruiser (R5.2), command cruiser (R5.4), light carrier (R5.9), survey cruiser (R5.37), survey carrier (R5.37A), drone cruiser (R5.47), heavy cruiser (R5.48), interdiction carrier (R5.78), area control ship (R5.79), conjectural mauler battlecruiser (R5.104), division control ship (R5.106), improved survey cruiser (R5.116), improved survey cruiser carrier (R5.116A), escort battlecruiser (R5.A2), and aegis battlecruiser (R5.A2A). The fast battlecruiser (R5.66) is built on a drastically modified battlecruiser hull. The heavy command cruiser (R5.61) is built on a drastically modified battlecruiser and considered to be its own base hull. Advanced technology variants include the advanced battlecruiser (R5.201).



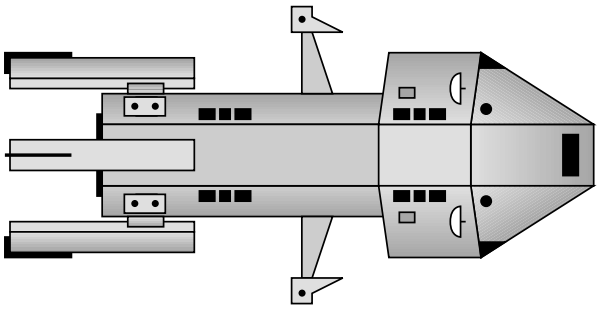
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The first ships converted to this design prior to Y168 did not have DERFACS, but all received DERFACS in that year at no change in BPV. The Y175 refit was installed on all ships of this class in Y175.

SSD is in *Basic Set;* use the CS counters in *Basic Set*. Counters for the battlecruiser are in *Advanced Missions*.

Known names: 1-*Nova*, 2-*Pulsar*, 3-*Quasar*, 4-*Satellite*, 5-*Meteor*, 6-*Starfire*, 7-*Parsec*, 8-*Galaxy*, 10-*Comet*, 13-*Planetoid*, 14-*Milky Way*, 15-*Ecliptic*, 16-*Red Giant*. [These were converted from strike cruisers (R5.2).] 9-*Black Hole,* 11-*Eclipse,* 12-*Nebula.* [These were converted from heavy cruisers (R5.48).] *Thunderer*, *Bloody Fang.* (These were new construction.) *Gallant Prey*, new construction, converted to light carrier (R5.9).

(R5.4) COMMAND CRUISER (CC): This ship is a specially modified battlecruiser (R5.3) with improved communications and command facilities, as well as more power and weapons.



The command cruiser was an extremely powerful ship and was vital to the salvation of the Hegemony during the early wars with the Klingons and Lyrans as it could engage the best enemy cruisers on equal terms. The command cruisers were often used as flagships (for the Patriarch, Count, Duke, Marquis, Baron, and Crown Prince) in preference to the early dreadnought (R5.74), before the advent of the carrier (R5.6) and dreadnought (R5.42). Some analysts attribute the long delay in the introduction of the battlecruiser to the fact that Kzinti nobles served exclusively in the command cruisers before the Fourth Klingon-Kzinti War

of Y158-Y162; the nobility credited the command cruiser's success to a presumed "Noble Superiority'" rather than technical advantages. Other analysts suggest that the Kzinti nobility, with the memory of the Usurper War (Y116) still fresh in their minds, did not want any non-nobles flying ships equal to theirs.

This ship is a variant of the battlecruiser (R5.3).

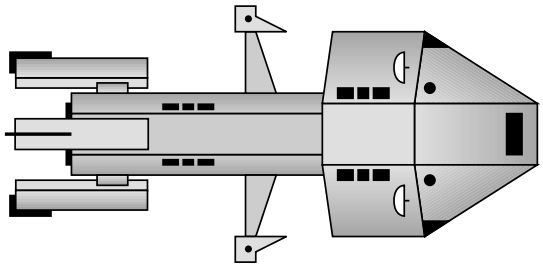
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) and two type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: These ships did not have DERFACS prior to Y168, but all received DERFACS in that year at no change in BPV. The Y175 refit was installed on all ships of this class in Y175.

SSD is in *Basic Set;* use the CS counters. A counter for the CC is in *Advanced Missions*.

Known names: 1-*White Dwarf*, 2-*Star Cluster*, 3-*Zenith*, 4-*Universe*, 5-*Cosmos*

(R5.5) LIGHT CRUISER (CL): This ship was designed to support the strike cruisers (R5.2) and replace them on less critical missions. The Kzintis, who lacked enough destroyers (R5.35) [and their frigate (R5.8) was too small for most of the traditional destroyer missions], used this ship extensively.



Unmodified light cruisers served as escorts for some carriers until dedicated light escort cruiser (R5.83) variants became available. Light cruisers went out of production when the medium cruiser (R5.19) was designed. Existing light cruisers finished out their days as warships; some were converted to escort carriers (R5.10).

This ship is a base hull. Variants include the escort carrier (R5.10), light commando cruiser (R5.63), light escort cruiser (R5.83), aegis light escort cruiser (R5.83A), light command cruiser (R5.944), light cruiser minesweeper (R5.945), light drone cruiser (R5.946), light survey cruiser (R5.117), and light survey cruiser carrier (R5.117A). There is an advanced technology variant, the advanced technology light cruiser (R5.214).

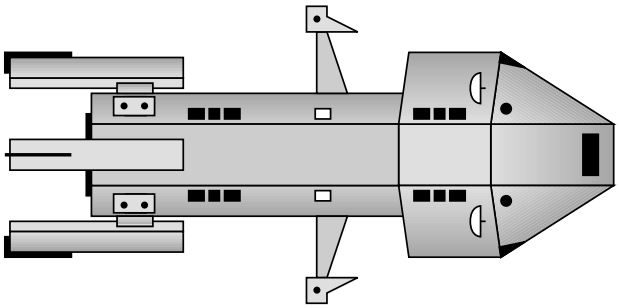
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had two type-A (FD3.1) drone racks until the C-12 refit, which added two more type-A drone racks. The Y175 refit converted the four type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-12 refit, which greatly improved the ship, was available beginning in Y166, was common by Y168, and standard by Y171. Prior to this refit, the disruptors are limited to a range of 22 hexes. The first ships that received the C-12 refit prior to Y168 did not have DERFACS, but all received DERFACS in that year at no change in BPV; DERFACS was included in the C-12 refit from Y168. The Y175 refit was installed on all ships of this class in Y175.

SSD and counters are in *Basic Set*.

Known names: 1-*Spectyr*, 2-*Mystic*, 3-*Spirit*, 4-*Witchcraft*, 5-*Mysterion*, 6-*Warlock*, 7-*Illusion*, 8-*Conjurer*, 9-*Shaman*, 10-*Havocmaker*, 11-*Phantasm*, 12-*Eerie*, 13-*Exorcist*, 14-*Firemaker*, 15-*Shadowdancer*, 16-*Necromancer*, 17-*Spellslinger*, 18-*Runesinger*, *Sorcerer*.

(R5.6) CARRIER (CV): One of the earliest pure carrier designs, this ship supported Kzinti squadrons in major operations. The carrier was slow and under armed, drawbacks corrected by the C-14 refit which resulted in the strike carrier (R5.7).



This ship is considered to be a variant of the strike carrier (R5.7) for game purposes, even though the reverse is actually true.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y166-Y167	CL/CLE	12xAAS
Y168-Y171†	CLE, EFF/FKE	12xAAS or 12xSAS

† It is thought that all carriers had been converted to strike carriers (R5.7) by this time. Had any continued beyond that point, they would probably have had the attack shuttles and escorts of the strike carrier although they might have kept the attack shuttles and escorts listed above through Y174.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

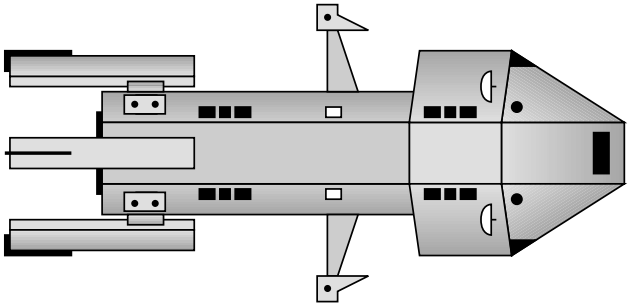
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits: DERFACS was installed in Y168 at no change in BPV. The C-14 refit was available beginning in Y170, was common by Y171, and standard by Y172; ships that have this refit are classed as strike carriers (R5.7). Carriers never received the Y175 refit as they had all been converted to strike carriers by the time the refit became available.

SSD and counters are in *Basic Set*.

Known names: 1-*Sabre*, 2-*Scimitar*, 3-*Cutlass*, 4-*Rapier*, 5-*Claymore* (all converted to strike carriers).

(R5.7) STRIKE CARRIER (CVS): At the start of the General War, most of the existing carriers (R5.6) were given the C-14 refit. The resulting ship was known as a strike carrier. Even without its attack shuttles, it is easily the most powerful Kzinti ship in *Basic Set*.



Strike carriers, with their attack shuttle groups, were the backbone of the Kzinti fleet during much of the General War. They served as fleet flagships in the absence of capital ships. The strike carrier is one of the most powerful Kzinti combat ships, nearly equal to the late-General War heavy battlecruisers, and its attack shuttles [especially the highly advanced attack shuttle (R5.F4) and tactically advanced attack shuttle (R5.F5)] form a powerful extension of its firepower. Like the strike carriers of other empires, it faced the dichotomy of being too powerful to leave out of a fleet battle and too valuable to risk in one.

When operating with only its escorts, the strike carrier would attempt to send its attack shuttles around the enemy, trapping him between the disruptors of the carrier and the drone swarm of the attack shuttle squadron.

This ship is a base hull. Variants include the carrier (R5.6), heavy battlecruiser (R5.43), battle carrier (R5.59), and battle control ship (R5.60).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y170-Y172	MEC/CLE, EFF/FKE	12xSAS or 12xAAS
Y173-Y174	MEC/CLE, EFF/DWE/FKE	12xHAAS
Y175-Y176	MAC, AFF/DWA/FKA	12xHAAS or 6xLKS
Y177-Y180	MAC, AFF/DWA/FKA	12xTAAS or 6xLKF
Y180-Y183	MAC, AFF/DWA/FKA	12xTADS or 6xLKF
Y183+	MAC, AFF/DWA/FKA	12xTADSC or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

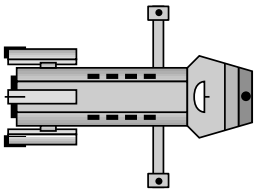
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS is included in the design. The Y175 refit was installed on all ships of this class in Y175.

SSD is in *Basic Set;* use the carrier counter. A counter for the strike carrier is in *Advanced Missions*.

Known names: 1-*Sabre*, 2-*Scimitar*, 3-*Cutlass*, 4-*Rapier*, 5-*Claymore*, 6-*Broadsword*, 7-*Longsword*, 9-*Phasganon*, 11-*Gladius,* 13-*Scramasax* (CVH), 14-*Foil* (CVH).

(R5.8) FRIGATE (FF): This ship was designed for escort and patrol duties. While a natural enemy of the Klingon F5 frigate (R3.6), the Kzinti frigate is not powerful enough to defeat it unless commanded by a superior captain. The advent of faster drones did much to improve this situation, but the frigate remained mediocre until upgraded to the FFK frigate (C9 refit) (R5.46) or replaced by the war destroyer (R5.44). The frigate was the basis of several variant classes, including scout, minesweeper, and drone bombardment types.



This ship is a base hull. Variants include the scout frigate (R5.18), small minesweeper (R5.21), heavy frigate (R5.41), FFK frigate (C9 refit) (R5.46), escort frigate (R5.20), aegis escort frigate (R5.20A), drone frigate (R5.23), police corvette (R5.36), scout drone frigate (R5.55), forward carrier resupply ship (R5.68), commando frigate (R5.64), police flagship (R5.70), police flagship carrier (R5.70A), transport frigate (R5.107), killer escort frigate (R5.118), aegis killer escort frigate (R5.118A), and police escort carrier (R5.A12). The battle frigate (R5.119) is a variant of the frigate, but the changes are so extreme that it is regarded as its own base hull. The WYN Star Cluster operates some heavily modified versions of the frigate, and each can be considered to be its own base hull, these are the WYN Kzinti frigate (R12.4) and the WYN Kzinti drone frigate (R12.30B). Advanced technology variants include the advanced frigate (R5.205). There is also a WYN Star Cluster advanced technology variant that can be considered its own base hull, the WYN advanced frigate (R12.202).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had two type-A (FD3.1) drone racks until the C-10 refit, which added two more type-A drone racks. The Y175 refit converted the type-A drone racks to two type-B (FD3.2) and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

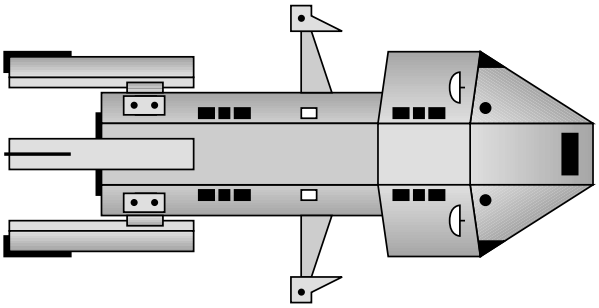
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-10 refit, which greatly improved the ship, was available beginning in Y166, was common by Y168, and standard by Y171. [Beginning in Y167 some ships of this class received the C-9 refit instead of the C-10 refit; see (R5.46) for more information.] The Y175 refit was installed on all ships of this class in Y175.

SSD and counters are in *Basic Set*.

Known names: Kzinti frigates were numbered and not named, although some had informal names; *FF9*, *FF12*, *FF15*, *FF16*, *FF19*, *FF22*, *FF24*, *FF27*, *FF29*, *FF31*, *FF32*, *FF34*, *FF56*, *FF67*, *FF72*, *FF75*, *FF78*, *FF87*, *FF115*, *FF117*, *FF125*, *FF134*, *FF183* (informally known as *Bold Claw)*, *FF195*, *FF224, FF236*, *Opportunist* (hull number unknown).

KZINTI CARRIERS

(R5.9) LIGHT CARRIER (CVL): This is simply a smaller version of the carrier (R5.6), operating nine attack shuttles. It is a variant of the battlecruiser (R5.3) hull. Light carrier groups frequently operated in support of a strike cruiser (R5.2)/battlecruiser squadron. Both before and after the refits, the light carrier was one of the fastest Kzinti warships when arming weapons.



Because the light carrier could more easily be converted from existing battlecruisers [while converting them to strike carriers (R5.7) involved significant modifications of the hull], light carriers played a key role in the survival of the Kzinti Hegemony during the early years of the General War.

This ship is a variant of the battlecruiser (R5.3).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters†
Y166-Y167	None or CLE	9xAAS
Y168-Y171	CLE, EFF/FKE	9xSAS or 9xAAS
Y170-Y173	MEC, EFF/FKE	9xAAS
Y173-Y174	MEC, EFF/FKE	9xHAAS
Y175-Y176	MAC, AFF/DWA/FKA	9xHAAS or 4xLKS
Y177-Y182	MAC, AFF/DWA/FKA	9xTAAS or 4xLKF
Y180-Y184	MAC, AFF/DWA/FKA	9xTADS or 4xLKF
Y184+	MAC, AFF/DWA/FKA	9xTADSC or 4xLKF

† A light carrier can only operate four heavy attack shuttles. If operating heavy attack shuttles, the ninth attack shuttle box is converted to a standard shuttle box holding an admin shuttle.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

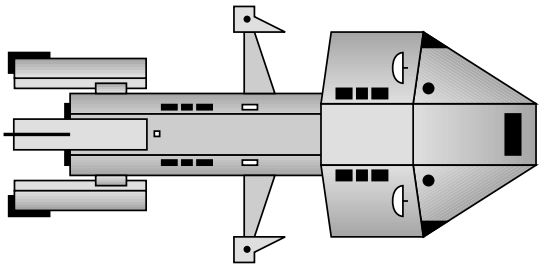
Refits: The C-14 refit was available beginning in Y170, was common by Y171, and standard by Y172. DERFACS is installed on all ships that have the C-14 refit, and is included as part of the refit. The Y175 refit was installed on all ships of this class in Y175.

Designed by John W. Drye.

SSD and counters are in *Advanced Missions*.

Known names: 1-*Tempest*, 2-*Hurricane*, 3-*Cyclone*, 4-*Zephyr*, 5-*Typhoon*, *Gallant Prey* [converted from battlecruiser (R5.3)].

(R5.10) ESCORT CARRIER (CVE): This is an even smaller version of the carrier (R5.6), operating only six attack shuttles. It is a variant of the light cruiser (R5.5) hull.



The C-10 refit (CVE+) in Y170 greatly improved the ship. Prior to this refit, the disruptors are limited to a range of 22 hexes. The refit gave the escort carrier nearly the firepower of a cruiser, but not the power to effectively use it.

Even with the refit, the escort carrier class was doomed by the lack of new production; every escort carrier lost was lost forever, although other classes were built to replace them. The escort carrier, like the light cruiser it was based on, was too slow and the engines were impossible to upgrade. Escort carriers ended their years patrolling convoy routes and less active fronts and were sometimes used to ferry new attack shuttles forward to larger carriers.

This ship is a variant of the light cruiser (R5.5).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles, but this was very rare in this class; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y166-Y167	None	6xAAS
Y168-Y171	EFF	6xSAS or 6xAAS
Y170-Y174	EFF	6xAAS
Y173-Y174	EFF/FKE	6xHAAS
Y175-Y176	AFF/FKA	6xHAAS or 3xLKS
Y175-Y178†	DWA/AFF/FKA	6xHAAS or 3xLKS

Y177-Y182	DWA/AFF/FKA	6xTAAS or 3xLKF
Y180-Y184	DWA/AFF/FKA	6xTADS or 3xLKF
Y184+	DWA/AFF/FKA	6xTADSC or 3xLKF

†It is unclear if any escort carriers survived past Y178.

The TADS attack shuttles listed above are in *Module J*. If you do not have *Module J*, use the TAAS attack shuttles. Some of the above escorts are in *Module R2*, but the medium escort cruiser (R5.28) and escort frigate (R5.20) are in *Advanced Missions*.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The ship had two type-A (FD3.1) drone racks until the C-12 refit, which added two more type-A drone racks. The Y175 refit converted the four type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

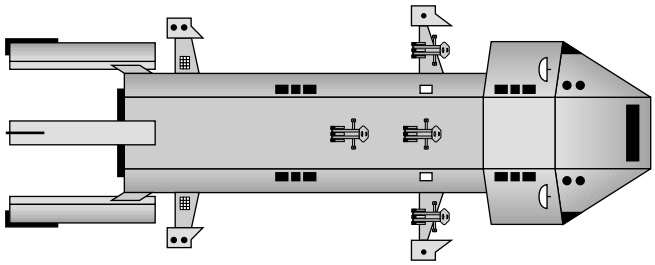
Refits: The C-12 refit was available beginning in Y170, was common by Y171, and standard by Y172. DERFACS is installed on all ships that have the C-12 refit, and is included as part of the refit, which also increased the range of the disruptors from 22 hexes to 30 hexes. The Y175 refit was installed on all ships of this class in Y175.

Designed by John W. Drye.

SSD and counters for the CVE are in *Advanced Missions*.

Known names: 1-*Inferno*, 2-*Starburst*, 3-*Corona*, 4-*Conflagration*, 5-*Solar Flare*.

(R5.11) SPACE CONTROL SHIP (SCS): Following the Hydran example, the Kzintis converted one of their heavy carriers (R5.25) into a space control ship in Y181. The design proved so successful during its first missions that the Kzintis converted other heavy carriers and dreadnoughts (R5.42) into space control ships (and possibly built more).



While it carries near-dreadnought armament, its avowed purpose is to go to a given area and "control" it. For this purpose, it also carries a complete attack shuttle squadron of 12 attack shuttles and has mech-links under the wings where six Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0) can be carried. Engaged in direct combat with the space control ship, a single enemy dreadnought would find itself in a difficult situation.

This ship can take one Needle fast patrol ship or Spike Interceptor into an internal bay (which occupies part of the space used on the heavy carrier for shuttles) and use its repair systems on it (K2.62). The repair boxes can only repair fast patrol ships, not the ship itself (K2.611), and can only be used on a Needle fast patrol ship or Spike Interceptor in the bay. Ships of this type sometimes carried seven Needle fast patrol ships, the seventh [possibly a Multi-Role Needle (R5.PF2) or other special type, and not part of the flotilla (K0.33)] in the repair bay.

Six of the 18 deck crews are for taking care of multi-role Needles (R5.PF2) if the ship is operating those (K2.381) and are deleted if multi-role Needles are not carried. Each group of three mech-links counts as a shuttle bay for purposes of moving deck crews around (J4.813).

This ship is a variant of the dreadnought (R5.42).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0).

The 12 attack shuttles are in a single bay with four launch tubes (J1.54) and a single belly hatch for recovery of returning attack shuttles, making the bay a tunnel deck (J1.58). This allows it to simultaneously launch four and recover one attack shuttle (or to launch five, or to launch four while dropping a T-bomb, etc.). The space control ship was authorized two multi-role shuttles (J8.0) but did not always have them and they are not included in the ship's BPV. There is no balcony (J1.53).

Year	Escorts†	Fighters
Y181-Y182	2xMAC, DWA/FKA	12xTADS
Y183+	2xMAC, DWA/FKA	12xTADSC

† Sometimes a second war destroyer aegis escort (R5.51) replaced the second medium aegis cruiser (R5.29).

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). This ship always had four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

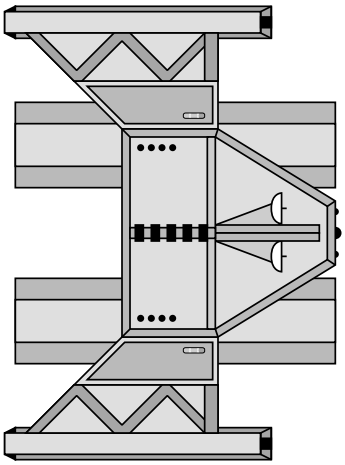
Refits: None, the design included all applicable refits.

SSD and counter are in *Module K*.

Known names: 1-*Hegemony* [converted from dreadnought (R5.42)], 2-*Confederation*, 3-*Alliance* [converted from dreadnought (R5.42)], 4-*Tribal* [converted from drone dreadnought (R5.75)], *Titan* [converted from heavy carrier #2 (R5.25)].

KZINTI TUG

(R5.12) TRANSPORT TUG (TGT): The Kzinti transport tug is functionally very similar to the Klingon transport tug (R3.10). It can carry one or two pods (a variety of pods are available), although both must be of the same weight. Using these pods, it can function as a battle tug, carrier tug, or transport.



The drone racks on this tug are type-D (FD3.4) and cannot be changed (the boxes are magazines, not individual racks). The Y175 refit (R5.R5) did not change the drone racks, but did increase the ADD to 12 rounds.

This tug can carry one pod on its centerline, or two pods side-by-side (as shown on the SSD). It cannot operate at any speed faster than one if it has only a single pod not on the centerline.

This tug uses side-by-side mounting for its pods (G14.43). This tug can carry one or two pods, which need not be of the same type but which must be of the same weight, i.e., this tug cannot simultaneously carry a single-weight pod and a double-weight pod. The movement cost chart lists "with three pod weights" to indicate the movement cost when carrying two double-weight pods or a single triple weight pod; this does not indicate that it can carry three pods.

No interbay shuttle transfers (J1.59) are possible between pods, or between the pods and the shuttle bay of this tug.

Like all tugs, the movement cost and turn mode vary with the pods carried. The movement cost of the transport tug with two or fewer pod weights is 1.00 energy points per hex. The movement cost of the transport tug with three pod weights is 1.50 energy points per hex; see Annex #3A.

This ship is a base hull. The only variant is the combat tug (R5.53).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship always had two type-D (FD3.4) drone racks. This ship could always launch one drone from each rack each turn. Some pods may improve the tug's seeking weapons control rating. See (F3.213) if a pod with a special sensor is carried.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Prior to Y140 the anti-drone rack (E5.0) is a type-E (FD3.5) drone rack; it is converted to an anti-drone rack in Y140 at no change in BPV. DERFACS was installed in Y168 at no change in BPV. The Y175 refit was installed in Y175 but only increased the anti-drone rack from six rounds (E5.51) to 12 rounds (E5.52).

Designed by Richard Kerr and John Gyori.

SSD and counters are in *Advanced Missions*.

Known names: Kzinti transport tugs were numbered and not named, although some had informal names; *TGT#2*.

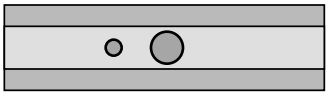
KZINTI PODS

A variety of pods were created for Kzinti tugs.

Kzinti pods never had official names, but were assigned administrative numbers.

SSDs for the Kzinti pods presented here are in *Advanced Missions*. Use the pod counters from *Advanced Missions* for any pods dropped during a scenario.

(R5.13) CARGO POD (P-C1): This is a standard cargo pod used to transport a variety of cargoes. As with all empires, there are a variety of different types (liquids, bulk, break-bulk, etc.), but within the game there are no functional differences. Cargo pods are simply cargo boxes; there is no crew or other function when detached. Cargo pods are used for priority naval shipments that cannot await slower or less well protected freighters.



If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

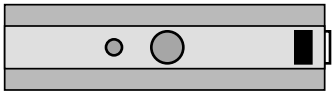
See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

Refits: None.

The SSD is on the Kzinti pods sheet in *Advanced Missions*. The SSD of the transport tug (R5.12) in *Advanced Missions* includes two of these pods. The SSD of the combat tug (R5.53) in *Module R2* includes two of these pods. Counters for separate pods are in *Advanced Missions*.

(R5.14) HANGAR POD (P-V2): The Kzintis built carrier pods to convert a tug into a temporary carrier (a role that was unpopular with Kzinti tug captains); the pod carries six attack shuttles. Pods of this type actually first appeared as early as Y140 to carry ground assault shuttles (R1.F4) on planetary assault missions, something that was copied after observing the Klingon use of their carrier pod (R3.15), being re-purposed to carry attack shuttles in Y167. A pair of these pods allowed a transport tug (R5.12) or combat tug (R5.53) to operate as a carrier, or any of those or a medium tactical transport (R5.34) to operate as a light carrier with a single pod. The pods were usually carried in pairs on transport tugs (R5.12) and combat tugs (R5.53) so that a full squadron could be embarked. The Kzintis used the resulting carrier-tugs to transport attack shuttles to the front, temporarily replace lost carriers, or as convoy escorts.



A carrier-tug with two hangar pods might operate alone, or it might be given the same escorts as a light carrier (R5.9) or strike carrier (R5.7), although it might have to accept the substitution of standard frigates for the dedicated escort variants. It would have the same attack shuttles as a strike carrier if operating as an attack shuttle transport or carrier replacement, but might have older attack shuttles if operating

as a convoy escort. If only one pod were carried, it might have the escorts and (six) attack shuttles of a strike carrier or an escort carrier (R5.10), but again it might operate alone with no escorts.

A medium tactical transport (R5.34) with a hangar pod is classified as a medium escort carrier (MVE) and would have the same attack shuttles and escort as an escort carrier (R5.10) if it were not operating alone.

Carrier: This pod makes the tug it is attached to a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

The P-V2 hangar pod has a single bay holding six attack shuttles. A tug carrying one or two such pods sometimes replaced one of its admin shuttles with a multi-role shuttle (J8.0) but this is not included in the pod's BPV. Transfers under (J1.59) are not possible between one of these pods and another pod, or between the pod and the tug to which it is attached. Mines cannot be laid from these pods (M2.113) even if admin shuttles occupy the pods. There are no launch tubes (J1.54) or balconies (J1.53).

Escorts and attack shuttles when two P-V2 hangar pods are carried by a transport tug (R5.12) or combat tug (R5.53):

Year	Escorts	Fighters
Y167	None	12xAAS
Y168-Y172	None	12xSAS or 12xAAS
Y170-Y172	MEC/CLE, EFF/FKE or None	12xAAS
Y173-Y174	MEC/CLE, EFF/FKE or None	12xHAAS or 12xAAS
Y175-Y176	MAC, AFF/FKA or None	12xHAAS or 12xAAS or 6xLKS
Y177-Y180	MAC, DWA/AFF/FKA or None	12xTAAS or 12xHAAS or 6xLKF
Y180-Y183	MAC, DWA/AFF/FKA or None	12xTADS or 12xTAAS or 6xLKF
Y183+	MAC, DWA/AFF/FKA or None	12xTADSC or 12xTAAS or 6xLKF

Escorts and attack shuttles when one P-V2 hangar pod is carried by a transport tug (R5.12), combat tug (R5.53) or medium tactical transport (R5.34)

Year	Escorts	Fighters
Y167	None	6xAAS
Y168-Y172	None	6xSAS or 6xAAS
Y170-Y172	EFF/FKE or None	6xAAS
Y173-Y174	EFF/FKE or None	6xHAAS or 6xAAS
Y175-Y176	AFF/FKA or None	6xHAAS or 6xAAS or 3xLKS
Y177-Y180	One or two DWA/FKA/AFF or DWA, FKA/AFF or FKA, AFF or None	6xTAAS or 6xHAAS or 3xLKF
Y180-Y183	One or two DWA/FKA/AFF or DWA, FKA/AFF or FKA, AFF or None	6xTADS or 6xTAAS or 3xLKF
Y183+	One or two DWA/FKA/AFF or DWA, FKA/AFF or FKA, AFF or None	6xTADSC or 6xTAAS or 3xLKF

A transport tug (R5.12) with two hangar pods is designated TGV. A combat tug (R5.53) with two hangar pods attached is designated CVT (R5.14A).

A transport tug (R5.12) with one hangar pod is designated TVE. A combat tug with one hangar pod is designated CVTE. In the case of these large tugs, the presence of a second non-hangar pod would add an additional modifier. A medium tactical transport (R5.34) is designated MVE.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Note: This pod is not capable of independent operations. None of its systems will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

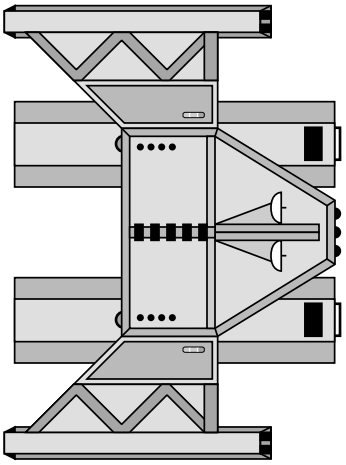
Operation: While attached, this pod increases the command rating of the transport tug (R5.12), combat tug (R5.53), medium tactical transport (R5.34), early transport tug (YR5.8), and warp-refitted transport tug (YR5.8A) it is attached to by one. A second pod of any type does not further increase the command rating. The pod's phaser-3s have their full 360° firing arc even while attached to the tug.

Seeking weapons: This pod has no inherent capability to control seeking weapons and does not increase the seeking weapon control capabilities of the tug to which it is attached.

Refits: None.

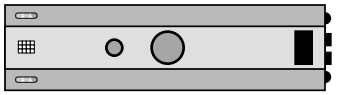
The SSD is on the Kzinti pods sheet in *Advanced Missions*. An SSD of the transport tug (R5.12) with two P-V2 hangar pods is in *Advanced Missions*. Counters are provided in *Advanced Missions* for separate pods. A counter for a CVT is provided in *Module J*.

(R5.14A) CARRIER TUG (CVT): The combat tug (R5.53) with two P-V2 hangar pods (R5.14) is assigned this rule number.



An SSD and counter for the carrier tug is in *Module J*.

(R5.15) BATTLE POD (P-B3): Used to convert a tug into a warship, these pods created a ship with an incredible capability to launch drones. Each group of three racks on a battle pod is a single D-rack (FD3.4) able to launch one drone per turn.



The disruptors on this pod were always Range 30.

Note: This pod is not capable of independent operations, i.e., it cannot even launch drones from its own drone racks, fire any of its weapons, or operate transporters as it has no inherent fire control systems of its own. None of its systems will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

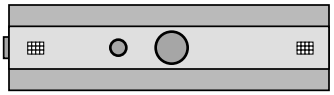
Operation: The shields of this pod are combined with the shields of the transport tug (R5.12), combat tug (R5.53), medium tactical transport (R5.34), early transport tug (YR5.8), and warp-refitted transport tug (YR5.8A) it is attached to (G14.111). These operate at no extra energy cost (the cost to operate the tug's shields pays for their operation). While attached, this pod increases the command rating of a transport tug (R5.12), combat tug (R5.53), medium tactical transport (R5.34), early transport tug (YR5.8), and warp-refitted transport tug (YR5.8A) it is attached to by two. A second pod of any type does not further increase the command rating. The pod's phaser-3s have their full 360° firing arc even while attached to the tug.

Seeking weapons: This pod has no inherent capability to control seeking weapons itself if detached. Each pod can control three drones independent of the tug's sensor rating, so long as one drone box is undestroyed while attached to a tug. [A transport tug (R5.12), combat tug (R5.53), early transport tug (YR5.8) or warp-refitted transport tug (YR5.8A) can control six, for a total of 12 if two pods are carried. A medium tactical transport (R5.34) could control nine when carrying one pod.] The drone launching rates of the battle pod cannot be improved. The drone racks on this pod are always type-D (FD3.4). The Y175 refit does not change the drone racks (or provide any reloads, D-racks already having them), but does increase the anti-drone rack (E5.0) from six to 12 rounds (E5.52).

Refits: Transporter increased from Range 4 to Range 5 in Y140. Prior to Y140 the anti-drone rack is a type-E drone rack. From Y140 it is a six round anti-drone rack, no change in BPV. These pods were never themselves given DERFACS, but can use the DERFACS system, if any, of the tug that is carrying them. The Y175 refit is installed in Y175.

The SSD is on the Kzinti pods sheet in *Advanced Missions*. An SSD of the combat tug (R5.53) carrying a pair of these pods is in *Module R2*. Counters are provided in *Advanced Missions* for separate pods. A counter for a battle tug is provided in *Module R2*.

(R5.16) SELF-DEFENSE POD (P-SD4): Similar to the Klingon power boost pod (R3.12), the self-defense pod has reduced cargo capacity but increased defense capabilities for use when it was necessary to deliver cargo to front-line areas or in areas where pirates were known to be operating.



Note: This pod is not capable of independent operations (despite the presence of an impulse engine). None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

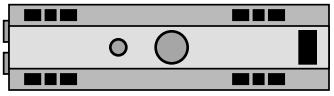
Operation: The pod's phasers have their full 360° firing arc even while attached to the tug.

Seeking weapons: This pod has no inherent capability to control seeking weapons and does not increase the seeking weapon control capabilities of the tug to which it is attached.

Refits: Prior to Y140 the anti-drone racks (E5.0) are type-E (FD3.5) drone racks. From Y140 they are six round anti-drone racks, no change in BPV. The Y175 refit is installed in Y175.

The SSD is on the Kzinti pods sheet in *Advanced Missions*. An SSD of the transport tug (R5.12) carrying a pair of these pods is in *Advanced Missions*. Counters are provided in *Advanced Missions* for separate pods.

(R5.17) TROOP TRANSPORT POD (P-T5): Similar to the Klingon pod of the same type (R3.13), this pod can operate as an independent sublight ship.



Landing force: 34 boarding parties (D7.0) plus two commando squads (D15.84), four heavy-weapons squads (D15.81), and two ground combat vehicles (D15.82). This is a battalion of troops (R5.M1) and is included in the pod's BPV.

Shuttles: One ground assault shuttle (R1.F4) and one admin shuttle [(J2.0)/(R1.F1)]; these shuttles are included in the pod's BPV. The tug might carry a heavy transport shuttle (R1.F5) in place of its two admin shuttles, but that was relatively rare. More commonly, the tug would carry one troop pod and one hangar pod (R5.14) (with ground assault shuttles and heavy transport shuttles rather than attack shuttles), a tactic the Kzintis learned from the Klingons.

No interbay shuttle transfers (J1.59) are possible between a pod and a shuttle bay of the tug or of another pod attached to the tug.

Landing: Can land on planets using the gravity landing system (P2.432).

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

Operation: The shield, sensor, scanner (etc.) boxes of this pod are combined with the shield, sensor, scanner (etc.) boxes of the transport tug (R5.12), combat tug (R5.53), or medium tactical transport (R5.34) it is attached to (G14.111). These operate at no extra energy cost (the cost to operate the tug's shields and fire control pays for their operation). This pod is capable of independent operation as a sublight ship in its own right. The pod's phaser has its full 360° firing arc even while attached to the tug.

Seeking weapons: When operating independently as a sublight unit, this pod can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractor increased from Range 2 to Range 3 in Y140.

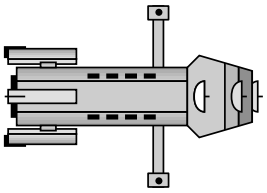
The SSD is on the Kzinti pods sheet in *Advanced Missions.* An SSD of a transport tug (R5.12) carrying a pair of these pods is in *Advanced Missions*. Counters are provided in *Advanced Missions* for separate pods.

ADDITIONAL KZINTI PODS

(R5.38) HEAVY CARRIER POD (P-V7)
(R5.39) REPAIR POD (P-R8)
(R5.40) PFT POD (P-PF6)
(R5.58) SPACE CONTROL POD (P-SC9)
(R5.110) SCOUT POD (P-S10)
(R5.111) HEAVY FIGHTER RESUPPLY POD (P-F11)
(R5.112) PF TRANSPORT POD (P-PF12)
(YR5.16) EARLY SELF-DEFENSE POD (P-YSD-4)
(YR5.17) EARLY TROOP TRANSPORT POD (P-YT-5)
(YR5.17A) CARGO POD (P-C1)

KZINTI WARSHIPS AND VARIANTS

(R5.18) SCOUT FRIGATE (SF): Built on a modified frigate (R5.8) hull, this ship provides the fleet with long-range scanning capabilities for detecting and identifying targets. Because of its small size, it normally avoided being directly involved in a fleet battle (something it had in common with all of the early small scouts) and was eventually replaced by the larger war destroyer scout (R5.49) and medium scout cruiser (R5.32) scouts. Like all scouts with drone racks, it often carried some probe drones (FD6.0).



This ship is a variant of the frigate (R5.8).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

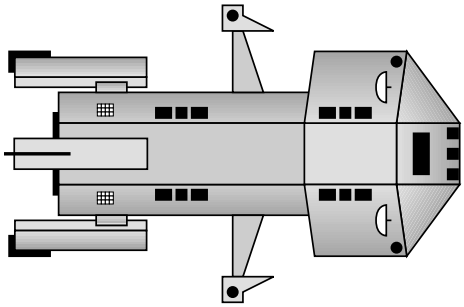
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks were always type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the drone racks.

Refits: Sensors are under Early Years restrictions (YG24.0) until Y134. Transporters increased from Range 4 to Range 5 in Y140. Tractor increased from Range 2 to Range 3 in Y140. The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y171. The Y175 refit was installed in Y175.

SSD and counters are in *Advanced Missions*.

Known names: Kzinti scout frigates were numbered and not named, although some had informal names; *FF70*, *FF76*, *FF85*, *FF131 Cat's Eye*.

(R5.19) MEDIUM CRUISER (CM): As the result of a study seeking a more efficient light cruiser design, the medium cruiser was introduced in late Y169. It quickly replaced the light cruiser (R5.5) and destroyer (R5.35) on the production schedule. The medium cruiser is a "war cruiser" designed for rapid production at the sacrifice of crew comfort and long-term serviceability.



The medium cruiser features a powerful weapons suite, but considered its disruptors secondary to its powerful drone armament. It was well suited to the standard Kzinti dueling strategy of approaching the enemy at high speed (by leaving the disruptors unarmed) behind a wall of drones, then arming the disruptors only when at point-blank range. The medium cruiser can control drones equal to double its sensor rating.

This ship is a base hull. Variants include the medium command cruiser (R5.26), medium carrier (R5.27), medium escort cruiser (R5.28), medium aegis cruiser (R5.29), medium minesweeper (R5.30), medium drone cruiser (R5.31), medium scout cruiser (R5.32), medium PF tender (R5.33), medium tactical transport (R5.34), ground assault cruiser (R5.54), patrol carrier (R5.80), medium scout carrier (R5.81), conjectural medium mauler cruiser (R5.105), and heavy medium cruiser (R5.114). The WYN-Kzinti pocket battleship (R12.918) is a heavily modified medium cruiser and can be regarded as its own base hull. The fast medium cruiser (R5.109) was built on a modified medium cruiser hull. The war dreadnought (R5.99) was to be built on a greatly modified medium cruiser hull and is regarded as a new base hull. The new heavy cruiser (R5.62) is an expanded medium cruiser hull and regarded as a new base hull. Advanced technology variants include the advanced light cruiser (R5.203).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which changed two of them to type-B (FD3.2) and two of them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS was included in the design. The Y175 refit was installed in Y175.

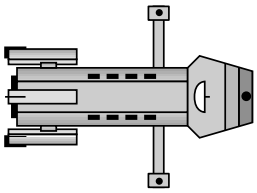
Designed by C. Michael Thompson.

SSD and counters are in *Advanced Missions*.

Known names: *Berserker Frenzy, Black Fang*, *Black Star Fury*, *Blooded Fang*, *Carnivore*, *Dark Terror*, *Death Claw*, *Death's Warcry*, *Devourer of Stars*, *Fear Bringer*, *Frenzy*, *Hand of Doom*, *Night Fang*, *Night Howler*, *Night Stalker*,

Predator, *Ravager of Worlds*, *Ripper*, *Shadowcat*, *Silver Fang*, *Slasher*, *Snaggletooth*, *Vessel of Fear*.

(R5.20) ESCORT FRIGATE (EFF): Designed to provide increased protection for carriers (and their returning attack shuttles) from drones and enemy fighters. The escort frigate had virtually no anti-ship capability.



This ship has a ready rack (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the frigate (R5.8).

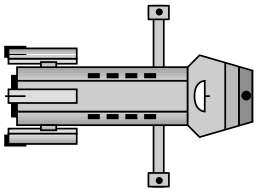
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship has limited aegis (D13.4). See also (J15.332). The ship always had two type-A (FD3.1) drone racks. This ship could always launch one drone from each rack each turn.

Refits: The C-10 refit, which greatly improved the ship, was available beginning in Y167, was common by Y168, and standard by Y171. These ships were upgraded to the aegis frigate (R5.20A) standard in Y175.

SSD is in *Basic Set.* Counters are in *Advanced Missions*.

Known names: Kzinti escort frigates were numbered and not named, although some had informal names; *FF129*, *FF175*, *FF214*.

(R5.20A) AEGIS FRIGATE (AFF): The surviving escort frigates (R5.20) were given full aegis fire control (D13.0) in Y175 and redesignated aegis frigates, simultaneously receiving the drone rack refit (all had the C-10 refit by that point). The aegis frigate had more anti-ship capability than the escort frigate, but was still quite limited in that regard and was rapidly replaced by the war destroyer aegis escort (R5.51).



This ship has a ready rack (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the frigate (R5.8).

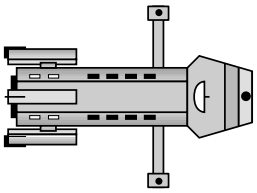
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship has full aegis (D13.0). See also (J15.332). The ship had two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the C-10 and Y175 refits were incorporated in the design.

The SSD is combined with the escort frigate (R5.20); use the EFF counters.

Known names: Kzinti aegis frigates were numbered and not named, although some had informal names; *FF81*, *FF221*, *FF284, FF304*, *FF627*.

(R5.21) SMALL MINESWEEPER (MS): With the increasing use of mines, the Kzintis, like other empires, felt the need for a minesweeper/minelayer. The Kzinti small minesweeper is a conversion of the frigate (R5.8). Like all small minesweepers it was found to be inadequate for wartime service and was replaced by the minesweeper variant (R5.30) of the medium cruiser (R5.19). Surviving small minesweepers were relegated to minefield maintenance, training, and less active sectors.



This ship carries one minesweeping shuttle [(R1.F2)/(M8.3)], an exception to (M8.12), which is included in the ship's BPV.

This ship is a variant of the frigate (R5.8).

This ship is a true minesweeper (M2.45); see also (M8.0) and (M9.0).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship are type-A (FD3.1), until the Y175 refit was installed which changed them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

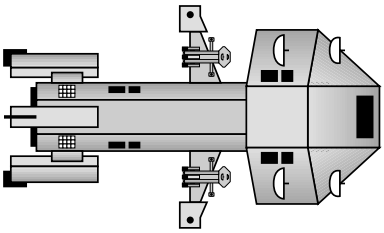
Refits: The C-8 refit was available beginning in Y168, was common by Y170, and standard by Y171. The Y175 refit was installed in Y175.

Design by C. Michael Thompson.

SSD and counters are in *Advanced Missions*.

Known names: Kzinti small minesweepers were numbered and not named, although some had informal names. There are no known names.

(R5.22) NEEDLE TENDER (PFT): Converted from the last survivors of an unsuccessful pre-General War destroyer class (R5.35), the Needle tender can transport a full flotilla of six Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0). Two are docked internally; the others, under the wings. The two Needle fast patrol ships or Spike Interceptors inside can be repaired by the repair systems; the others cannot. This ship is also known as the Needle Tender, or NT.



As can be noted, the Needle tender is designed only for self-defense, not for intentional direct combat.

This ship can take one Needle fast patrol ship or Spike Interceptor into each of its two internal bays and use its repair systems on it (K2.62). The repair boxes can only be used to repair Needle fast patrol ships or Spike Interceptors, not the ship itself (K2.611), and can only be used on Needle fast patrol ships or Spike Interceptors in the internal bays.

This ship is a variant of the destroyer (R5.35).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.0).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). This ship always had type-C (FD3.3) drone racks and could always launch drones at the maximum rate of the given drone rack each turn.

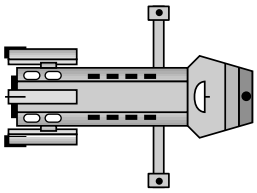
Refits: None, the design incorporated all applicable refits.

Designed by C. Michael Thompson.

SSD and counter are in *Module K*.

Known names: 2-*Unicorn*, 6-*Gryphon*, 7-*Gargoyle*. [All were converted from destroyers (R5.35).]

(R5.23) DRONE FRIGATE (DF): The Kzintis built a modified frigate class (R5.8) ship for use in a long-range drone-launching mode. All drone racks are sometimes loaded with type-IIIXX [(FD2.222) and (FD5.255)] drones (which are not included in the BPV). Drone frigates have 100 space points of spare drones stored (in addition to the normally assumed reloads) in the cargo boxes.



While a drone frigate would be a valuable addition to a Kzinti fleet (due to its control abilities and stockpile of drones), they were too valuable for such use and were usually operated in drone frigate squadrons for long-range support missions under control of the highest headquarters. Field commanders consistently tried to gain control of the drone frigate squadrons to use them for direct combat support and were successful on occasion.

Unlike most Kzinti ships, all of the drone racks became type-B in the Y175 refit.

See the similar scout drone frigate (R5.55).

This ship is a variant of the frigate (R5.8).

Deployment: See (S8.47) for deployment restrictions and conditions.

Bombardment: This ship has 100 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

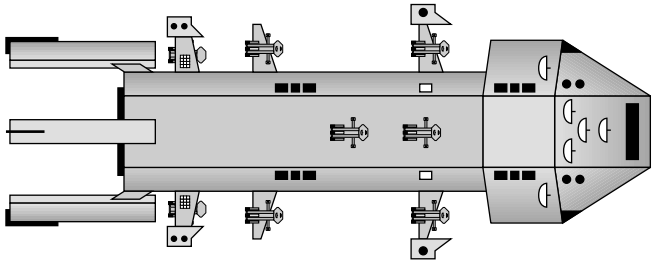
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1), but were all converted to type-B (FD3.2) by the Y175 refit. This ship could always launch one drone from each rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractor increased from Range 2 to Range 3 in Y140. The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y170. The Y175 refit was installed in Y175.

SSD and counters are in *Advanced Missions*.

Known names: Kzinti drone frigates were numbered and not named, although some had informal names; *FF57*, *FF65*, *FF73*, *FF77*, *FF227*, *FF255*, *FF288*, *FF301*.

(R5.24) SUPER SPACE CONTROL SHIP (SSCS): During the Andromedan War, the Kzintis converted the heavy carrier (R5.25) *Goliath* into this huge ship. This ship was designed to follow the Andromedan Rapid Transit Network (R10.1B) and attack Andromedan bases. Scouts could track the Rapid Transit Network only if there were no other ships in the area to distort the signals. This usually resulted in the scout stumbling onto the base and meeting a hot reception. Survey cruisers [(R5.37) and (R5.116)] were used, but were too valuable and lacked the firepower to tackle larger bases. The *Goliath* was designed to find these bases and bring along enough firepower to do the job while hunting alone.



It was once thought that this ship was designed during the General War as an answer to the B10 battleship (R3.17), but later information has proven this analysis to be incorrect.

This ship usually remained on the fringes of a battle, supporting its Needle fast patrol ships (R5.PF1) and attack shuttles (R5.F0) with drones and electronic warfare support, and closing only to deliver the final blow to an already crippled enemy.

The ability of this ship to operate two flotillas of fast patrol ships is an exception to the limits in (K2.13) specific to itself. It does not allow other units, such as tugs with fast patrol ship pods or pallets, to violate the normal limit of only a single flotilla being able to operate from a given fast patrol ship tender (K2.13).

The two Needle fast patrol ship flotillas always included one of multi-role Needles (R5.PF2) and one of a combat variant. This ship can take one Needle fast patrol ship or Spike Interceptor (R5.PF0) into an internal bay (K2.62) [which occupies part of the space used on the heavy carrier (R5.25) for shuttles] and use its repair systems on it (K2.611). These repair systems can only be used on a Needle fast patrol ship or Spike Interceptor in the bay. (The repair facilities were totally inadequate for 12 Needle fast patrol ships, but it was expected that this ship would have plenty of time between battles to attend to this problem.) For some special missions, a 13th Needle fast patrol ship could be carried (in this bay), but it would not be part of either flotilla (K0.33). Six of the 18 deck crews are for taking care of multi-role Needles (R5.PF2) if the ship is operating those (K2.381) and are deleted if multi-role Needles are not carried. Each group of three mech-links counts as a shuttle bay for purposes of moving deck crews around (J4.813).

This ship is a variant of the dreadnought (R5.42).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0).

The 12 attack shuttles are in a single bay with four launch tubes (J1.54) and a single belly hatch for recovery of returning attack shuttles. This allows it to simultaneously launch four and recover one attack shuttle (or to launch five, or to launch four while dropping a T-bomb, etc.). The super space control ship was authorized two multi-role shuttles

(J8.0) but did not always have them and they are not included in its BPV. There are no balconies (J1.53).

Year	Escorts	Fighters
Y196+	See Note Below	12xTADSC

This ship often operated against the Andromedan base network without escorts, but would never do so during normal fleet combat. If using an escort group, use the one for the space control ship (R5.11), e.g., two medium aegis cruisers (R5.29) and a war destroyer aegis escort (R5.51) or aegis killer escort frigate (R5.118A). A second war destroyer aegis escort might replace the second medium aegis cruiser.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

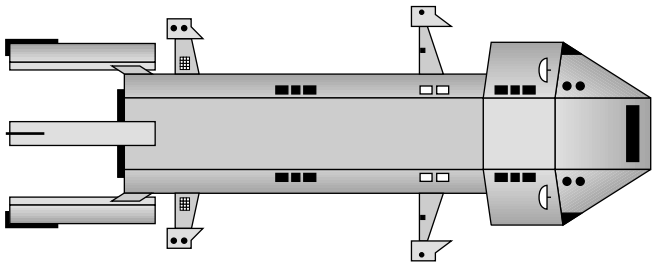
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). This ship has full aegis (D13.0). This ship always had four type-B (FD3.2), two type-C (FD3.3), and two type-G (FD3.7) drone racks and could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design incorporated all applicable refits.

SSD and counter are in *Module K*.

Known name: 3-*Goliath*. [Converted from heavy carrier (R5.25).]

(R5.25) HEAVY CARRIER (CVA): The disruption resulting from the Coalition attacks on the Kzinti homeworlds in Y169 and Y170 temporarily halted Kzinti capital ship production after their third (or possibly second) dreadnought (R5.42) had been completed. They were not able to resume capital ship production until early in Y172. Impressed by their observers' initial reports of the power of the new Federation heavy carriers (R2.13), and knowing the value of their own strike carriers (R5.7), the Kzintis rebuilt the partially completed *Olympus*, their fourth (or possibly third) dreadnought hull as a heavy carrier. The ship was finished in Y173. In the following year, the heavy carrier *Titan* was completed. The Kzintis may have converted one or more dreadnoughts into heavy carriers at some point during the next few years. Later, starting in Y181 and finishing in Y186, the Kzintis converted most of their surviving dreadnoughts and heavy carriers into space control ships (R5.11).



In the heavy carrier design, the type-B (FD3.2) and type-C (FD3.3) drone racks on the dreadnought were replaced with type-A (FD3.1) drone racks. The fleet architects felt that the ship had attack shuttles to launch drones, and that the drone requirements for the attack shuttles would make it impossible to carry enough drones to supply oversized or fast-firing drone racks. The large attack shuttle bays forced the elimination of the central reactor and main-hull disruptors; the forward reactor and the impulse engine were increased to provide more power. The type-A drone racks were found to be inadequate and were replaced in the Y175 drone rack refit.

This ship is a variant of the dreadnought (R5.42).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has two shuttle bays, each with 12 attack shuttles and three admin shuttles. It did not have the balcony system (J1.53) of the Federation heavy carrier, or the "throat and belly" tunnel deck (J1.58) system of the strike carrier. It did have four "throat" launch tubes (J1.54) per bay (for a total of eight), allowing five attack shuttles to be launched simultaneously from each bay (the fifth from the recovery hatch) in a single impulse. Each bay can only recover one attack shuttle at a time (through the belly hatch), but can do so while launching four attack shuttles. Transfers by (J1.592) between the two bays are possible. Two admin shuttles were usually replaced with multi-role shuttles (J8.0); this is not included in the BPV.

Year	Escorts	†Fighters
Y173-Y174	2xMEC, EFF/DWE/FKE	18xHAAS, 6xDAS
Y175-Y176	2xMAC, AFF/DWA/FKA	18xHAAS, 6xDAS or 12xHAAS, 6xLAS or 6xHAAS, 6xDAS, 6xLKS
Y177-Y180	2xMAC, AFF/DWA/FKA	18xTAAS, 6xDAS or 12xTAAS, 6xLFS or 6xTAAS, 6xDAS, 6xLKF
Y180-Y182	2xMAC, AFF/DWA/FKA	18xTADS, 6xDAS or 12xTADS, 6xLFS or 6xTADS, 6xDAS, 6xLKF
Y183+	2xMAC, AFF/DWA/FKA	18xTADSC, 6xDASC or 6xLFS, 12xTADSC or 6xTADSC, 6xDASC, 6xLKF

† There were usually six disruptor attack shuttles (R5.F7). Sometimes superiority attack shuttles replaced some or all of the disruptor attack shuttles, but there were never more than six disruptor attack shuttles on any heavy carrier. There were never more than three disruptor attack shuttles in a single bay.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

The Kzinti heavy carriers were involved in heavy combat and sometimes substituted war destroyer escorts (R5.50)/war destroyer aegis escort (R5.51) and escort frigates (R5.20)/aegis escort frigates (R5.20A) for medium escort cruisers (R5.28)/medium aegis cruiser (R5.29).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted four of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS is included in the design. The Y175 refit was installed on all ships of this class in Y175.

Designed by C. Michael Thompson, Richard Kerr, and John Gyori.

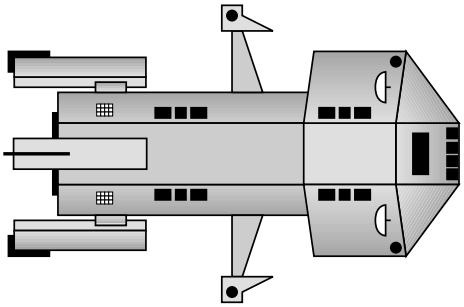
SSD and counter are in *Module J*.

Known names: 1-*Olympus*, 2-*Titan* [converted to space control ship (R5.11)], 3-*Goliath* [converted to super space control ship (R5.24)].

KZINTI MEDIUM CRUISER VARIANTS

The following ships are variants of the medium cruiser (R5.19). Because of production efficiencies, most empires used their war cruiser design to replace the various specialty ships lost in combat.

(R5.26) MEDIUM COMMAND CRUISER (MCC): Designed as a flagship for medium cruiser (R5.19) squadrons, and as a replacement for lost command cruisers (R5.4), the medium command cruiser was the maximum possible improvement of the medium cruiser before advanced technology was developed.



This ship is a variant of the medium cruiser (R5.19).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) and two type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS was included in the design. The Y175 refit was installed in Y175.

SSD and counter are in *Module R2*.

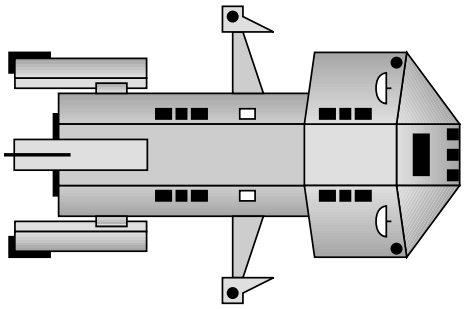
Known names: *Baron*, *Count*, *Crown Prince*, *Duke*, *Marquis*, *Patriarch.*

(R5.27) MEDIUM CARRIER (MCV): Designed as a replacement for conventional carriers, the medium carrier sacrificed a great deal to maintain a full squadron of 12 attack shuttles, plus one multi-role shuttle (J8.0) and one admin shuttle. The medium carrier was as capable of direct combat as it was long-range fire support and used whichever tactic suited the situation.

This ship is a variant of the medium cruiser (R5.19).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).



Year	Escorts	Fighters
Y174	MEC/CLE, EFF/FKE	12xHAAS
Y175-Y176	MAC, AFF/DWA/FKA	12xHAAS or 6xLKS
Y177-Y180	MAC, AFF/DWA/FKA	12xTAAS or 6xLKF
Y180-Y183	MAC, AFF/DWA/FKA	12xTADS or 6xLKF
Y183+	MAC, AFF/DWA/FKA	12xTADSC or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

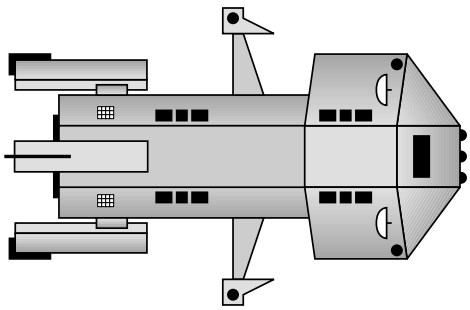
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS was included in the design. The Y175 refit was installed in Y175.

SSD and counters are in *Module R2*.

Known names: *Dervish*, *Double Edge*, *Starkiller*, *Touch of Death*.

(R5.28) MEDIUM ESCORT CRUISER (MEC): This class was designed to escort the heavy carrier (R5.25) and space control ships (R5.11) as well as the strike carrier (R5.7), medium carrier (R5.27), and light carrier (R5.9) classes.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is

escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the medium cruiser (R5.19).

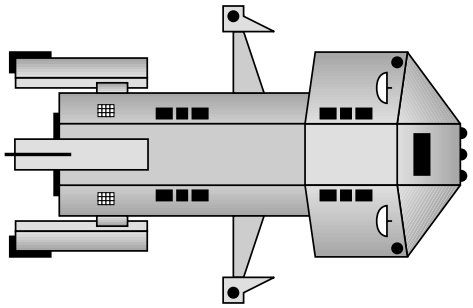
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). All of its weapons are tied into a limited aegis system (D13.4). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone per rack per turn. See also (J15.332).

Refits: These ships began conversion to the medium aegis cruiser (R5.29) configuration in Y175, but not all ships were immediately upgraded, and some had the Y175 refit installed. All ships of this type were upgraded to the medium aegis cruiser configuration by the end of Y175.

SSD and counters are in *Advanced Missions*. There are more counters in *Module R2*.

Known names: *Arrogance*, *Deathguard*, *Keenness*, *Prowess*, *Sharpness*.

(R5.29) MEDIUM AEGIS CRUISER (MAC): The medium escort cruisers (R5.28) were refitted with full aegis in Y175 and redesignated medium aegis cruisers.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the medium cruiser (R5.19).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). All of its weapons are tied into a full aegis system (D13.0). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone per rack per turn. See also (J15.332).

Refits: None, the design included the Y175 refit.

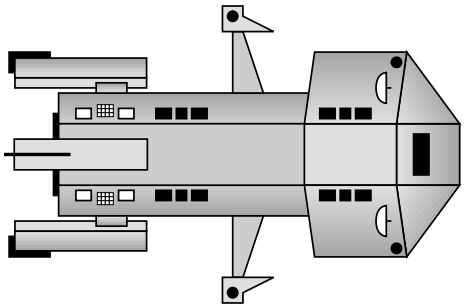
SSD is combined with the medium escort cruiser (R5.28); use the medium escort cruiser counters in *Advanced Missions* and *Module R2*.

Known names: *Arrogance*, *Deathguard*, *Keenness*, *Prowess*, *Sharpness*.

(R5.30) MEDIUM MINESWEEPER (MMS): All empires found their original frigate-hull minesweepers inadequate to the task, and the Kzintis were no exception. The medium minesweeper replaced the frigate-sized small minesweeper (R5.21) several years after the General War began. It sometimes supported squadrons trying to penetrate Klingon or Lyran minefields. The captains of these ships frequently loaded the anti-drone racks (E5.0) with a mixture (E5.4) of type-VI (FD2.5) drones to sweep mines and anti-drones to protect against drones launched by enemy drone-captor (M4.412) mines.

This ship carries two minesweeping shuttles [(R1.F2)/(M8.3)], which are included in the ship's BPV.

This ship is a variant of the medium cruiser (R5.19).



This ship is a true minesweeper (M2.45); see also (M8.0) and (M9.0).

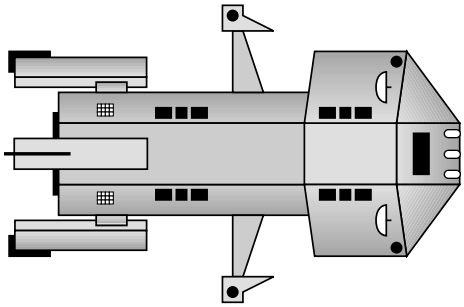
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed in Y175.

SSD and counter are in *Module R2*.

Known names: Kzinti medium minesweepers were numbered and not named, although some had informal names. No names are known.

(R5.31) MEDIUM DRONE CRUISER (MDC): Designed for long-range bombardment, supplementing the smaller drone frigates (R5.23), the medium drone cruiser could also participate in direct combat. The medium drone cruiser has two sets of reloads for its drone racks, plus bulk drone storage in the cargo boxes (200 spaces). (This is not improved by the Y175 refit.)



This ship was a favorite with Kzinti captains. It was extremely fast and had a very powerful drone armament. The medium drone cruiser was perfect for the favored Kzinti tactic of closing with an enemy ship, tractoring it, then launching a full drone salvo at point-blank range.

This ship is a variant of the medium cruiser (R5.19).

Deployment: See (S8.47) for deployment restrictions and conditions.

Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

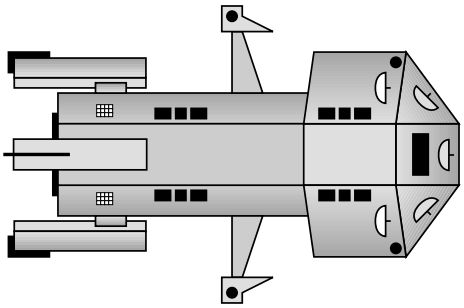
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted five of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed in Y175.

SSD and counters are in *Module R2*.

Known names: *Assassin*, *Death Spear*, *Ejectionist*, *Heaver, Lobber*.

(R5.32) MEDIUM SCOUT CRUISER (MSC): Like most other empires, the Kzintis found that cruiser-sized scouts were necessary for large fleet battles as the General War continued. The medium scout cruiser, although never in widespread production due to the many other uses for medium cruiser (R5.19) hulls, was one of the best Kzinti scouts. The medium scout cruiser is one of the very few ships in *Star Fleet Battles* with [via the use of a special sensor (F3.213)] triple seeking weapon control.



This ship is a variant of the medium cruiser (R5.19).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

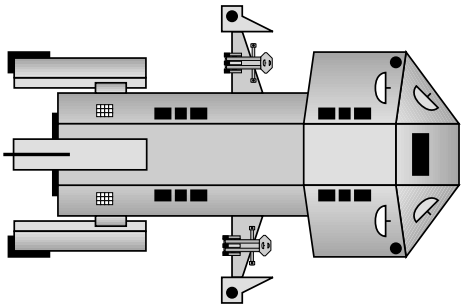
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed in Y175.

SSD and counter are in *Module R2.*

Known names: *Dark Stalker*, *Mirage*, *Pathfinder*, *Prowler*, *Shadow Striker*.

(R5.33) MEDIUM PF TENDER (MPF): Wartime production efficiencies pressed the medium cruiser (R5.19) into service as a fast patrol ship tender. It can dock one Needle fast patrol ship (R5.PF1) or Spike Interceptor (R5.PF0) internally (K2.62); this is the only one that can be repaired and it can only repair Needle fast patrol ships or Spike Interceptors (K2.611). While seven Needle fast patrol ships could be docked at one time, the ship never carries seven as a standard deployment. It might have picked up an "orphan" Needle fast patrol ship from a destroyed base, and on a special mission might have a cargo or commando Needle fast patrol ship assigned, but this seventh Needle fast patrol ship would not be part of the flotilla (K0.33).



This ship is a variant of the medium cruiser (R5.19).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.0).

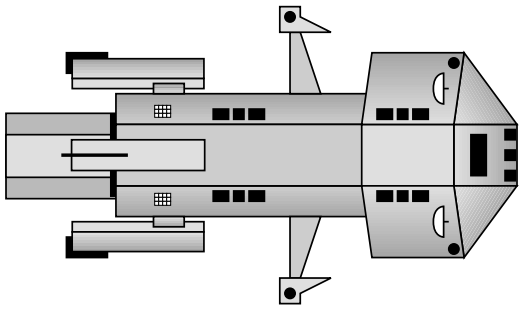
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating despite the fact that the design does not include any drone racks. See also (F3.213).

Refits: None.

SSD and counter are in *Module R2*.

Known names: *Far Hunter*, *Far Seeker*, *Plunderer, Stormcrow*.

(R5.34) MEDIUM TACTICAL TRANSPORT (MTT): Designed to provide rapid resupply capability and to operate with the other medium cruisers (R5.19), this ship has internal cargo volume and can (at an increased movement cost) carry one pod. The medium tactical transport does not have double seeking weapon control, almost unique among medium cruiser variants.



No interbay shuttle transfers (J1.59) are possible between a pod and the shuttle bay of the medium tactical transport.

Like all tugs, the movement cost and turn mode vary with the pod carried. The movement cost of this ship with a single-weight pod is 1.00 energy points per hex. The movement cost of this ship with a double-weight pod is 1.33 energy points per hex; see Annex #3A.

This ship is a variant of the medium cruiser (R5.19).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn. Some pods may improve the tug's seeking weapons control rating. See (F3.213) if a pod with a special sensor is carried.

Refits: The Y175 refit was installed in Y175.

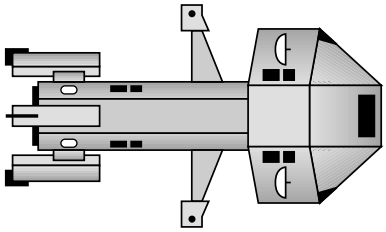
SSD and counter are in *Module R2*. An SSD of this ship carrying a battle pod (R5.15) is also in *Module R2* as the medium battle transport. On that SSD, the boarding parties, shields, crew, and Y175 refit cost are combined.

Known names: Kzinti medium tactical transports were numbered and not named, although some had informal names; *MTT#41*.

ADDITIONAL KZINTI WARSHIPS AND VARIANTS

(R5.35) DESTROYER (DD): The history of this class is confusing, but answers many questions about Kzinti ship development.

The Kzintis had, for most of their history, been more interested in fighting each other than any foreign enemy. For this reason, the general inferiority of their ships was not apparent until about Y160. The refits instituted in Y166 and the faster drones moved their under-powered strike cruiser (R5.2) and light cruiser (R5.5) into the same classes as other cruisers.



This left a widening gap between the cruisers and the diminutive frigate (R5.8), a gap that the destroyer (which entered production in Y160) had been intended to fill. By the time the General War began, however, the far superior medium cruiser (R5.19) was also in production (at nearly the same cost). The few destroyers produced before those shipyards converted to medium cruiser production were relegated to second-line duty for more than a decade, after which they were converted to Needle tenders (R5.22).

This ship is a base hull. Variants include the Needle tender (R5.22), first carrier (R5.56), destroyer escort (R5.82), aegis destroyer escort (R5.82A), and scout destroyer (R5.120). There are no other conversions of this class, although several obvious ones would be possible [see the conjectural destroyer leader (R5.A21), destroyer minesweeper (R5.A22), drone destroyer (R5.A23), and commando destroyer (R5.A24)]. The medium cruiser, being in series production, was easier to modify. Some destroyers continued in service as destroyers until the advent of Needle fast patrol ships (R5.PF1), by which time the destroyers were scheduled for conversion to scout destroyers (R5.120). It seemed more logical to convert them to Needle tenders instead.

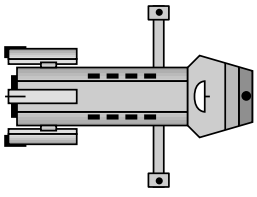
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed in Y175.

SSD and counters are in *Module R2*.

Known names: 1-*Pegasus*, 2-*Unicorn* [converted to Needle tender (R5.22)], 3-*Minotaur* [converted to scout destroyer (R5.120)], 4-*Dragon*, 5-*Chimera* [converted to scout destroyer (R5.120)], 6-*Gryphon* [converted to scout destroyer (R5.120)], 7-*Gargoyle* [converted to scout destroyer (R5.120)], *Long-Lean* [converted to first carrier (R5.56)].

(R5.36) POLICE CORVETTE (POL): The Kzintis used a modified frigate (R5.8) for border patrol, tariff and customs work, convoy escorts, and keeping native populations from leaving their respective planets. These ships were manned by local constabularies, rather than by the central government. Like all police ships, tactics assume an inferior opponent.



Note that the third drone rack was different on later-production police ships.

This ship is a variant of the frigate (R5.8).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). Some of these ships had three type-A (FD3.1) drone racks, and some had two type-A drone racks and one type-E (FD3.5) drone rack (the reason for this is not known). On those ships with three type-A drone racks the Y175 refit converted one drone rack to type-B (FD3.2) and the other two drone racks to type-C (FD3.3) drone racks. On those ships with a type-E drone rack the Y175 refit converted the two type-A drone racks to type-C and added a second set of reload drones to the type-E drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn.

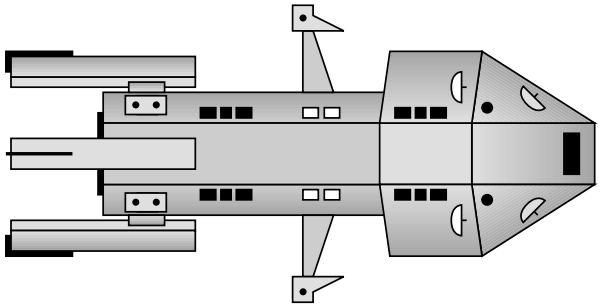
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y171. The Y175 refit was installed on all ships of this class in Y175.

SSD and counters are in *Module R2*.

Known names: Kzinti police corvettes were numbered and not named, although some had informal names; *FF17*†, *FF44*, *FF63*, *FF64*, *FF79*, *FF80*, *FF116*, *FF121*.

†Ship captured by the WYN Star Cluster in Y144.

(R5.37) SURVEY CRUISER (SR): Between the end of the Four Powers War when its last light survey cruiser (R5.117) was destroyed and Y166 the Hegemony used exploration freighters [(R1.26A) and (R1.26B)] for its survey duties. It was the destruction of one of these that led the Hegemony to decide to again build a survey ship on a cruiser hull in Y165. The new survey ships were modifications of the light carrier (R5.9) and the Kzintis put three of them into service, the first entering service in Y166, probing the unexplored territory toward the Galactic Core.



This ship is a variant of the battlecruiser (R5.3).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by “torpedo” damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Shuttles: This ship normally carried a ground assault shuttle (R1.F4) to escort scientific team shuttles on planets where circumstances on the ground were regarded as inimical; this shuttle’s cost is included in the ship’s BPV.

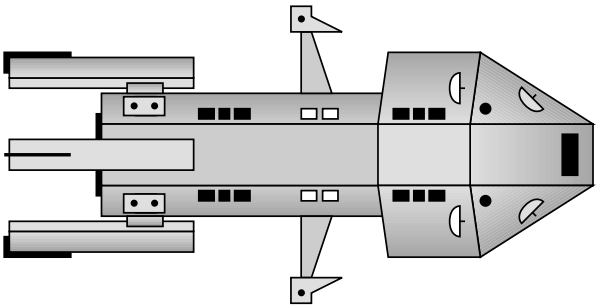
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The C-14 refit was available beginning in Y170, was common by Y171, and standard by Y172. The Y175 refit was installed on all ships of this class in Y175.

SSD and counter are in *Module R2*.

Known names: 11-*Mist*, 12-*Fog*, 13-*Rain*.

(R5.37A) SURVEY CARRIER (SRV): In wartime, survey cruisers (R5.37) sometimes served as convoy escorts and scouts, sometimes operating a flight of four attack shuttles (as a true carrier, no formal escort group).



This ship is a variant of the battlecruiser (R5.3).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y168-Y175	None or EFF	4xSAS or 4xAAS
Y174-Y175	None or EFF/FKE	4xHAAS
Y175-Y176	None or AFF/FKA	4xHAAS or 2xLKS
Y177-Y178	None or DWAFF/FKA	4xHAAS or 2xLKF
Y179-Y184	None or DWAFF/FKA	4xTAAS or 2xLKF
Y183-Y186	None or DWAFF/FKA	4xTADS or 2xLKF
Y186+	None or DWAFF/FKA	4xTADSC or 2xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The C-14 refit was available beginning in Y170, was common by Y171, and standard by Y172. The Y175 refit was installed on all ships of this class in Y175.

SSD is combined with the survey cruiser (R5.37). Use the SR counter. An SRV counter was included in *Module R5*.

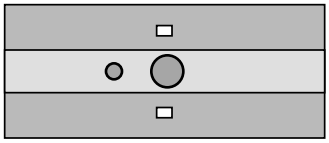
Known names: 11-*Mist*, 12-*Fog*, 13-*Rain*.

ADDITIONAL KZINTI PODS

Pods never had official names, but were assigned administrative numbers.

SSDs for the Kzinti pods presented here are in *Module R2*. Use the pod counters from *Advanced Missions* for any pods dropped during a scenario.

(R5.38) HEAVY CARRIER POD (P-V7): Like the similar Klingon heavy carrier pod (R3.67), this carries 12 attack shuttles and was used by tugs [(R5.12) and (R5.53)] and medium tactical transports (R5.34). Only two of these pods operated at any given time. The Kzintis (like other empires) sometimes used carrier tugs to supply attack shuttles to line carriers in combat zones.



This pod is heavier than others. A transport tug or combat tug with two of these pods is considered to be carrying three pods for purposes of movement; a medium tactical transport carrying this type of pod is considered to be carrying two pods.

Carrier: This pod makes the tug it is attached to a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

The P-V7 has a single bay (with one hatch) holding 12 attack shuttles and three admin shuttles. A multi-role shuttle (J8.0) sometimes replaced one of the admin shuttles in a heavy carrier pod but is not included in the pod's BPV; note that each pod might have a multi-role shuttle, but this was rare. (A tug with one pod would not have more than one multi-role shuttle; a tug with two such pods would not have more than two multi-role shuttles.) Transfers under (J1.59) are not possible between these pods, or between the pods and a tug. There are no balconies (J1.53) or launch tubes (J1.54).

Escorts and attack shuttles when two pods are carried by a transport tug (R5.12) or combat tug (R5.53).

Year	Escorts	Fighters
Y175-Y176	2xMAC, AFF/DWA/FKA	18xHAAS, 6xDAS or 12xHAAS, 6xLAS or 6xHAAS, 6xDAS, 6xLKS
Y177-Y180	2xMAC, AFF/DWA/FKA	18xTAAS, 6xDAS or 12xTAAS, 6xLFS or 6xTAAS, 6xDAS, 6xLKF
Y180-Y182	2xMAC, AFF/DWA/FKA	18xTADS, 6xDAS or 12xTADS, 6xLFS or 6xTADS, 6xDAS, 6xLKF
Y183+	2xMAC, AFF/DWA/FKA	18xTADSC, 6xDASC or 6xLFS, 12xTADSC

		or 6xTADSC, 6xDASC, 6xLKF

Escorts and attack shuttles when one pod is carried by a transport tug (R5.12), combat tug (R5.53) or medium tactical transport (R5.34).

Year	Escorts	Fighters
Y175-Y176	MAC, AFF/DWA/FKA	12xHAAS or 6xLKS
Y177-Y180	MAC, AFF/DWA/FKA	12xTAAS or 6xLKF
Y180-Y183	MAC, AFF/DWA/FKA	12xTADS or 6xLKF
Y183+	MAC, AFF/DWA/FKA	12xTADSC or 6xLKF

A transport tug (R5.12) with two P-V7 heavy carrier pods is designated TGVA. A combat tug (R5.53) with two P-V7 heavy carrier pods is designated CVTA. These tugs are considered to have the equivalent weight of three pods (Annex #3A). These tugs would normally have the same carrier escorts and attack shuttles as a heavy carrier (R5.25), although like all carrier-tugs they would be last in line [e.g., might have to use escort frigates (R5.20)/aegis escort frigates (R5.20A) instead of war destroyer escorts (R5.50)/war destroyer aegis escorts (R5.51), and the medium escort cruiser (R5.28)/medium aegis cruiser (R5.29) might be replaced by another escort destroyer or escort frigate] unless it inherited the intact escort group of a heavy carrier.

A transport tug (R5.12) with one P-V7 heavy carrier pod is designated TGVL. A combat tug (R5.53) with one P-V7 heavy carrier pod is designated CVTL. A medium tactical transport (R5.34) with a P-V7 heavy carrier pod is designated MTV. They are considered to be carrying the equivalent weight of two pods (Annex #3A). They would have the same escorts and attack shuttles as a strike carrier (R5.7) (with the normal carrier tug caveats). Note: as the Kzintis do not have any other pods of double weight, a transport tug or combat tug carrying one of these pods could only carry a second pod if were also a P-V7 pod.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Note: This pod is not capable of independent operations. None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a double-weight pod with a towing cost of 0.3333.

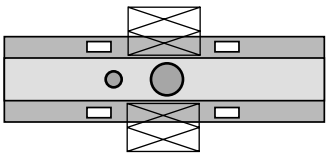
Operation: The shields of this pod are combined with the shields of the transport tug (R5.12), combat tug (R5.53), medium tactical transport (R5.34), early transport tug (YR5.8), and warp-refitted transport tug (YR5.8A) it is attached to (G14.111). These operate at no extra energy cost (the cost to operate the tug's shields pays for their operation). While attached, this pod increases the command rating by one. A second pod of any type does not further increase the command rating. The pod's phaser-3 has its full 360° firing arc even while attached to the tug.

Seeking weapons: This pod cannot control seeking weapons on its own, but increases the tug's seeking weapon control to double its sensor rating (F3.212) as long as it is attached; this is irrespective of the seeking weapon control rating of the tug without the pod. A second pod does not further increase this control rating.

Refits: None.

The SSD for this pod is on the Kzinti pods sheet in *Module R2*. Counters for separate pods are in *Advanced Missions*.

(R5.39) REPAIR POD (P-R8): Primarily carried by medium tactical transports (R5.34), the repair pods provided a front-line repair capability.



Note: This pod is not capable of independent operations. None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

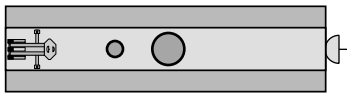
See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

Refits: None.

The SSD for this pod is on the Kzinti pods sheet in *Module R2*. An SSD of the transport tug (R5.12) carrying two of these pods is in *Module R2*. Counters for separated pods are in *Advanced Missions*.

(R5.40) PFT POD (P-PF6): These pods could be used to convert a combat tug (R5.53) to a full-fledged Needle fast patrol ship tender. More often, they were used by transport tugs (R5.12) to transport replacement Needle fast patrol ships (R5.PF1) for the space control ships (R5.11) or as a base for long-range Needle fast patrol ship strikes. Medium tactical transports (R5.34) would sometimes use one of these pods (as they could not carry a pair of them) to transport cargo fast patrol ships (R1.PF1). These pods were usually deployed in pairs, but rarely were deployed alone on a medium tactical transport or in conjunction with another pod on a transport tug or combat tug. All mech-links are repair-capable with collapsible bays (K2.63). The repair systems on the pod could only repair Needle fast patrol ships or Spike Interceptors (R5.PF0) docked to that pod (K2.611).



Note: This pod is not capable of independent operations. None of its systems will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

Scout: A tug carrying this pod can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This pod makes the tug it is attached to a true PF tender (K2.0).

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

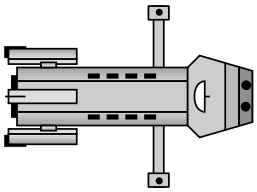
Seeking weapons: This pod has no intrinsic ability to control seeking weapons, but while attached to a tug or medium tactical transport, the combination can use (F3.213).

Refits: None.

The SSD for this pod is on the Kzinti pods sheet in *Module R2*. Counters for separate pods are in *Advanced Missions*.

ADDITIONAL KZINTI WARSHIPS AND VARIANTS

(R5.41) HEAVY FRIGATE (FH): An unsuccessful "leader" design intended to provide increased direct-weapons firepower, the small frigate hull (R5.8) could not stand the shock of two disruptors and the few conversions of this type spent too much time in overhaul. The shortage of reserve power was acute.



Due to the power requirements of their increased armament, heavy frigates were somewhat slower than regular frigates, and very slow when overloading their disruptors. Admirals frequently ordered the heavy frigate captains to "engage the enemy more closely," which unrefitted standard frigates were unable to do. In duels, the heavy frigate was more than an equal for the Lyran Cheetah frigate (R11.7) or Klingon E4 escort (R3.7) and had a good chance against the Klingon F5 frigate (R3.6).

Shock: This ship must roll for shock (D23.0) whenever it fires both disruptors within a period of 16 consecutive impulses. Shock rating is 13.

This ship is a heavily modified variant of the frigate (R5.8).

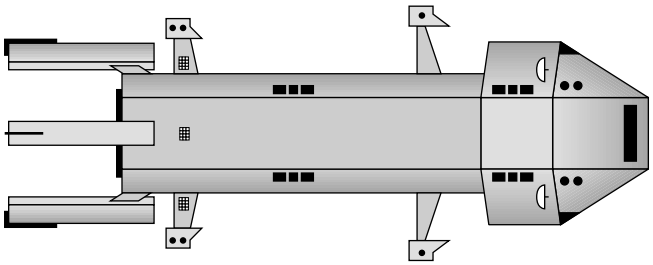
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had two type-A (FD3.1) drone racks until the C-10 refit, which added two more type-A drone racks. The Y175 refit converted the four type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The C-10 refit, which greatly improved the ship, was available beginning in Y166, was common by Y168, and standard by Y171. The Y175 refit was installed on all ships of this class in Y175.

SSD and counter are in *Module R2*.

Known names: Kzinti heavy frigates were numbered and not named, although some had informal names; *FF206 Hollow Tooth*.

(R5.42) DREADNOUGHT (DN): The Kzintis built their first dreadnought *(Hegemony)* in Y167, with the second *(Confederation)* completed the next year. [These two ships were actually conversions of an earlier dreadnought design (R5.74).] It appears likely that one or two other dreadnoughts were completed before two subsequent dreadnoughts were completed as heavy carriers (R5.25) in Y173-Y174, although the disruption of production caused by the Klingon attack makes it possible that these were not built and that the *Olympus* and *Titan* were in fact the third and fourth dreadnought hulls as originally thought. Much later, the survivors of these capital ships were converted to the space control ship (R5.11) design and additional hulls were built.



Note that when (in the heavy carrier/space control ship versions) the large attack shuttle bays forced the elimination of the central reactor, the forward reactor and impulse engines were increased to provide more power.

This ship is a base hull. Variants include the space control ship (R5.11), super space control ship (R5.24), heavy carrier (R5.25), early dreadnought (R5.74), and drone dreadnought (R5.75). The heavy dreadnought (R5.72) and light dreadnought (R5.73) are based on a drastically modified dreadnought hulls and each is considered to be its own base hull.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship was never used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) and two type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: These ships did not have DERFACS prior to Y168, but all received DERFACS in that year at no change in BPV. The Y175 refit was installed on all ships of this class in Y175.

Designed by Alan Gopin.

SSD and counter are in *Module R2*.

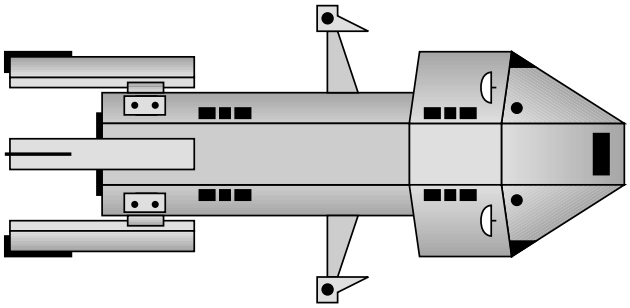
Known names: 1-*Hegemony* [converted to space control ship (R5.11)], 2-*Confederation* [converted to heavy dreadnought (R5.72)], 3-*Alliance* [converted to space control ship (R5.11)], 4-*Tribal* [converted to drone dreadnought (R5.75)].

(R5.43) HEAVY BATTLECRUISER (BCH): Built in response to the Klingon C7 heavy battlecruiser (R3.72) and in imitation of the Federation *Kirov*-class battlecruisers (R2.33), the heavy battlecruiser was designed to be the largest cruiser class. Construction began in Y180 at a rate of one ship per year. The first was named *Patriarchy*.

This ship is a variant of the strike carrier (R5.7).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2)

drone racks, two type-C (FD3.3) drone racks, and one type-G (FD3.7) drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn. This ship has triple drone reloads.



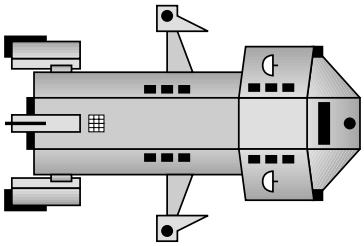
Refits: None, all relevant refits were included in the design, including the mech-link refit which was originally included to operate Spike Interceptors (R5.PF0).

Designed by Alan Gopin.

SSD and counter are in *Module R2.*

Known names: 1-*Patriarchy*, 2-*Pentarchy*, 5-*Autarchy*, 6-*Hierarchy*.

(R5.44) WAR DESTROYER (DW): When the medium cruiser (R5.19) entered service, the production of destroyers (R5.35) was terminated. The gap between the medium cruiser and frigate (R5.8) was to have been filled by an improved frigate [the heavy frigate (R5.41)], but that design proved unsuccessful. Further developments in this area were delayed due to the military emergency. (The Klingons and Lyrans were conquering about two thirds of the Hegemony.)



The war destroyer was one of the fastest Kzinti ships and had considerable disruptor and drone armament; it was a match for the Klingon (R3.97) and Lyran (R11.14) war destroyers.

After the Federation entered the General War and the Kzinti economy began to stabilize, the Kzintis were able to begin production of their war destroyer design in Y174. Prototypes may have been in service as early as Y170 [at least one war destroyer escort (R5.50) in Y173], and production could have begun in Y171 or Y172 had the situation permitted.

This ship is a base hull. Variants include the war destroyer leader (R5.45), war destroyer scout (R5.49), war destroyer escort (R5.50), war destroyer aegis escort (R5.51), war drone destroyer (R5.52), commando war destroyer (R5.65), mobile carrier (R5.67), scout drone war destroyer (R5.71), light PF tender (R5.108), war destroyer transport (R5.113), light attack carrier (R5.115), and picket carrier (R5.A17). There is an advanced technology variant, the advanced technology war destroyer (R5.211). The heavy war destroyer (R5.69) is based on a heavily modified war destroyer hull and considered to be its own base hull with its own variant. Also see the WYN war destroyer (R12.39).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had four type-A (FD3.1) drone racks until the Y175 refit, which converted the type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

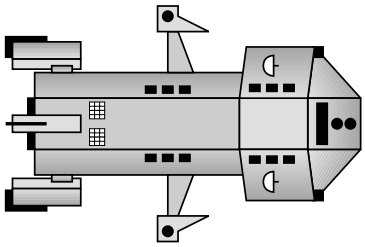
Refits: The Y175 refit was installed on all ships of this class in Y175.

Designed by Alan Gopin.

SSD and counters are in *Module R2.*

Known names: *Blue Comet*, *Blue Meteor*, *Brilliant Comet*, *Brilliant Meteor*, *Dark Comet*, *Dark Meteor*, *Death Comet*, *Death Meteor*, *Fighting Comet*, *Fighting Meteor*, *Red Comet*, *Red Meteor*, *Red Star*.

(R5.45) WAR DESTROYER LEADER (DWL): A variant of the war destroyer (R5.44), comprising about 20% of the total war destroyer construction program. The war destroyer leader was designed to lead a squadron of other war destroyers, but some war destroyer leaders conducted independent missions.



This ship is a variant of the war destroyer (R5.44).

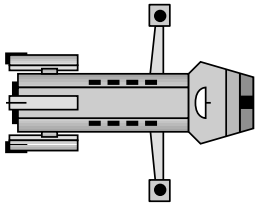
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had four type-A (FD3.1) drone racks until the Y175 refit, which converted the type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed on all ships of this class in Y175.

SSD and counter are in *Module R2.*

Known names: *Blue Galaxy, Brilliant Galaxy*, *Dark Galaxy*, *Fighting Galaxy*, *Red Galaxy*.

(R5.46) FFK FRIGATE (C-9 REFIT): This “killer” refit of the standard frigate (R5.8) was conducted in parallel with the C-10 refit. It incorporates weapons changes designed to make the frigate more capable of direct combat and it functioned as the Kzinti frigate leader. It avoids the shock problems of the heavy frigate (R5.41) by replacing the forward phaser-1 with a disruptor, rather than adding additional systems, but was the largest possible non-shock design on the frigate hull. No more than 20% of Kzinti frigates had this refit. Kzinti frigates could be given either the C-9 or C-10 refits. The C-9 refit is listed only in the description of the FFK frigate and is not listed as a separate refit.



The FFK frigate is slower than the frigate when arming both its disruptors, but still able to keep up with the cruisers.

Despite the second disruptor, the four drone racks are its primary weapons.

This ship is a variant of the frigate (R5.8).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had four type-A (FD3.1) drone racks until the Y175 refit, which converted the type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed on all ships of this class in Y175.

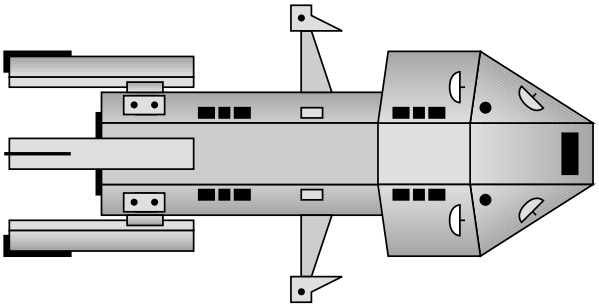
Based on a proposal by Alan Gopin.

SSD and counters are in *Module R2*.

Known names: Kzinti FFK frigates were numbered and not named, although some had informal names; *FF120*, *FF177*, *FF187*, *FF203*, *FF225, FF334*.

KZINTI BATTLECRUISER VARIANTS

(R5.47) DRONE CRUISER (CD): This was built first in Y133 to provide long-range fire support, then refitted along with the strike cruiser (R5.2) class. (The refit did not include disruptors as these would blind the sensors; additional sensors were found to be unnecessary.)



This ship did not have double seeking-weapon control because it was not supposed to enter direct combat.

This ship is a variant of the battlecruiser (R5.3).

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them all to type-B (FD3.2) drone racks. This ship could always launch one drone from each rack each turn.

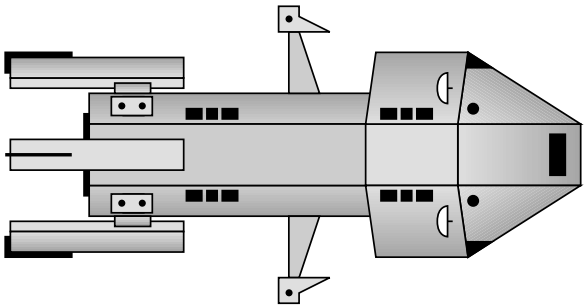
Refits: Sensors are under Early Years restrictions (YG24.0) until Y134. Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-14 refit was available beginning in Y166, was common by Y168, and standard by Y171. The Y175 refit was installed on all ships of this class in Y175.

Design proposed by Mark Saint Cyr.

SSD and counter are in *Module R2.*

Known names: *Ballista*, *Catapult*, *Onager*, *Trebuchet.*

(R5.48) HEAVY CRUISER (CA): An interim upgrade of the strike cruiser (R5.2) produced in limited numbers. They primarily served in the Marquis (Federation border) Fleet. This ship is a strike cruiser with the two extra disruptors (but not the revised arcs) of the C-14 refit, and the 360° phaser-1s but with none of the other improvements. They were upgraded to battlecruisers (R5.3) along with the strike cruiser class.



This ship is a variant of the battlecruiser (R5.3).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone per rack per turn.

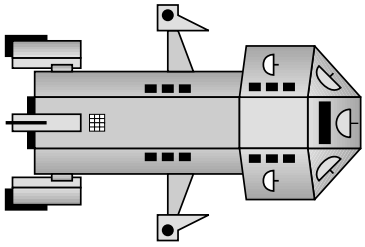
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-14 refit was available beginning in Y166, was common by Y168, and standard by Y171; ships that had this refit installed became battlecruisers (R5.3). DERFACS was not available prior to Y168 but is installed in that year on all ships that have the C-14 refit at no change in BPV, and is included as part of the refit on all subsequent ships. Heavy cruisers never received the Y175 refit as they had all been converted to battlecruisers when that refit became available.

SSD and counter are in *Module R2.*

Known names: 9-*Black Hole*, 11-*Eclipse*, 12-*Nebula* (and two others lost in the Federation-Kzinti war of Y136-Y142) were converted from strike cruisers (R5.2) to heavy cruisers and then later converted to battlecruisers (R5.3).

KZINTI WAR DESTROYER VARIANTS

(R5.49) WAR DESTROYER SCOUT (DWS): This is the scout variant of the war destroyer (R5.44). After its introduction, the war destroyer scout rapidly replaced the smaller scout frigate (R5.18) in the strike squadrons. Due to the heavy demand for war destroyer hulls as carrier escorts, however, this process took several years. The war destroyer scout, with its drone racks, could still attack enemy ships while supporting its fellow Kzintis with its electronic gear.



This ship is a variant of the war destroyer (R5.44).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The ship had four type-A (FD3.1) drone racks until the Y175 refit, which converted the type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone

racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

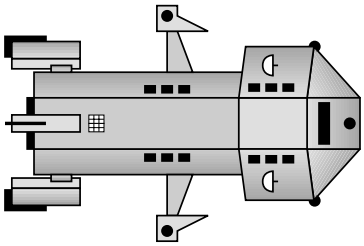
Refits: The Y175 refit was installed in Y175.

Designed by David Zimdars.

SSD and counter are in *Module R2*.

Known names: *Blue Eclipse, Brilliant Eclipse*, *Dark Eclipse*, *Death Eclipse, Fighting Eclipse*, *Red Eclipse*.

(R5.50) WAR DESTROYER ESCORT (DWE): A carrier escort version of the war destroyer (R5.44) which first appeared in Y173 but was not built in extensive numbers due to the limited number of war destroyer hulls built before Y175.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the war destroyer (R5.44).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a limited aegis system (D13.4). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone per rack per turn. See also (J15.332).

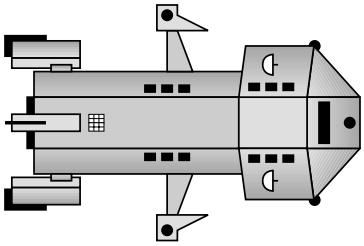
Refits: These ships began conversion to the war destroyer aegis escort (R5.51) configuration in Y175, but not all ships were immediately upgraded, and some had the Y175 refit installed. All ships of this type were upgraded to the war destroyer aegis escort configuration by the end of Y175.

Designed by David Zimdars.

SSD and counters are in *Module R2*.

Known names: *Brilliant Star*, *Brilliant Nova*, *Blue Star*, *Blue Nova*, *Dark Nova*, *Dark Star*, *Death Nova*, *Death Star*, *Dizzy Star*, *Fighting Nova*, *Fighting Star*, *Red Nova*, *Red Star*.

(R5.51) WAR DESTROYER AEGIS ESCORT (DWA): The war destroyer escorts (R5.50) were updated with full aegis (D13.0) in Y175. Most of the war destroyer escorts built were war destroyer aegis escorts built after Y175.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the war destroyer (R5.44).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a full aegis system (D13.0). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone per rack per turn. See also (J15.332).

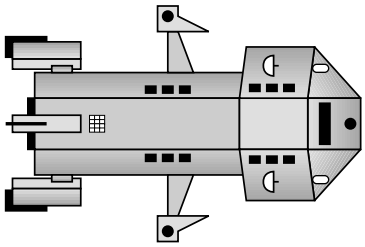
Refits: None, the design included the Y175 refit.

Designed by David Zimdars.

SSD is combined with the war destroyer escort (R5.50); use the escort war destroyer counters in *Module R2*.

Known names: *Blue Nova, Blue Star*, *Brilliant Nova*, *Brilliant Star*, *Dark Nova*, *Dark Star*, *Death Nova*, *Death Star*, *Dizzy Star*, *Fighting Nova*, *Fighting Star*, *Knife, Red Nova*, *Red Star*.

(R5.52) WAR DRONE DESTROYER (DWD): This ship was intended for direct-combat drone support, not for long-range drone bombardment. The war drone destroyer, with its six drone racks, is probably the most powerful combat variant of the war destroyer (R5.44) and was more than a match for the Klingon F5D drone frigate (R3.35) or Lyran Alleycat war destroyer (R11.14).



This ship is a variant of the war destroyer (R5.44).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The ship always had four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design included the Y175 refit.

Designed by David Zimdars.

SSD and counter are in *Module R2.*

Known names: *Blue Pulsar, Brilliant Pulsar*, *Dark Pulsar*, *Death Pulsar, Fighting Pulsar*, *Red Pulsar*.

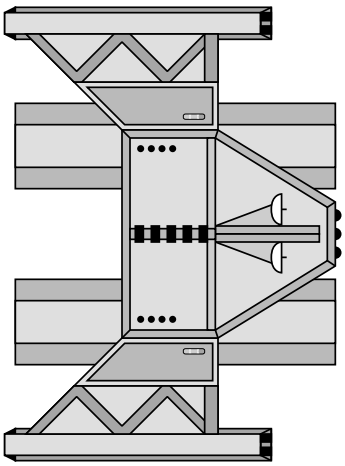
ADDITIONAL KZINTI WARSHIP VARIANTS

(R5.53) COMBAT TUG (TGC): Like the Klingons and Lyrans, the Kzintis built both a combat and a support version of their tug. This heavy combat model was used to carry battle pods (R5.15) and hangar pods (R5.14) (although not at the same time). Like the transport tug (R5.12), it can carry two pods (side-by-side mounting) of the same or different types, although they must be the same weight.

The drone racks on the tug are type-D (FD3.4) and cannot be changed (the boxes are magazines, not individual racks). The Y175 refit did not change the drone racks, but did increase the ADD from six rounds to 12 rounds.

This tug can carry one pod on its centerline, or two pods side-by-side (as shown on the SSD). It cannot operate at any speed faster than one if it has only a single pod not on the centerline.

This tug uses side-by-side mounting for its pods (G14.43). This tug can carry one or two pods, which need not be of the same type but which must be of the same weight, i.e., this tug cannot simultaneously carry a single-weight pod and a double-weight pod. The movement cost chart lists “with three pod weights” to indicate the movement cost when carrying two double-weight pods or a single triple weight pod; this does not indicate that it can carry three pods.



No interbay shuttle transfers (J1.59) are possible between pods, or between the pods and the shuttle bay of this tug.

Like all tugs, the movement cost and turn mode vary with the pods carried. The movement cost of the combat tug with two or fewer pod weights is 1.00 energy points per hex. The movement cost of the transport tug with three pod weights is 1.50 energy points per hex; see Annex #3A.

This ship is a variant of the transport tug (R5.12).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship always had two type-D (FD3.4) drone racks. This ship could always launch one drone from each rack each turn. Some pods may improve the tug's seeking weapons control rating. See (F3.213) if a pod with a special sensor is carried.

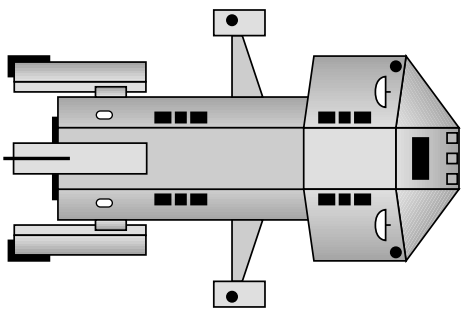
Refits: DERFACS was installed in Y168 at no change in BPV. The Y175 refit was installed in Y175 but only increased the anti-drone rack (E5.0) from six rounds to 12 rounds (E5.52).

Proposed by Warren Okuma.

SSD and counter are in *Module R2*. An SSD of this ship carrying two battle pods is also in *Module R2* (as is a counter). Such a combination is called a combat battle tug or CBT. (A transport tug with battle pods is a transport battle tug or TBT.) On that SSD, the boarding parties, shields, and crew units are combined.

Known names: Kzinti combat tugs were numbered and not named, although some had informal names; *TGC#4*.

(R5.54) GROUND ASSAULT CRUISER (MCG): This design was intended to support planetary assaults with landing forces. The ground assault cruiser does not have double seeking weapon control, making it almost unique among medium cruiser (R5.19) variants. Due to the limited space for drone racks and the need for ground bombardment drones, this ship used type-G (FD3.7) drone racks, rare for a non-escort Kzinti warship.



This ship is a variant of the medium cruiser (R5.19).

Landing force: 27 boarding parties (D7.0) plus two commando squads (D15.84), three heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This was roughly a weak battalion (roughly two companies and an independent platoon) of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two ground assault shuttles (R1.F4), one heavy transport shuttle (R1.F5), and two admin shuttles [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone from each rack each turn.

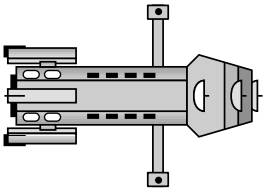
Refits: The Y175 refit was installed in Y175.

Designed by Stephen V. Cole and David Zimdars.

SSD and counter are in *Module M*.

Known names: *Darkness Song*, *Demon Song, Rolling Thunder*.

(R5.55) SCOUT DRONE FRIGATE (SDF): The Kzintis found that they needed more long-range drone-bombardment capability during the Fourth Klingo-Kzinti War, but that there were too few drone bombardment cruisers (R5.47) for the required missions and too few strike cruisers (R5.2) to spare any for conversion to drone cruisers. Conversion of additional ships of the smaller light-cruiser-class (R5.5) to the light drone cruiser (R5.946) design was considered, but was finally rejected in favor of using a smaller and cheaper platform.



The smaller frigate-class (R5.8) drone frigate (R5.23) had been in service for some time as a close-range fire support platform, but lacked the sensors needed for long-range drone bombardment. The Kzintis created squadrons of drone frigates and scout frigates (R5.18) to fulfill the missions, but found that this diverted too many scouts from their normal duties. The solution was to install scout sensors on some of the drone frigates, creating the scout drone frigate. The Kzintis considered the idea of converting all scout frigates and drone frigates to scout drone frigates, but never had the time or funds to do so.

This ship is a variant of the frigate (R5.8).

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 100 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them all to type-B (FD3.2). This ship could always launch one drone from each rack each turn.

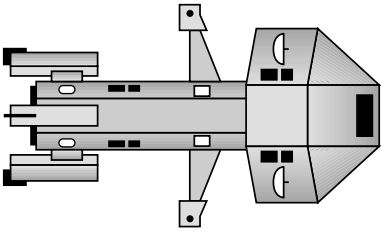
Refits: The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y170. The Y175 refit was installed in Y175.

Designed by Stephen V. Cole and Steven P. Petrick.

SSD and counter are in *Module R2*.

Known names: Kzinti scout drone frigates were numbered and not named, although some had informal names; *FF91*, *FF220.*

(R5.56) FIRST CARRIER (DDV): The Kzintis had begun testing attack shuttles (R5.F1) during the Fourth Klingo-Kzinti War. At first, they had tried to use them in the same fashion as the Hydrans, from whom they had gotten the idea and the attack shuttle engine design. The attack shuttle had proven unsatisfactory, due to drone control limits that were not a factor for the Hydrans. The Kzintis eventually developed a module that allowed attack shuttles to control their own drones, allowing more attack shuttles to be carried, but needed a ship to test the new advanced attack shuttles (R5.F2) in full-squadron strength.



To this end, the destroyer (R5.35) *Long-Lean* was taken into a shipyard and re-configured as the first true carrier. After initial trials, the Kzintis sent the ship to the Lyran border near the WYN Cluster for a combat trial of the advanced attack shuttle and the carrier concept.

After a year of combat trials, the ship was relegated to pilot training and deck landing qualifications, which included the testing of the newest prototype attack shuttles. It was destroyed late in the General War in a battle with the Lyran Siberian Tiger carrier (R11.12) *Red Claw Glory* which will be presented in a future product. This is the only time it was known to have operated with a formal, albeit inadequate, escort group.

The ship had no spare shuttles due to lack of space.

This ship is a variant of the destroyer (R5.35).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y163-Y166	None	12xAAS (Prototypes)
Y167-Y171	None	12xSAS (Prototypes) or 12xAAS
Y172-Y173	None	12xHAAS (Prototypes) or 12xAAS
Y174-Y175	None	6xLKS (Prototypes) or 12xHAAS
Y176-Y178	None	12xTAAS (Prototypes) or 6xLKF (Prototypes) or 12xHAAS
Y179-Y180	None	12xTADS (Prototypes) or 12xTAAS
Y181+	FKA, AFF	12xTADS

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

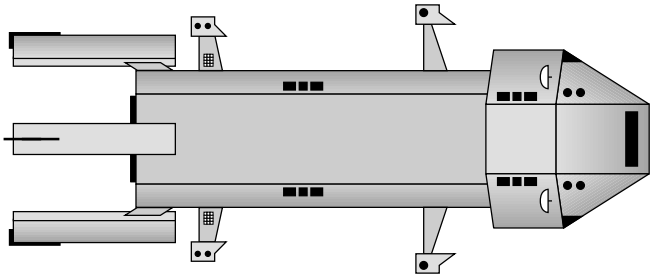
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1); they were never improved. This ship could always launch one drone from each rack each turn.

Refits: None, no refit was ever applied to this ship, not even the Y175 refit.

SSD and counter are in *Module R2*.

Known name: *Long-Lean.*

(R5.57) BATTLESHIP (BB): The Kzinti battleship design project was envisioned as an enlarged version of the dreadnought (R5.42). Additional firepower was provided. The inclusion of rear-firing weapons may well reflect a stolen set of Klingon B10 battleship (R3.17) plans.



The Kzintis never began construction of this ship, but there is evidence that they attempted (and failed) to build the large warp engines it would require. Computer simulations with four of the warp engines used on the dreadnought were unsatisfactory as the proximity of the engines required extra shielding and made them more vulnerable to damage. Doubtless, had the B10 battleship been completed during the General War, the Kzintis would have had the incentive to find a solution to the engine problem.

Note the expanded disruptor arcs.

This ship is a base hull. Variants include the battleship carrier (R5.76) and stellar domination ship (R5.77).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

Bombardment: This ship has 400 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads and the 100 spaces for its attack shuttle squadron (this totals the 500 spaces noted in Annex #7G); these were to be used by the battleship, its attack shuttles, and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship would never be used in that manner.

This ship has one shuttle bay with a single hatch. This ship is authorized up to two multi-role shuttles (J8.0) replacing two of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y175-Y176	None	8xHAAS or 4xLKS
Y177-Y179	None	8xTAAS or 4xLKF
Y180-Y182	None	8xTADS or 4xLKF
Y183+	None	8xTADSC or 4xLKF

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks were always eight type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The design included all applicable refits except the mech-link refit, which was available from Y180.

The original design by Stephen V. Cole was heavily modified by David Zimdars.

Status: Conjectural.

SSD and counter are in *Module R5*.

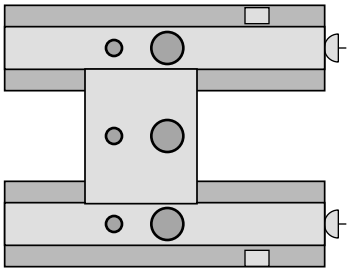
Known names: 1-*Patriarch*, 2-*Duke*. (These were never built.)

ADDITIONAL KZINTI POD

Pods never had official names, but were assigned administrative numbers.

SSD for the Kzinti pod presented here is in *Module R5*. Use the pod counters from *Advanced Missions* for any pods dropped during a scenario.

(R5.58) SPACE CONTROL POD (P-SC9): The Kzintis built one pod of this type near the end of the General War, after observing a similar Klingon space control pod (R3.85) in operation. It is, as the SSD indicates, a huge pod taking all available docking links on a tug.



The special sensors seem to have been present more to enable the ship to see danger coming and flee (due to its extremely slow speed) than to support its Needle fast patrol ship (R5.PF1) flotilla by finding targets.

The pallet adds shield boxes to the tug; these are shown on the SSD of the tug-pallet combination.

All mech-links on the pallet are repair-capable with collapsible bays (K2.63). The repair systems on the pallet could only repair Needle fast patrol ships or Spike Interceptors (R5.PF0) docked to that pallet (K2.611).

Note: This pod is not capable of independent operations. None of its systems will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

Scout: A tug carrying this pod can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This pod makes the tug it is attached to a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

PF tender: This pod makes the tug it is attached to a true PF tender (K2.0) and it cannot operate heavy attack shuttles (J10.0).

The attack shuttles are in two separate bays, each holding six attack shuttles and with a single hatch and no balcony (J1.53) or launch tubes (J1.54). Transfers by (J1.59) between the bays of the pod or between the pod's bays and the bay of the tug are not possible. Mines can only be laid from the tug's shuttle bay (M2.113). The tug might replace one of its shuttles with a multi-role shuttle (J8.0), but this is not included in the BPV.

Year	Escorts	Fighters
Y183+	MAC, DWA/AFF/FKA	12xTADSC

When a tug [whether a transport tug (R5.12) or a combat tug (R5.53)] carries this pod, it operates with the escort group given above, the pod and combat tug combination is designated as the TSC, the pod and transport tug combination is designated as the TST.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

Due to this pod's large size, it cannot be docked to a transport frigate (R5.107) or war destroyer transport (R5.113) or Early Years strategic transport (YR5.20). It was impossible for a medium tactical transport (R5.34) to carry this pod.

Weight: This is a triple-weight pod with a towing cost of 0.6667.

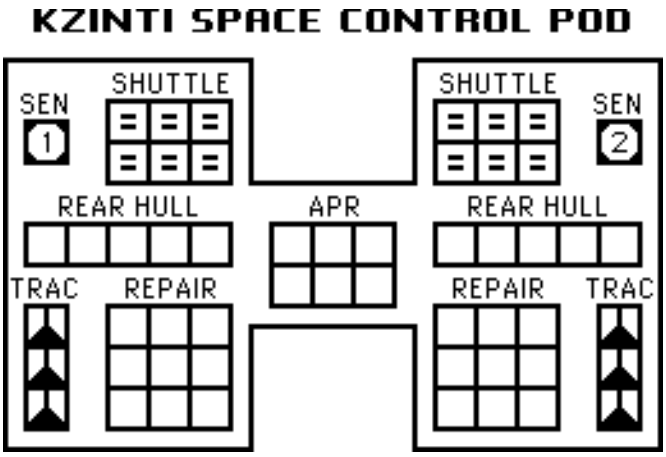
Operation: The shields of this pod are combined with the shields of the transport tug (R5.12), combat tug (R5.53), early transport tug (YR5.8), and warp-refitted transport tug (YR5.8A) it is attached to (G14.111). These operate at no extra energy cost (the cost to operate the tug's shields pays for their operation). While attached, this pod increases the command rating of the transport tug (R5.12), combat tug (R5.53), early transport tug (YR5.8), and warp-refitted transport tug (YR5.8A) it is attached to by one.

Seeking weapons: This pod cannot control seeking weapons on its own, but doubles the tug's seeking weapon control rating as long as it is attached. See also (F3.213).

Refits: None.

Designed by Steven P. Petrick.

SSD and counter for a combat tug (R5.53) carrying this pod are in *Module R5*. A separate pod SSD is show below.

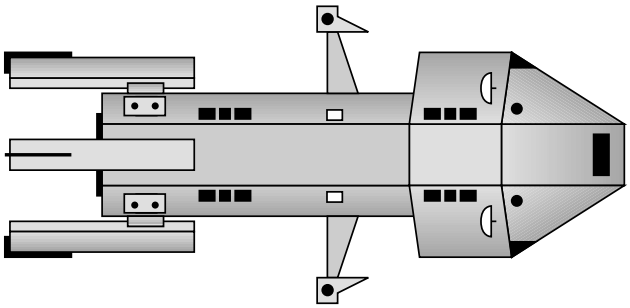


KZINTI HEAVY BATTLECRUISER VARIANTS

(R5.59) BATTLE CARRIER (BCV): The Kzintis completed at least one of their heavy battlecruiser (R5.43) hulls as a carrier, combining the firepower of the heavy battlecruiser with the carrier capabilities of the strike carrier (R5.7). At least one strike carrier was upgraded to a battle carrier, and possibly others were as well.

This ship is a variant of the strike carrier (R5.7).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).



This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly making it a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship was authorized a multi-role shuttle (J8.0) which is not included within its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y181-Y182	MAC, DWA/AFF/FKA	12xTADS or 6xLKF
Y183+	MAC, DWA/AFF/FKA	12xTADSC or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The battle carrier carries three sets of reloads for its drone racks. The drone racks on this ship were always two type-B (FD3.2) drone racks, two type-C (FD3.3) drone racks, and one type-G (FD3.7) drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn.

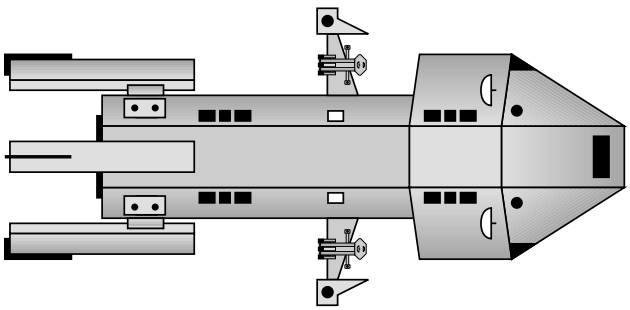
Refits: None.

Designed by Tony Zbarschuk.

SSD and counter are in *Module R5*.

Known name: 3-*Monarchy*.

(R5.60) BATTLE CONTROL SHIP (BCS): The Kzintis completed at least one of their heavy battlecruiser (R5.43) hulls as a battle control ship, combining the firepower of the heavy battlecruiser with some of the capabilities of the space control ship (R5.11). Note that the shuttle bay has only the forward hatch.



As with other Kzinti ships, only the one internal mech-link [which occupies part of the space used on the battle carrier (R5.59) for shuttles] is repair capable (K2.62). The repair boxes can only repair Needle fast patrol ships or Spike Interceptors (R5.PF0), not the ship itself (K2.611), and can only be used on a Needle fast patrol ship or Spike Interceptor in the bay. This ship could carry seven Needle fast patrol ships, the seventh [possibly a multi-role Needle (R5.PF2) or other special type, and not part of the flotilla (K0.33)] in the repair bay.

This ship is a variant of the strike carrier (R5.7).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0).

This ship has one shuttle bay, which has one hatch. This ship was authorized a multi-role shuttle (J8.0) which is not included within its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y182	MAC, DWA/AFF/FKA	6xTADS
Y183+	MAC, DWA/AFF/FKA	6xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The battle control ship carries three sets of reloads for its drone racks. The drone racks on this ship were always two type-B (FD3.2) drone racks, two type-C (FD3.3) drone racks, and one type-G (FD3.7) drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None.

Designed by Tony Zbarschuk.

SSD and counter are in *Module R5*.

Known names: 4-*Oligarchy*, 7-*Tyrancy*.

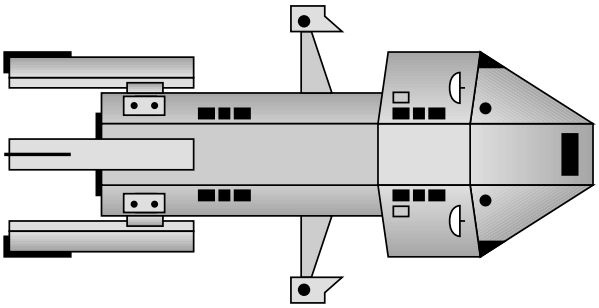
KZINTI HEAVY CRUISERS

(R5.61) HEAVY COMMAND CRUISER (CCH): As with the other empires, the Kzintis attempted to improve their command cruiser (R5.4) design. The heavy command cruiser design was limited by the shattered Kzinti economy, and the enhancements of the Kzinti heavy command cruiser are, perhaps, slightly less than those of other empires. The hull was lengthened by six meters, providing space for enhanced battery and power systems, but the major changes were reserved for the weapons pylons, which could be built easily in various facilities and installed as completed units. Due to the power requirements, drone transfer systems, and firing circuits, attempts to install these pylons on existing ships (without the full heavy command cruiser conversion) proved impossible. The enhancements included an upgrade of two phaser-3s to phaser-1s and the installation of two anti-drone systems (E5.0).

This ship is a variant of the battlecruiser (R5.3), but the changes are so extreme it is regarded as its own base hull.

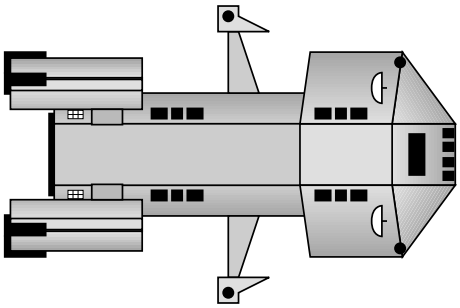
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, DERFACS was included in the design.



Designed by Stephen V. Cole and Steven P. Petrick.
SSD and counters are in *Module R5*.
Known names: *Cometchaser*, *Nightstorm*, *Novakiller*, *Starfury*, *Twilight*.

(R5.62) NEW HEAVY CRUISER (NCA): The Kzinti solution to the question of how to convert a medium cruiser (R5.19) into a heavy cruiser reflected the constraints under which it was built. Rather than use battlecruiser engines (R5.3), the Kzintis added a fourth medium cruiser engine, providing for a slight increase in energy over the battlecruiser (R5.3).

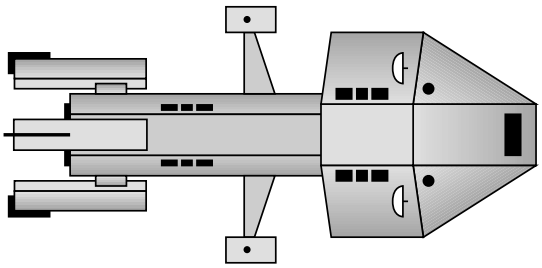


This ship is a variant of the medium cruiser (R5.19), but the changes are so significant that it is regarded as its own base hull. Variants include the new command cruiser (R5.84), new strike carrier (R5.85), new drone bombardment cruiser (R5.87), new survey cruiser (R5.88), new survey carrier (R5.88A), new fast patrol ship tender (R5.89), new division control ship (R5.90), new heavy escort cruiser (R5.91), new heavy scout cruiser (R5.92), new heavy ground assault cruiser (R5.93), and heavy scout carrier (R5.98). The new fast cruiser (R5.86) is built on a drastically modified new heavy cruiser hull. There is an advanced technology variant, the advanced technology new heavy cruiser (R5.210).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, DERFACS was included in the design.
Designed by Stephen V. Cole and Steven P. Petrick.
SSD and counters are in *Module R5*.
Known names: 1-*Death Dealer, Firedancer*, *Grimholder*, *Shadowcutter*, *Swordbreaker*, *Thunderstrike*.

(R5.63) LIGHT COMMANDO CRUISER (CLG): The light commando cruiser was the original Kzinti middle years commando cruiser and replaced the early light commando cruiser (YR5.15). Several of these served in the Kzinti fleet until well into the General War. Some were later withdrawn and converted to the escort carrier (R5.10) design. The ships suffered from the Kzinti preoccupation with themselves (i.e., civil wars) and were inadequately armed, virtually requiring an escorting unit. The class was supplanted by the ground assault cruiser (R5.54).



This ship is a variant of the light cruiser (R5.5).

Landing force: 25 boarding parties (D7.0) plus two commando squads (D15.84), three heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This was roughly a weak battalion or two companies of troops (R5.M1) and is included in the ship's BPV.

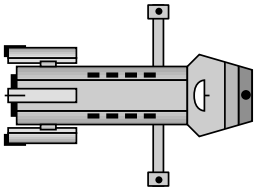
Shuttles: Two ground assault shuttles (R1.F4), one heavy transport shuttle (R1.F5), and three admin shuttles [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-12 refit was available beginning in Y166, was common by Y168, and standard by Y171.

SSD and counter are in *Module M*.
Known names: *Dark Thunder*, *War Dancer*.

(R5.64) COMMANDO FRIGATE (FFG): The commando frigate was the contemporary of the Kzinti light commando cruiser (R5.63). The design, like that of the light commando cruiser, continued in service well into the General War. The ship suffered from many of the deficiencies of the light commando cruiser, but had the saving grace of being able to outrun most other Kzinti ships. The ships received a modified version of the C-8 refit, strengthening the rear shields. The class was augmented by the commando war destroyer (R5.65), but not totally supplanted until sometime after the General War due to its ease of production and the demand for war destroyer (R5.44) hulls in other roles.



This ship is a variant of the frigate (R5.8).

Landing force: 22 boarding parties (D7.0) plus two commando squads (D15.84), two heavy-weapons squads (D15.81), and one ground combat vehicle (D15.82). This was roughly a weak battalion (roughly two companies) of troops (R5.M1) and is included in the ship's BPV.

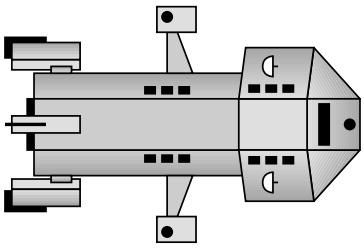
Shuttles: Two ground assault shuttles (R1.F4); these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y171.

SSD and counter are in *Module M*.
Known names: Kzinti commando frigates were numbered and not named, although some had informal names; *FF126*.

(R5.65) COMMANDO WAR DESTROYER (DWG): The commando war destroyer was the contemporary of the Kzinti ground assault cruiser (R5.54). The design supplemented, but did not fully replace, the commando frigate (R5.64) during the General War because of the demand for war destroyer (R5.44) hulls in other roles.



This ship is a variant of the war destroyer (R5.44).

Landing force: 23 boarding parties (D7.0) plus two commando squads (D15.84), three heavy-weapons squads (D15.81), and two ground combat vehicles (D15.82). This was roughly a weak battalion (roughly two companies) of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Three ground assault shuttles (R1.F4), one heavy transport shuttle (R1.F5), and one admin shuttle [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

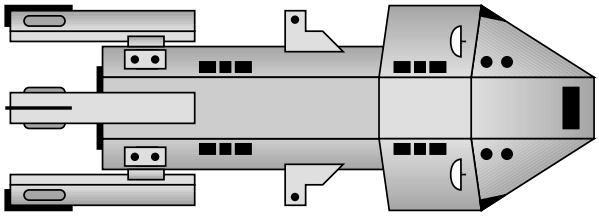
Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: None.

SSD and counter are in *Module M*.

Known names: Kzinti commando war destroyers were numbered and not named, although some had informal names. No names are known.

(R5.66) FAST BATTLECRUISER (BF): These cruisers were designed to take advantage of the "hot warp" engines. Because of the energy fields, the number of disruptors was reduced to two, with phasers added in partial compensation.



In the case of the Kzintis, however, there was a further problem. The traditional weapons booms could not handle the stress of high-warp travel in this class, and could not be adequately strengthened to do so. The uniquely Kzinti solution was to mount type-D (FD3.4) multi-magazine drone racks directly to the main hull. In order to generate a decisive drone wave, the ship would use its superior speed to maneuver into launching positions from which two drone waves could be combined into one group.

This ship is a variant of the battlecruiser (R5.3).

Bombardment: This ship has 50 spaces of spare drones stored in its cargo box (FD2.445). Note: this ship is not a drone bombardment unit and is incapable of the drone bombardment mission.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-D (FD3.4). This ship could always launch one drone per rack per turn.

Refits: DERFACS was installed in Y168 at no change in BPV.

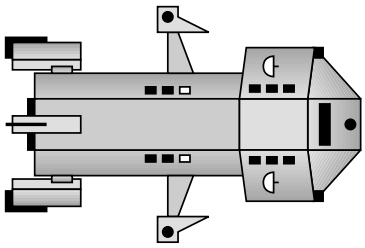
Fast: This ship is a "fast" ship.

The design followed the original fast cruiser concept; Chuck Strong suggested the drone rack arrangement.

SSD and counters are in *Module R6.*

Known names: *Firecat, Pawstrike*.

(R5.67) MOBILE CARRIER (DWV): Built on the hull of the war destroyer (R5.44), the mobile carrier deployed a minimal attack shuttle squadron for patrol duties. Due to heavy wartime losses, the Kzinti mobile carriers (as with all other empires) often had to stand in for medium (R5.27) and strike (R5.7) carriers in the main battle force. Due to the shortage of war destroyer hulls, few mobile carriers could be built. Due to the losses of larger carriers, many mobile carriers were needed.



This ship is a variant of the war destroyer (R5.44).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay, which has one hatch. This ship was authorized a multi-role shuttle (J8.0) which is not included within its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y176	AFF/FKA/DWA	8xHAAS
Y177-Y180	AFF/FKA/DWA	8xTAAS
Y181-Y184	AFF/FKA/DWA	8xTADS
Y185+	AFF/FKA/DWA	8xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The mobile carrier carries two sets of reloads for its drone racks. The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

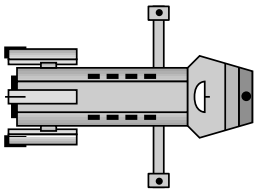
Refits: None, the design incorporated the Y175 refit.

SSD and counter are in *Module R6.*

Known name: *Fast Cluster*.

(R5.68) FORWARD CARRIER RESUPPLY SHIP (FCR): Based on the frigate (R5.8), the forward carrier resupply ship carried replacement attack shuttles forward to the mainline carriers. During the desperate battles near the Kzinti homeworld, the forward carrier resupply ship force was pressed into service as carrier escorts (where their limited aegis systems and reload capabilities were put to good use) and all but wiped out, crippling the Kzinti ability to sustain an offensive until they could be replaced from new production over several years. Note that type-G drone racks (FD3.7) [deemed too difficult for escort frigates (R5.20) to maintain] were installed because the rare combat incidents forward

carrier resupply ships faced would, by definition, be desperate battles.



This ship has a ready rack (J4.89) and deck crews (J4.81) to prepare attack shuttles for transfer to the carrier it is supporting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the frigate (R5.8).

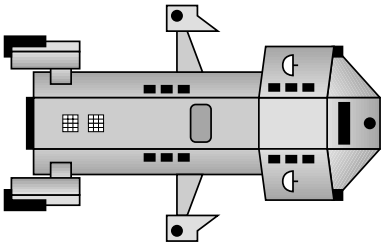
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) and has limited aegis (D13.4). See also (J15.332) when used as a carrier escort. The drone racks were always type-G (FD3.7). This ship could always launch one drone per rack per turn.

Refits: The Y175 refit was installed in Y175.

SSD and counter are in *Module R6.*

Known names: Kzinti commando frigates were numbered and not named, although some had informal names; *FF223.*

(R5.69) HEAVY WAR DESTROYER (HDW): Based on a stretched war destroyer (R5.44) hull with strengthened weapons booms, the heavy war destroyer is a powerful dogfighter and a nasty opponent. The rear weapon mounts (which usually held disruptors) were on the belly in a special mount that could not fire forward.



As with all of the heavy war destroyers, the ship carries two attack shuttles for additional firepower and is treated as a "casual carrier" (J4.62).

This ship is a variant of the war destroyer (R5.44) but the changes are sufficiently extreme that it is considered a new class. There are no variants except for the advanced technology heavy war destroyer (R5.212) as any ship of this class might be operating in any variant mode at one time or another and then be switched to another mode; see (G33.0).

Carrier: This ship is a true carrier if it has eight size-1 or four size-2 attack shuttles; see (J4.75), (J4.93), (J11.13), and (J15.22). This ship is a casual carrier (J4.62) if it has seven or fewer size-1 attack shuttles or fewer than four size-2 attack shuttles. If operating as a true carrier, this ship is authorized a multi-role shuttle (J8.0), but one was not always available and it is not included in the ship's BPV. It has a single shuttle bay [any option boxes used to operate attack shuttles or shuttles are part of the existing shuttle bay (G33.42)] with no launch tubes (J1.54) or balcony (J1.53).

Year	Escorts	Fighters
Y182+	At least one (G33.42). If operating heavy attack shuttles, escorts are not required.	Varies, at least eight size-1 or four size-2 attack shuttles.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

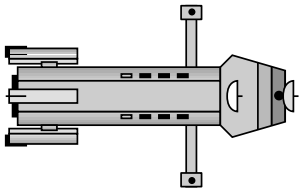
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). It may have full aegis (D13.0) installed if configured as an escort (G33.43); see also (J15.332). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack, including any drone racks in its weapons option mounts, each turn. Note that drone racks placed in the weapon options might not be type-B or type-C but can also launch drones at the maximum rate of the drone rack, i.e., up to two per turn if a type-C drone rack or up to four a turn if a type-E drone rack (FD3.5). Note: the weapon options can never be type-D drone racks (FD3.4).

Refits: None, the design included DERFACS and the Y175 refit.

SSD and counters are in *Module R6*.

Known names: None known.

(R5.70) POLICE FLAGSHIP (FLG): Built on the ubiquitous pre-General War frigate (R5.8) hull, the police flagship was regarded as almost unarmed. Its capabilities were numerous however, and during the desperate days of the Klingon invasion, police flagships were pressed into a variety of roles (including impromptu carriers due to their relatively large shuttle bays).



This ship is a variant of the frigate (R5.8).

This ship is a true minesweeper (M2.45), see also (M8.0) and (M9.0).

Landing force: 12 boarding parties (D7.0) plus two commando squads (D15.84), two heavy-weapons squads (D15.81), and two ground combat vehicles (D15.82). This was roughly a reinforced company of troops (R5.M1) and is included in the ship's BPV.

Shuttles: One ground assault shuttle (R1.F4), one heavy transport shuttle (R1.F5), one minesweeping shuttle [(R1.F2)/(M8.3)] [an exception to (M8.12); prior to Y150 the minesweeping shuttle is a second ground assault shuttle], and two admin shuttles [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV. This ship is authorized to purchase a multi-role shuttle (J8.0) under (S3.2) as an exception to (J8.511).

Scout: It can use all scout functions (G24.0). The special sensor is destroyed by "torpedo" damage points. When purchased as part of a battle force use the ship's combat BPV, not its economic BPV under (G24.35); this is an exception to (G24.35).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1), converted to type-C (FD3.3) by the Y175 refit. This ship could

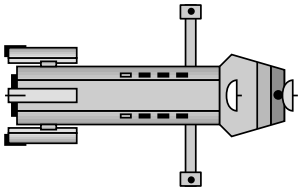
always launch drones at the maximum rate of the given drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y171. The Y175 refit was installed in Y175.

SSD and counter are in *Module R6*.

Known names: Kzinti police flagships were numbered and not named, although some had informal names; *FF14*.

(R5.70A) POLICE FLAGSHIP CARRIER (FLGV): During the desperate days of the Klingon invasion, between Y168 and Y174, police flagships (particularly those whose operational areas were overrun by Coalition forces) were pressed into a variety of roles, including as impromptu carriers due to their relatively large shuttle bays.



These were not conversions, i.e., there are no fighter ready racks (J4.89), and the deck crews (J4.81) had to rearm the attack shuttles by hand (J4.8962). The ships would have one deck crew per attack shuttle, but are not able to purchase additional deck crews as they are not true carriers.

A police flagship pressed into service as an impromptu escort carrier would have either four attack shuttles and two admin shuttles [(J2.0)/(R1.F1)] [one of which could be a multi-role shuttle (J8.0)], or five attack shuttles and one admin shuttle (which could be a multi-role shuttle). The attack shuttles would rarely all be of one type, and were always what was available. There are recorded instances of some operating disruptor attack shuttles (R5.F7), although they were only able to arm them with type-VI drones [essentially operating them as slower but more robust streak attack shuttles (R5.F3)].

This ship is a variant of the frigate (R5.8).

This ship is a true minesweeper (M2.45), see also (M8.0) and (M9.0).

Landing force: 12 boarding parties (D7.0) plus two commando squads (D15.84), two heavy-weapons squads (D15.81), and two ground combat vehicles (D15.82). This was roughly a reinforced company of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Replace the shuttles with attack shuttles, reducing the BPV of the attack shuttles by the cost of the shuttles they replace. This ship is authorized to purchase a multi-role shuttle (J8.0) under (S3.2) as an exception to (J8.511).

Scout: It can use all scout functions (G24.0). The special sensor is destroyed by "torpedo" damage points. When purchased as part of a battle force use the ship's combat BPV, not its economic BPV under (G24.35); this is an exception to (G24.35).

Carrier: This ship is a casual carrier; see (J4.62). The stores for the attack shuttles are carried in the cargo boxes (which often also held two spare attack shuttles, the spare attack shuttles are only available in a campaign and do not add to the BPV of the ship). There would never be any fighter pods (J11.13).

This ship has one shuttle bay, which has one hatch. This ship was authorized a multi-role shuttle (J8.0) which is not included within its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y168-Y171	None	4 or 5 AAS, SAS
Y172-Y173	None	4 or 5 AAS, SAS, DAS
Y174	None	4 or 5 AAS, SAS, DAS, HAAS

Escort ready racks: These ships were never provided with formal escorts, not even if one were otherwise available.

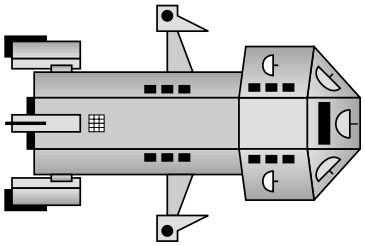
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1); no ship of this type remained in or was used in this configuration after Y174. This ship could always launch one drone from each drone rack each turn.

Refits: The ships had the Y140 tractor and transporter refits. The C-8 refit was common by Y168 and standard by Y171.

There is no formal SSD; use the SSD for the police flagship from *Module R6*, replacing shuttles with attack shuttles and adding deck crews. Use the FLG counter in *Module R6*.

Known names: Kzinti police flagships were numbered and not named, although some had informal names; *FF14*.

(R5.71) SCOUT DRONE WAR DESTROYER (SDW): This ship is the larger equivalent of the scout drone frigate (R5.55). Built on a war destroyer (R5.44) hull, the scout drone war destroyer combines the abilities of a scout and drone bombardment ship at the cost of its direct combat capability (i.e., its disruptors). This ship actually has less drone control ability than a war drone destroyer (R5.52) as it is not intended for front-line combat.



This ship is a variant of the war destroyer (R5.44).

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 100 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were always type-B (FD3.2). This ship could always launch one drone from each rack each turn.

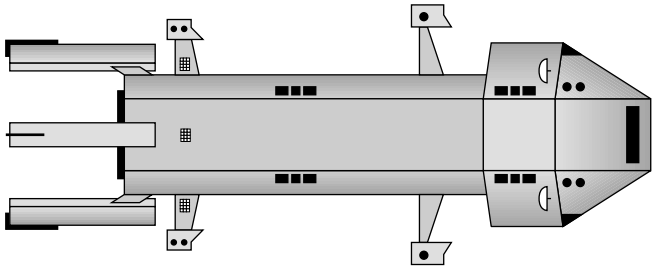
Refits: None.

SSD and counter are in *Module R6*.

Known names: None known.

(R5.72) HEAVY DREADNOUGHT (DNH): The Kzintis refitted their dreadnoughts (R5.42) with more power and weapons starting in Y179.

This ship is a variant of the dreadnought (R5.42), but the changes are sufficiently extreme that it can be regarded as its own base hull.



Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship was never used in that manner.

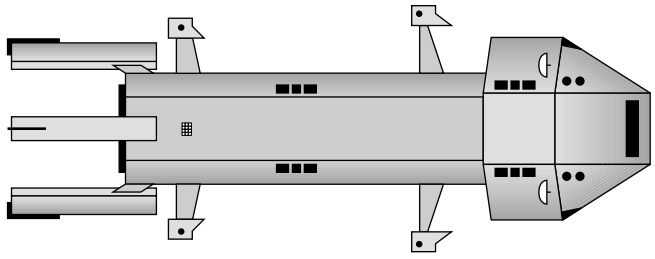
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks and four type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS was included in the design. The Y175 refit was included in the design but is shown separately on the SSD.

SSD and counter are in *Module R7*.

Known name: See dreadnought listing; *Confederation*.

(R5.73) LIGHT DREADNOUGHT (DNL): Another of the pre-General War "raiding dreadnoughts," the two Kzinti light dreadnoughts were mediocre combat performers and their loss in combat was not regarded as a major catastrophe. There is some indication that the loss of the *Lightning Fist* was part of a deliberate plan to trap a Lyran force, using the under-achieving light dreadnought as bait.



This ship is built on a drastically modified dreadnought (R5.42) hull and is considered to be its own base hull. The medium dreadnought (R5.100) and light X-dreadnought (R5.101) are based on a drastically modified light dreadnought hulls and each is considered to be its own base hull.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship was never used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

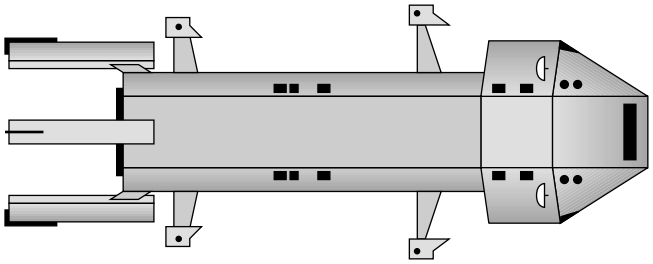
Refits: DERFACS was installed in Y168 at no change in BPV. The Y175 refit was installed in Y175.

Fast: This ship is a "fast" ship.

SSD and counter are in *Module R7*.

Known names: *Lightning Fist, Thundermark.*

(R5.74) EARLY DREADNOUGHT (DNE): The original middle years Kzinti dreadnought design, built during the Four Powers War, reflects the problems faced in that era. Engineering and naval architecture had not reached the point of allowing for the additional weapons which the more familiar General War dreadnoughts carried. The two survivors of the Four Powers War were refitted as true dreadnoughts (R5.42) by the start of the General War.



This ship is considered a variant of the dreadnought (R5.42) for game purposes, even though the reverse is actually true.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship was never used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks, two type-C (FD3.3) drone racks, and one type-E (FD3.5) drone rack. The ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The two surviving ships were converted to the dreadnought (R5.42) configuration in Y167. DERFACS was not available prior to Y168 but would have been installed in that year at no change in BPV had the ships remained in service. Early dreadnoughts never received the Y175 refit as they had all been converted to dreadnoughts when that refit became available.

SSD and counter are in *Module R7*.

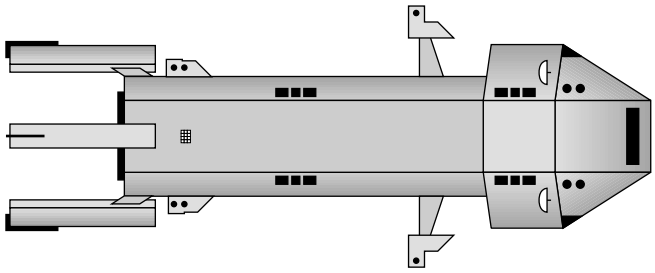
Known names: Four dreadnoughts were built for the Four Powers War. Two survived and were converted into standard dreadnoughts. The names are not known.

(R5.75) DRONE DREADNOUGHT (DND): Fitted with type-D (FD3.4) drone racks and their massive magazine capacity, the one damaged dreadnought (R5.42) converted to this design during its repair cycle was known as the "Never Needs to Reload." While its short-term drone launch rate was slightly lower than a "normal" dreadnought's, its sustained launch rate was higher as it could reload magazines while still launching from the associated racks. (The drone dreadnought can literally launch six heavy type-IV drones per turn for longer than any known scenario would last.) The conversion of the *Tribal* was completed in Y176, but the design had been worked out before and the Kzintis could have built such ships (the General War permitting) as early as Y173.

This ship is a variant of the dreadnought (R5.42).

Bombardment: This ship has 450 spaces of spare drones stored in its cargo boxes (FD2.445); these are used by the dreadnought and the fleet that accompanied it. Records are unclear as to whether the ship actually performed the drone bombardment mission as using such a large hull would seem a waste of resources (it would have needed the support of a

scout). It is possible that it simply resupplied some smaller ships assigned such missions.



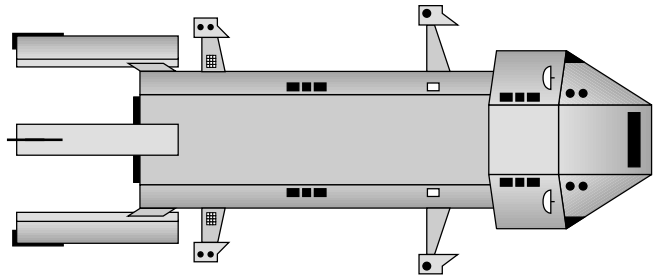
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always six type-D (FD3.4) drone racks. This ship could always launch one drone per drone rack per turn.

Refits: None; the design included all applicable refits.

SSD and counter are in *Module R7*.

Known name: *Tribal* [converted into a space control ship (R5.11)].

(R5.76) BATTLESHIP CARRIER (BBV): If battleship (R5.57) production had proven to be practical (and if X-ships had not been invented) it is plausible to conclude that the Kzintis might well have completed a carrier version of one or more of their battleships.



This ship is a variant of the battleship (R5.57).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay, but it is an unusual configuration (J1.57). The bay is a tunnel deck (J1.58) able to launch or land two shuttles in a single impulse, but it also includes eight launch tubes (J1.54). This ship is authorized two multi-role shuttles (J8.0) replacing two admin shuttles, but this is not included in the BPV. There are no balconies (J1.53).

Year	Escorts	†Fighters
Y177-Y179	2xMAC, 1xDWA/AFF/FKA	18xTAAS, 6xDAS or 12xTAAS, 6xLFS or 6xTAAS, 6xDAS, 6xLKF
Y180-Y182	2xMAC, 1xDWA/AFF/FKA	18xTADS, 6xDAS or 12xTADS, 6xLFS or 6xTADS, 6xDAS, 6xLKF
Y183+	2xMAC, 1xDWA/AFF/FKA	18xTADSC, 6xDASC or 6xLFS, 12xTADSC or 6xTADSC, 6xDASC, 6xLKF

† It was intended that there usually be six disruptor attack shuttles (R5.F7) as there were on the heavy carriers (R5.25). Sometimes superiority attack shuttles replaced some or all of the disruptor attack shuttles on heavy carriers and it could be anticipated that the same would happen with the battleship carrier. No carrier ever carried more than six disruptor attack shuttles and this would have also applied to the battleship carrier had it entered service.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always eight type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

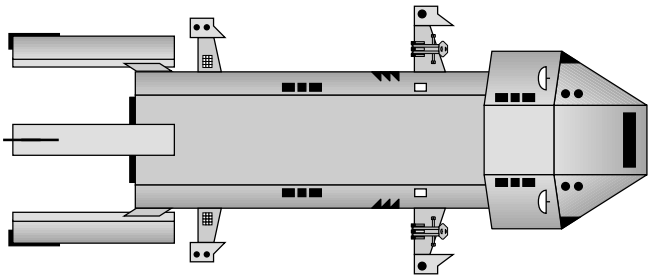
Refits: DERFACS and the Y175 refit are included in the design.

Status: Conjectural.

SSD and counter are in *Module R7*.

Known names: None known, never built.

(R5.77) STELLAR DOMINATION SHIP (SDS): Kzinti design studies of the space control ship (R5.11) and super space control ship (R5.24) actually included plans to convert battleships (R5.57) (which had never been built) to this design. There was some discussion of starting construction of one of these ships shortly after the General War.



This ship can take one Needle fast patrol ship (R5.PF1) or Spike Interceptor (R5.PF0) into an internal bay [which occupies part of the space used on the battleship carrier (R5.76) for shuttles] and use its repair systems on it (K2.62). The repair boxes can only repair Needle fast patrol ships or Spike Interceptors, not the ship itself (K2.611), and can only be used on a Needle fast patrol ship or Spike Interceptor in the bay. The Kzinti stellar domination ship could carry seven Needle fast patrol ships, the seventh [possibly a multi-role Needle (R5.PF2) or other special type, and not part of the flotilla (K0.33)] in the repair bay. Had this ship been built, it would doubtless have been assigned one of the few flotillas of Multi-Role Needles. Each of these would come with a deck crew [increasing the number of deck crews from 12 to 18 (K2.381)]. Each group of three mech-links counts as a shuttle bay for purposes of moving deck crews around (J4.813).

This ship is a variant of the battleship (R5.57).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0).

This ship has one shuttle bay, but it is an unusual configuration (J1.57). The bay is a tunnel deck (J1.58) able to launch or land two shuttles in a single impulse, but it also includes six launch tubes (J1.54). This ship is authorized two multi-role shuttles (J8.0) replacing two admin shuttles, but this is not included in the BPV. There are no balconies (J1.53).

Year	Escorts	Fighters
Y181-Y182	2xMAC, 1xDWA/AFF/FKA	12xTADS
Y183+	2xMAC, 1xDWA/AFF/FKA	12xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always eight type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

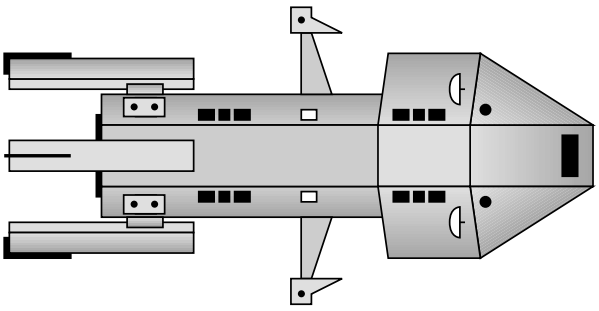
Refits: DERFACS and the Y175 refit are included in the design.

Status: Conjectural.

SSD and counter are in *Module R7*.

Known names: None known, never built.

(R5.78) INTERDICTION CARRIER (CVD): The Kzinti interdiction carrier began life as a ship to feed attack shuttles forward into combat at a faster rate. The ship itself was expected to stay out of the fighting. The extreme losses suffered by the Kzintis resulted in the fleet command taking another look at the design (as they were, indeed doing with all the ships of the fleet). The ship was sent on repeated deep strikes against Klingon and Lyran logistics, striking at convoys and their assembly areas. The ship enjoyed some success, although it is doubtful if the relative pinprick nature of the raids had any decisive impact. The raids did divert Coalition front line combat forces to rear area security at critical times and created additional “drag” on Coalition operations as some supply deliveries were disrupted.



This ship is a variant of the battlecruiser (R5.3).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches and is both a tunnel deck (J1.58) and a special case (J1.57); both hatches are large enough to launch or land one shuttle per impulse in the same manner as the rear hatch on the Federation heavy carrier (R2.13). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y173-Y175	MEC/CLE, EFF	24xHAAS
Y175-Y177	MAC, AFF	24xHAAS or 12xHAAS, 6xLKS
Y177-Y180	MAC, AFF/FKA	24xTAAS or 12xTAAS, 6xLKF
Y180-Y183	MAC, AFF/FKA/DWA	24xTADS or 12xTADS, 6xLKF
Y183+	MAC, AFF/FKA/DWA	24xTADSC or 6xLKF, 12xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

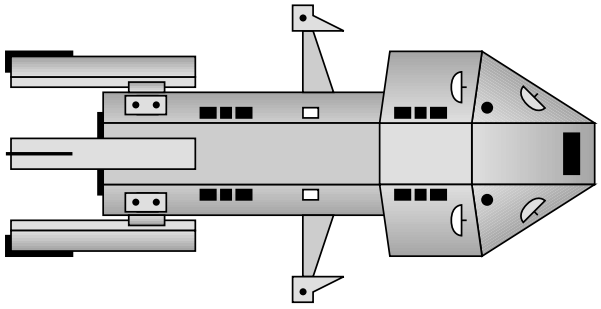
Refits: None, the design included all applicable refits.

Designed by Stephen V. Cole.

SSD and counter are in *Module J2*.

Known name: 8-*Shortsword*.

(R5.79) AREA CONTROL SHIP (ACS): The Kzinti area control ship maintained a considerable throw-weight of drones giving it a considerable ability to defend itself while launching its attack shuttles on strikes. While clearly not as capable as the later space control ship (R5.11) because its smaller size limited the stores it could carry and the lack of Needle fast patrol ships (R5.PF1), it was an extremely capable ship in its own right, and with its escorts more than a marauding war cruiser squadron wanted to tangle with.



The intent was that this ship would have the same escorts as the heavy carrier (R5.25), but this was not always available and the ship frequently operated with only two escorts.

This ship is a variant of the battlecruiser (R5.3).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches and is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y175-Y177	MAC, 2xDWA/FKA/AFF or MAC, DWA, FKA/AFF or MAC, FKA, AFF	6xLAS, 12xHAAS or 6xLKS, 12xHAAS
Y177-Y180	MAC, 2xDWA/FKA/AFF or MAC, DWA, FKA/AFF or MAC, FKA, AFF	6xLFS, 12xTAAS or 6xLKF, 12xTAAS
Y180-Y183	MAC, 2xDWA/FKA/AFF or MAC, DWA, FKA/AFF or MAC, FKA, AFF	6xLFS, 12xTADS or 6xLKF, 12xTADS
Y183+	MAC, 2xDWA/FKA/AFF or MAC, DWA, FKA/AFF or MAC, FKA, AFF	6xLFS, 12xTADSC or 6xLKF, 12xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

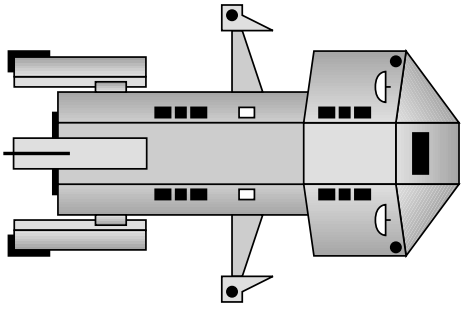
Refits: None, the design included all applicable refits.

Designed by Stephen V. Cole.

SSD and counter are in *Module J2*.

Known names: 10-*Kopis*, 12-*Sicklesword*.

(R5.80) PATROL CARRIER (CVP): The Kzinti patrol carrier, much like the interdiction carrier (R5.78) and area control ship (R5.79), retained considerable combat capability relative to other ships of its type through the retention of its drone racks. The use of a tunnel deck (J1.58) helped the ship recover and launch its attack shuttles at a good pace, although it was very vulnerable to chain reaction effects (indeed, this was the most significant flaw of these Kzinti carriers).



This ship is a variant of the medium cruiser (R5.19).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches and is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y174-Y175	MEC/CLE, EFF	18xHAAS
Y175-Y177	MAC, AFF/FKA	18xHAAS or 6xHAAS, 6xLKS
Y177-Y180	MAC, DWA/AFF/FKA	18xTAAS or 6xTAAS, 6xLKF
Y180-Y183	MAC, DWA/AFF/FKA	18xTADS or 6xTADS, 6xLKF
Y183+	MAC, DWA/AFF/FKA	18xTADSC or 6xTADSC, 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

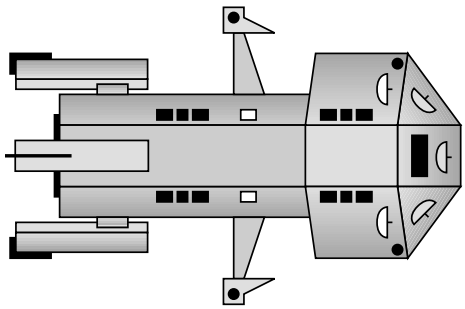
Refits: None, the design included all applicable refits.

Designed by Stephen V. Cole.

SSD and counter are in *Module J2*.

Known names: None known.

(R5.81) MEDIUM SCOUT CARRIER (CSV): The Kzinti medium scout carrier benefited from the drone rack armament of its original hull, as had other Kzinti carriers. The Kzintis believed that drone racks would allow a scout to employ ECM drones to support itself and other ships, and so did not employ as many special sensors as other empires. Like other scout carriers, the Kzinti version had initial difficulties due to the low operating speed of the early large attack shuttles (R5.F8), but was better able than most to fight off any attack by itself with its drone racks.



This ship is a variant of the medium cruiser (R5.19).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by “torpedo” damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches; the bay is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y175-Y177	MAC, AFF/FKA	6xLAS or 6xLKS

Y177+	MAC, DWA/AFF/FKA	6xLFS or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design included all applicable refits.

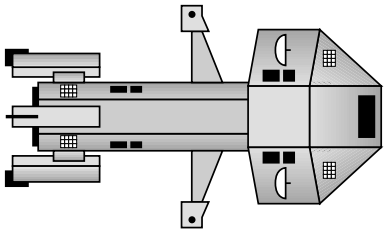
Designed by Stephen V. Cole.

SSD and counter are in *Module J2.*

Known names: *Dangerbride, Deathdancer*, *Firecutter*, *Grimtooth*, *Thunderstone*.

THE EARLY ESCORTS

(R5.82) DESTROYER ESCORT (DDE): Designed in the period prior to the outbreak of the General War, this ship exhibited all the errors of pre-General-War Kzinti theory on carrier escorts, e.g., it would have been more effective in a Kzinti civil war than it would have been versus a Klingon or Lyran fleet. Its one saving grace was the fact that the destroyer (R5.35) design was so difficult to build that apparently none were made available for this conversion.



This ship is considered to be a heavy escort, i.e., it can replace a medium escort cruiser (R5.28), light escort cruiser (R5.83), or escort battlecruiser (R5.A2) in a carrier group, but not an escort frigate (R5.20), killer escort frigate (R5.118), or escort war destroyer (R5.50).

This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the destroyer (R5.35).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a limited aegis system (D13.4). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone per rack per turn. See also (J15.332).

Refits: These ships would have been converted to the aegis destroyer escort (R5.82A) configuration in Y175; the Y175 refit would only be installed on ships that were upgraded to full aegis.

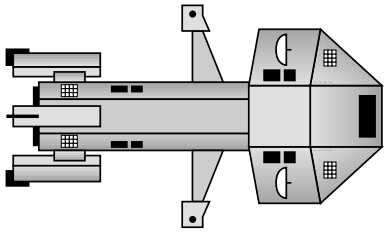
Designed by Stephen V. Cole.

Status: Unbuilt variant.

SSD and counter are in *Module J2*.

Known names: None known, none built.

(R5.82A) AEGIS DESTROYER ESCORT (DEA): If any escort destroyers (R5.82) were constructed and survived until Y175, it is probable that the Kzintis (had they decided to retain such a ship) would have added the full aegis rig (D13.0) along with the Y175 refit. The design would still have been of only marginal use against Klingon or Lyran squadrons, but would have had an admirable ability to engage drones.



This ship is considered to be a heavy escort, i.e., it can replace a medium aegis cruiser (R5.29), light escort cruiser aegis (R5.83A), new heavy escort cruiser (R5.91), or aegis escort battlecruiser (R5.A2A) in a carrier group, but not an aegis frigate (R5.20A), aegis killer escort frigate (R5.118A), or war destroyer aegis escort (R5.51).

This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the destroyer (R5.35).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a full aegis system (D13.0). The drone racks on this ship were always type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn. See also (J15.332).

Refits: None, the design included the Y175 refit.

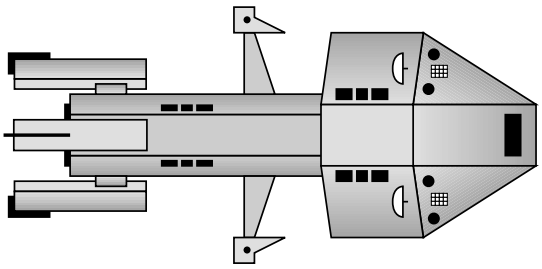
Designed by Stephen V. Cole.

Status: Unbuilt variant.

SSD is combined with the destroyer escort in *Module J2;* use the DDE counter.

Known names: None known, none built.

(R5.83) LIGHT ESCORT CRUISER (CLE): These were converted from existing light cruisers (R5.5) to provide escorts for the new Kzinti carriers; the first of these entered service along with the carriers in Y166. Life was hard on carrier escorts in general, and these had all been destroyed in combat by Y174. Newer and better medium escort cruisers (R5.28) replaced them starting in Y170.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the light cruiser (R5.5).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a limited aegis system (D13.4). The drone racks on this ship were installed as part of the C-12 refit and were always type-A (FD3.1). This ship could always launch one drone per rack per turn. See also (J15.332).

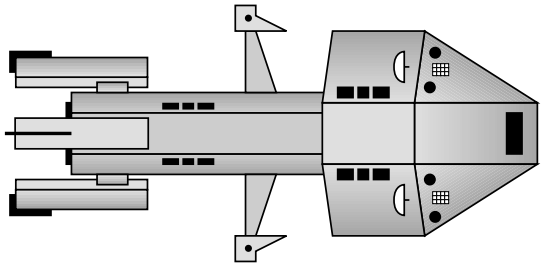
Refits: The first of these ships to enter service did not include the C-12 refit. All subsequent construction/conversion included the C-12 refit and the first was refitted by Y168. These ships would have been converted to the light escort cruiser aegis (R5.82A) configuration in Y175; the Y175 refit would only be installed on ships that were upgraded to full aegis.

Designed by Stephen V. Cole.

SSD and counter are in *Module J2*.

Known names: None known.

(R5.83A) LIGHT ESCORT CRUISER AEGIS (CLA): It is not believed that any light escort cruisers (R5.83) survived to Y175, but if they had it is probable that they would (eventually) have received the full aegis and Y175 refits, as well as the C-12 refit. This is shown on the SSD of the light escort cruisers.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the light cruiser (R5.5).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a full aegis system (D13.0). The drone racks on this ship were always type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn. See also (J15.332).

Refits: None, the design included the C-12 and Y175 refits.

Designed by Stephen V. Cole.

SSD is combined with the light escort cruiser in *Module J2;* use the CLE counter.

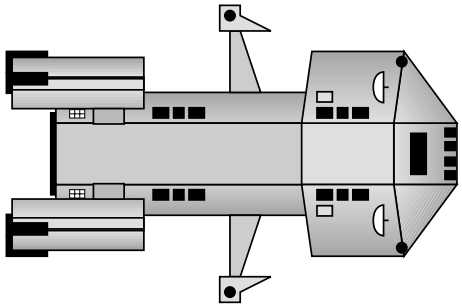
Known names: None known.

THE NEW HEAVY CRUISER VARIANTS

The Kzintis produced a new heavy cruiser (R5.62) from a medium cruiser (R5.19) by adding a long "hunchback" structure to the rear hull. This was the height of the original bridge structure, and the width of the top plate of the original rear hull. The medium cruiser's original top engine was removed for later re-use and the hunchback came from its production yard with two warp engines already installed. The conversion was not as efficient as the Federation and Klingon systems, in that some of the hunchback systems were replaced by other items in some variants, and the medium cruiser's original three-barrel disruptor battery was replaced by the four-barrel system from the medium command cruiser (R5.26). Due to this inefficiency, the Kzintis produced fewer new heavy cruiser variants than other empires.

Note that regardless of the historical dates of these designs, any of them [except those with Needle fast patrol ships (R5.PF1)] could have been built as early as Y175.

(R5.84) NEW COMMAND CRUISER (NCC): The Kzintis built only one ship of this type, regarding the marginal improvements as not worth the expense.



This ship is a variant of the new heavy cruiser (R5.62).

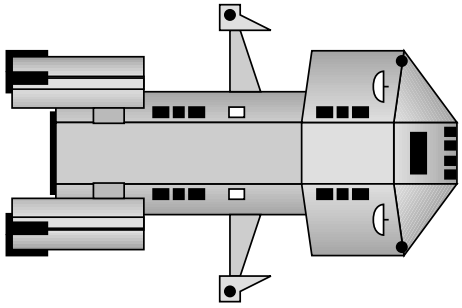
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) and two type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the ship included DERFACS and the Y175 refit in the design.

SSD and counter are in *Module R10*.

Known name: *Deathdealer.*

(R5.85) NEW STRIKE CARRIER (NCV): Being a major fighter-carrier empire (arguably *the* major fighter-carrier empire), the Kzintis intended their new heavy cruiser (R5.62) class to include a carrier variant, and indeed the second ship of the series was the new strike carrier *Claymore*, built to replace a strike carrier (R5.7) of the same name lost earlier in the General War. Others followed before the end of the General War, including one expensive conversion of a medium carrier (R5.27) and one new production. One of these carried large attack shuttles (R5.F8).



This ship is a variant of the new heavy cruiser (R5.62).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches; the bay is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y175-Y176	MAC, FKA/AFF	12xHAAS or 6xLKS

Y177-Y180	MAC, DWA/AFF/FKA	12xTAAS or 6xLKF
Y180-Y183	MAC, DWA/AFF/FKA	12xTADS or 6xLKF
Y183+	MAC, DWA/AFF/FKA	12xTADSC or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

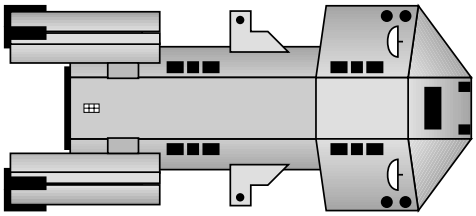
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design included all applicable refits.

SSD and counter are in *Module R10*.

Known name: *Claymore*.

(R5.86) NEW FAST CRUISER (NCF): Having lost both of their fast battlecruiser (R5.66) raiders early in the General War, the Kzintis completed one of their new heavy cruisers (R5.62) as this "fast raiding" variant in Y177 and used it on several missions, although it did more fast drone strikes than behind-the-lines raids. It was finally destroyed in Y183 during a raid on the Lyrans and not replaced. Note that this ship cannot be used as a drone bombardment platform. This ship often carried two Needle fast patrol ships (R5.PF1) and a prime team (G32.0) but these are not included in the BPV.



This ship is a heavily modified variant of the new heavy cruiser (R5.62).

Bombardment: This ship has 50 spaces of spare drones stored in its cargo box (FD2.445). Note: this ship is not a drone bombardment unit and is incapable of the drone bombardment mission.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always type-D (FD3.4). This ship could always launch one drone per rack per turn.

Refits: DERFACS and the Y175 refit were included in the design. The mech-link refit was installed in Y180.

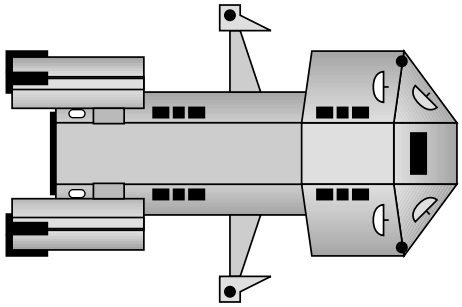
Fast: This ship is a "fast" ship.

SSD and counter are in *Module R10*.

Known name: *Astrocat*.

(R5.87) NEW DRONE BOMBARDMENT CRUISER (NCD): A damaged new heavy cruiser (R5.62) was converted to this type during repairs in Y176, and a second ship of this type was built as new construction a few years later. Intended to lead drone bombardment groups, these heavy units had the staying power to survive an ambush and the special sensors to find targets. The Kzintis used them in the battle line to match Klingon D6D drone cruisers (R3.32) only at their peril.

This ship is a variant of the new heavy cruiser (R5.62).



Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 250 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

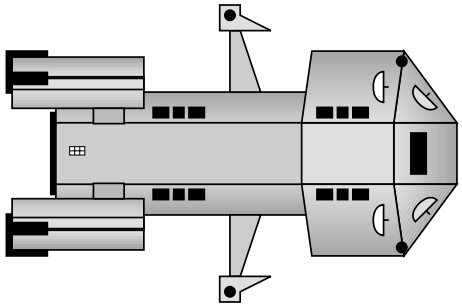
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the Y175 refit was included in the design.

SSD and counter are in *Module R10.*

Known names: Two built, names not known.

(R5.88) NEW SURVEY CRUISER (NSR): Survey command wanted more survey ships for the Barony but fleet command would not authorize the diversion of any hulls for that use. In a failed bid to get another survey ship, survey command proposed this variant but none were produced until Y188.



This ship is a variant of the new heavy cruiser (R5.62).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Shuttles: This ship normally carried a ground assault shuttle (R1.F4) to escort scientific team shuttles on planets where circumstances on the ground were regarded as inimical; this shuttle's cost is included in the ship's BPV.

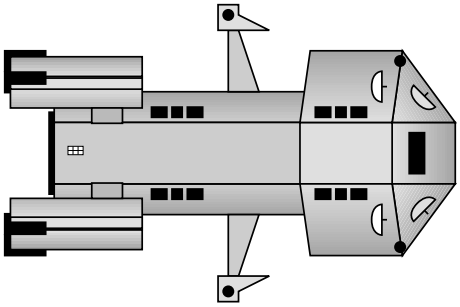
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the Y175 refit was included in the design.

SSD and counter are in *Module R10*.

Known names: None known.

(R5.88A) NEW SURVEY CARRIER (NRV): Survey cruisers were designed to operate as carriers during emergencies.



This ship is a variant of the new heavy cruiser (R5.62).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y175-Y176	AFF/FKA	4xHAAS or 2xLKS
Y177-Y180	DWA/AFF/FKA	4xTAAS or 2xLKF
Y180-Y183	DWA/AFF/FKA	4xTADS or 2xLKF
Y183+	DWA	4xTADSC or 2xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213) The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

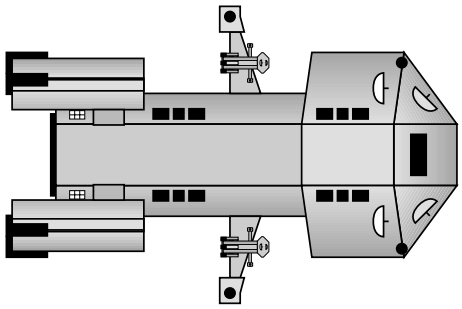
Refits: None, the Y175 refit was included in the design.

SSD is combined with the new survey cruiser (R5.88). Use the NSR counter.

Known names: None known.

(R5.89) NEW FAST PATROL SHIP TENDER (NPF): When the Kzintis finally introduced Needle fast patrol ships (R5.PF1) [having relied far too long on heavy attack shuttles (J10.0)], the shipyards scrambled to field as many Needle fast patrol ship tenders as possible as soon as possible, and converted a damaged new heavy cruiser (R5.62) into a new fast patrol ship tender. Another was created as an expensive conversion of a medium PF tender (R5.33).

This ship can dock one Needle fast patrol ship (R5.PF1) or Spike Interceptor (R5.PF0) internally (K2.62); this is the only one that can be repaired and it can only repair Needle fast patrol ships or Spike Interceptors (K2.611). While seven Needle fast patrol ships could be docked at one time, the ship never carries seven as a standard deployment. It might have picked up an "orphan" Needle fast patrol ship from a destroyed base, and on a special mission might have a cargo or commando Needle fast patrol ship assigned, but this seventh Needle fast patrol ship would not be part of the flotilla (K0.33).



This ship is a variant of the new heavy cruiser (R5.62).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.0).

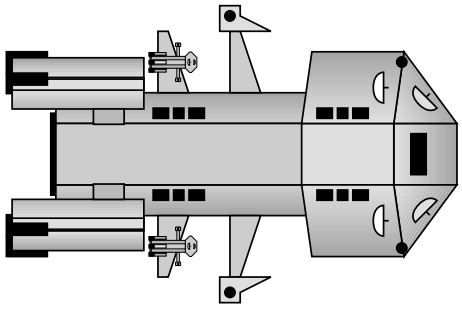
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating despite the fact that the design does not include any drone racks. See also (F3.213).

Refits: None.

SSD and counter are in *Module R10*.

Known names: One built, one converted from medium PF tender; names not known.

(R5.90) NEW DIVISION CONTROL SHIP (NDS): As part of their program to field as many fast patrol ship tenders as possible, the Kzintis converted the next new heavy cruiser (R5.62) on the assembly lines (intended to be a carrier fitted for heavy attack shuttles) as a division control ship with a flotilla of Needle fast patrol ships (R5.PF1). For a short time, the ship carried a squadron of fast heavy attack shuttles (R5.F9) and a flotilla of Needle fast patrol ships but the Kzintis found the arrangement unworkable, the ship never operationally deployed in that configuration and quickly converted it to use standard superiority attack shuttles.



Due to crowded internal space, only two mech-links (one on each side of the hull in the forward "cheek" positions) could be used for repairs (K2.0) and could only repair Needle fast patrol ships or Spike Interceptors (R5.PF0), not the ship itself (K2.611). This made the ship almost unique in Kzinti service as one of only three that did not use an internal bay (K2.62).

This ship is a variant of the new heavy cruiser (R5.62).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0).

This ship has one bay with two hatches; the bay is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y179-Y180	MAC, DWA/AFF/FKA	12xTAAS
Y181-Y183	MAC, DWA/AFF/FKA	12xTADS
Y183+	MAC, DWA/AFF/FKA	12xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

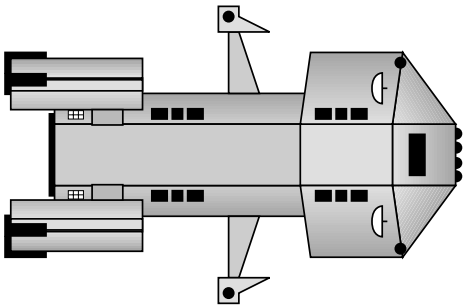
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None.

SSD and counter are in *Module R10*.

Known names: One built, name not known

(R5.91) NEW HEAVY ESCORT CRUISER (NEC): Regarded as an expensive waste of resources, this ship was built only because Admiral Sharp-Knife demanded it and used all of his influence and political connections to get it in Y179. He insisted that the ship was needed to strengthen his carrier group against rampaging Lyran Bobcat fast patrol ships (R11.PF1). While good at its job, it was not markedly better than the much cheaper medium cruiser hulls.



This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the new heavy cruiser (R5.62).

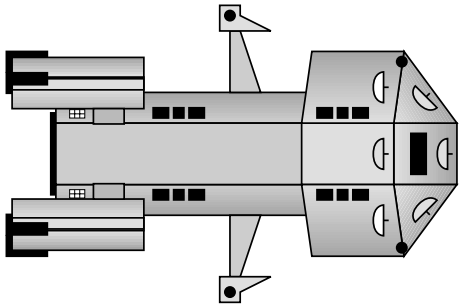
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). All of its weapons are tied into a full aegis system (D13.0). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone per rack per turn. See also (J15.332).

Refits: None, the design included the Y175 refit.

SSD and counter are in *Module R10*.

Known names: One built, name not known.

(R5.92) NEW HEAVY SCOUT CRUISER (NSC): Intended to match the Klingon D6S heavy scout cruisers (R3.47), the new scout cruisers were built as conversions of existing medium scout cruisers (R5.32) since newly built new heavy cruiser (R5.62) hulls were needed for other things. The conversion was difficult [as were all Kzinti medium cruiser (R5.19)-to-new heavy cruiser conversions due to the manner of the upgrade] and only two such ships were produced as they were deemed too expensive.



This ship is a variant of the new heavy cruiser (R5.62).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

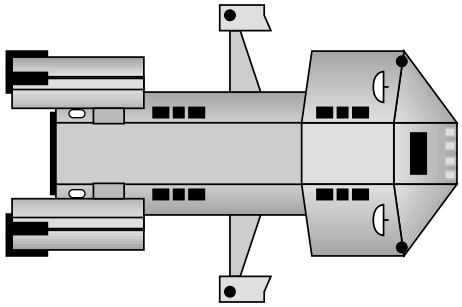
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design included the Y175 refit.

SSD and counter are in *Module R10*.

Known names: Two built, names not known.

(R5.93) NEW HEAVY GROUND ASSAULT CRUISER (NCG): One ship of this type was completed as new construction for the special mission of landing troops on Zursk.



This ship is a variant of the new heavy cruiser (R5.62).

Landing force: 38 boarding parties (D7.0) plus two commando squads (D15.84), four heavy-weapons squads (D15.81), and four ground combat vehicles (D15.82). This was a battalion with an independent platoon of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two ground assault shuttles (R1.F4), one heavy transport shuttle (R1.F5), and two admin shuttles [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone from each rack each turn.

Refits: None, the design included the Y175 refit.

SSD and counter are in *Module R10*.

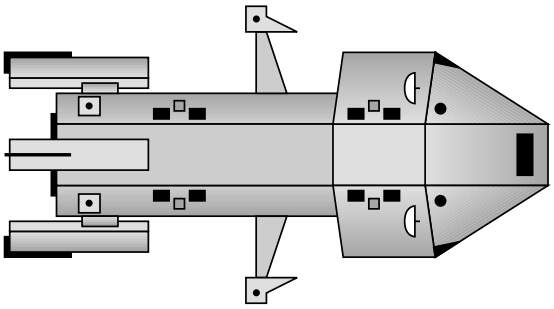
Known names: One built for the Zursk operation, name not known.

NOTES: No heavy version of the Kzinti medium tactical transport (R5.34) was created as it would only be able to carry one pod and there was no point.

THE LOCAL DEFENSE FORCES

The Kzintis used older ships (updated Y-series) for local security. These were operated by the nobles who ran the regions of the Hegemony, often as their personal flagships (during those periods when the military had gotten control over the *real* warships away from the nobles and into the hands of the military). These "local defense ships" served many functions, including the legitimate need for local defense, but they also provided the nobles with starships under their absolute control. More than a few "small scale civil wars" were fought with these ships, which were no great loss if destroyed. The Patriarch had no fear of these ships in the hands of his nobles, as he had the regular warships of the navy.

(R5.94) LOCAL DEFENSE CRUISER (LCS): An updated version of the early strike cruiser (YR5.4), these originally served in an unrefitted condition and began refits to "modern" technology only at the start of the Four Powers War. While data is inconclusive, it appears that no more than four or five were in service at any given time. Three (those of the Count, Duke, and Crown Prince) were destroyed in the first months of the General War defending their assigned planets. The last of these ships served out the General War on security duties in the Barony.



This ship is a variant of the early strike cruiser (YR5.4), but the changes are significant enough that it is regarded as its own base hull. Variants include the local defense light carrier (R5.95), local defense PF tender (R5.102), and local defense drone bombardment cruiser (R5.103).

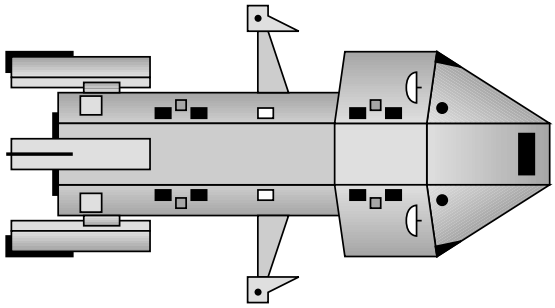
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits: None.

SSD and counter are in *Module R8*.

Known names: *Bloodstone*, *Deathcomet, Fearstar*.

(R5.95) LOCAL DEFENSE LIGHT CARRIER (LCV): These ships could and should have been a valuable part of the fleet by providing trained pilots. In reality, however, these carriers were jealously guarded by the nobles who owned them for use in internal power struggles, and the owners kept their highly trained pilots where they were. In response, the national military refused to hand over first-line attack shuttles and left these carriers with second-rate attack shuttles. These four ships did fight in secondary roles during the General War (base defense, convoy escort, anti-piracy, counter-raiding) and two of them were destroyed during the opening days of the General War when caught (and totally outclassed) by Coalition warships. Only in Y176 were the last pair of these carriers taken over by the fleet for the pilot training role. They served the remainder of the General War in the Barony on training and anti-piracy duties. They sat out the Inter-Stellar Concordium Pacification in the Barony continuing their assigned duties. Both ships were destroyed during the Andromedan Conquest.



This ship is a variant of the local defense cruiser (R5.94).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches; the bay is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly rare in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y167	None	9xAAS
Y168	None	9xSAS or 9xAAS
Y169-Y175	LEF	9xSAS or 9xAAS
Y174-Y179	LEF	9xHAAS
Y178-Y184	LEF	9xTAAS
Y183-Y187	LEF	9xTADS
Y188+	LEF	9xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

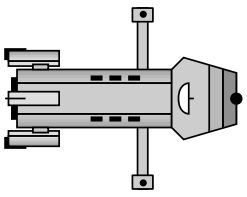
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits: None.

SSD and counter are in *Module R8*.

Known names: Names not known.

(R5.96) LOCAL DEFENSE FRIGATE (LFF): About a dozen of the old early frigates (YR5.7) served at any given time as local security ships and planetary guards starting in Y130. They began to get refits to the local defense frigate standard only in Y156, just before the Four Powers War.



This ship is a variant of the early frigate (YR5.5), but the changes are significant enough that it is regarded as its own base hull. Variants include the local defense escort frigate (R5.97).

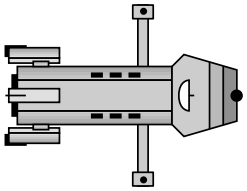
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits: None.

SSD and counter are in *Module R8*.

Known names: Kzinti local defense frigates were numbered and not named, although some had informal names. No names are known.

(R5.97) LOCAL DEFENSE ESCORT FRIGATE (LEF): Four of these ships were built as escorts for the local defense light carriers (R5.95), each of which had only one escort. Two of these escorts were destroyed along with their carrier, and at least one was destroyed and then replaced with a conversion of an existing local defense frigate (R5.96). The surviving two finished out the General War providing escort for the two surviving local defense carriers, until they were destroyed by the Andromedans.



This ship has a ready rack (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the local defense frigate (R5.96).

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211). All of its weapons are tied into a limited aegis system (D13.4). See also (J15.332).

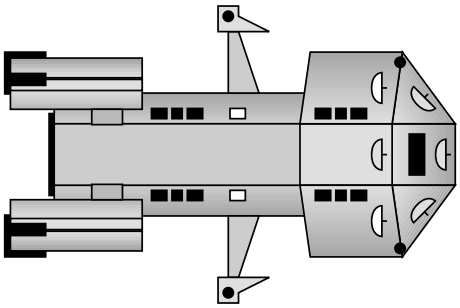
Refits: None, the effect of the Y175 refit was included in the design.

SSD and counter are in *Module R8*.

Known names: Kzinti local defense escorts were numbered and not named, although some had informal names. No names are known.

SHIPS THAT NEVER WERE (AND SOME THAT WERE)

(R5.98) HEAVY SCOUT CARRIER (NSV): The Kzintis, who had waited far too long to move into fast patrol ships, converted most of their medium scout carriers (R5.81) into heavy variants using substantially the same conversion as the new heavy cruiser (R5.62).



This ship is a variant of the new heavy cruiser (R5.62).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches; the bay is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y180+	MAC, DWA/AFF/FKA	6xLFS or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

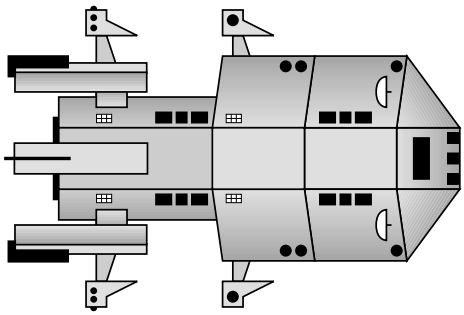
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design included all applicable refits.

SSD and counter are in *Module R9*.

Known names: *Dangerbride, Deathdancer, Firecutter, Grimtooth, Thunderstone.*

(R5.99) WAR DREADNOUGHT (DNW): The Kzintis considered this design for a war dreadnought, which adds a large structure over and on both sides of the main hull behind the forward hull of a medium cruiser (R5.19), in effect extending the forward hull rearward beyond the midline of the ship. This structure included additional phasers, disruptors (under the hull), and other systems. Two new weapon booms were added to the rear of the hull and the ship mounted six engines, one on each surface of the rear hull. (SSD shows three double engines.) There is no confirmation of rumors one ship was built.



This ship, while using the base hull of a medium cruiser, is so heavily modified that it is considered to be its own unique base hull. Variants include the war space control ship (R5.A18).

Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship would never be used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212).

The drone racks on this ship were always two type-B (FD3.2) drone racks and four type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS and the Y175 refit are included in the design.

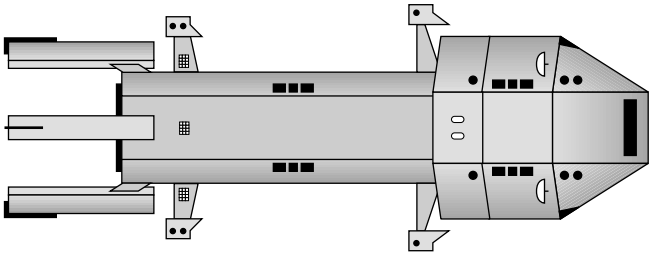
Designed by Stephen V. Cole.

Status: Unbuilt variant.

SSD and counter are in *Module R9*.

Known name: *Crown Prince* (never built).

(R5.100) MEDIUM DREADNOUGHT (DNM): The Kzintis lost both of their light dreadnoughts (R5.73) before the medium dreadnought concept appeared. This design reflects what they might have built had other empires pursued the medium dreadnought concept and had the light dreadnoughts remained in service. It uses the "saddle bag" concept of the war dreadnought (R5.99), albeit with different systems, and the rear pylons of the heavy dreadnought (R5.72).



This ship is a heavily modified variant of the light dreadnought (R5.73).

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship would never be used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always six type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS and the Y175 refit are included in the design.

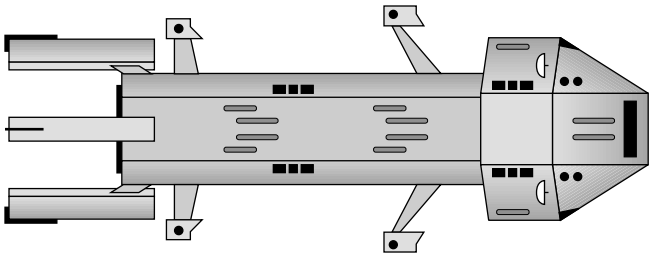
Designed by Stephen V. Cole.

Status: Unbuilt variant.

SSD and counter are in *Module R9*.

Known names: Converted light dreadnoughts would have kept their names.

(R5.101) LIGHT X-DREADNOUGHT (DLX): The Kzintis lost both of their light dreadnoughts (R5.73) long before X-technology appeared. This design reflects what they might have built had the ships been available and had other empires been able to build light X-dreadnoughts.



This ship is a variant of the light dreadnought (R5.73).

This ship is a "first generation X-ship;" see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship would never be used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). The drone racks on this ship were always two type-CX (XFD3.3) drone racks and six type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

UIM: Four standard; backups are available for purchase under (S3.2) under the restrictions of (R3.R3).

Refits: None.

Fast: This ship is a "fast" ship.

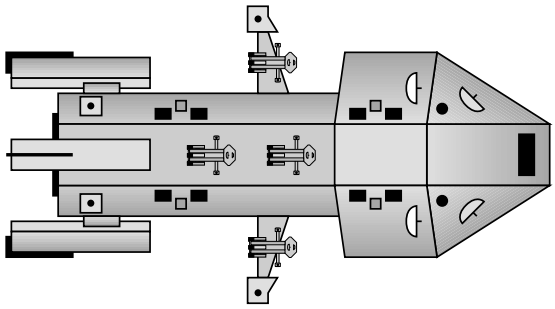
Designed by Steven P. Petrick.

Status: Impossible.

SSD and counter are in *Module R9.*

Known names: Converted light dreadnoughts would have kept their names, but conversion to X-technology was impossible.

(R5.102) LOCAL DEFENSE PF TENDER (LPF): When the Kzintis finally entered the fast patrol ship business, they scrambled to field as many ships able to use them as possible. Two old cruisers originally assigned to local defense (R5.94) but which had retreated into the Barony to avoid destruction were converted into this type [without the internal repair bay (K2.62)], which proved useful only for training and convoy escorts. Amazingly, one of the ships, *Fearstar,* fought in the Andromedan War and actually destroyed one small Andromedan base.



Note that the repair boxes can only be used to repair Needle fast patrol ships or Spike Interceptors (R5.PF0), not the ship itself (K2.611). The Needle fast patrol ships or Spike Interceptors docked at the two forward most mech-links (K2.2) (one on each side of the ship) can be repaired using collapsible repair bays (K2.63); Needle fast patrol ships or Spike Interceptors docked to the other mech-links cannot be repaired. This ship was one of only three Kzinti fast patrol ship tenders that did not use an internal repair bay (K2.62).

This ship is a variant of the local defense cruiser (R5.94).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.0).

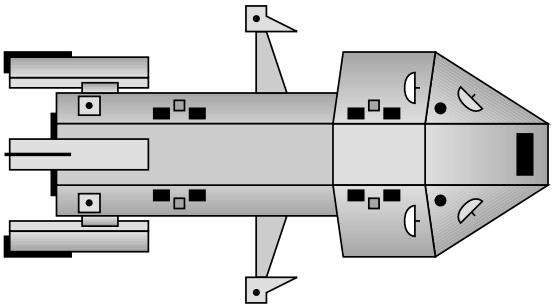
Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211). See also (F3.213).

Refits: None.

Status: Only conversions of existing ships that were themselves no longer in production.

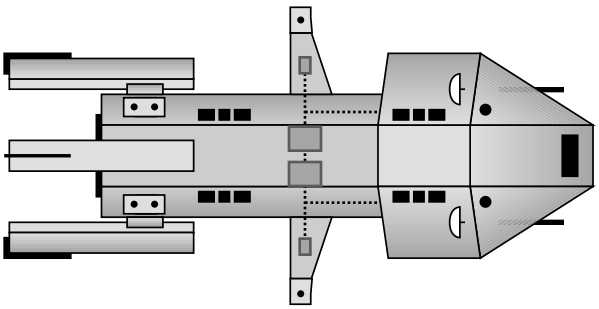
SSD and counter are in *Module R9*.
Known names: *Deathcomet, Fearstar.*

(R5.103) LOCAL DEFENSE DRONE BOMBARDMENT CRUISER (LCD): During the Four Powers War, the Kzintis converted one second-rank cruiser [as local defense cruisers (R5.94) were then known] into a drone bombardment platform to replace a lost light drone cruiser (R5.946). The ship was later assigned as just one of several local defense cruisers. When the General War began, it was used in one drone bombardment mission before being caught and destroyed by a Klingon FD7 fast battlecruiser (R3.92) raider. The Kzintis considered converting other local defense cruisers to this pattern but found them too vulnerable to enemy raiders.



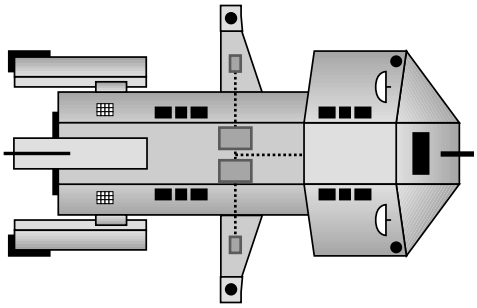
This ship is a variant of the local defense cruiser (R5.94).
Deployment: See (S8.47) for deployment restrictions and conditions.
Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.
Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were always type-A (FD3.1). The ship could always launch one drone from each rack each turn.
Status: Only conversions of existing ships that were themselves no longer in production.
SSD and counter are in *Module R9*.
Known name: *Bloodstone.*

(R5.104) MAULER BATTLECRUISER (BCM): The Kzintis did not build maulers as they expected that drone bombardment would provide fleets with enough firepower to destroy bases when needed. This conjectural design reflects what could have been built had the Kzintis found a need to do so (and obtained the technology).



The engines, batteries, and APRs are all tied into the mauler (E8.0). Any power system tied to the mauler system can be destroyed on an "any weapon" (D4.324) damage point (E8.13).
Shock: The mauler battlecruiser must roll for shock when firing the mauler; see (D23.22) and (D23.24). Shock rating is 17.
This ship is a variant of the battlecruiser (R5.3).
Deployment: See (S8.43) for deployment restrictions and conditions.
Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).
Refits: None, any ship converted to this variant would have included the C-14 refit.
Status: Conjectural (campaign).
SSD and counter are in *Module R9*.
Known names: None assigned as none were built.

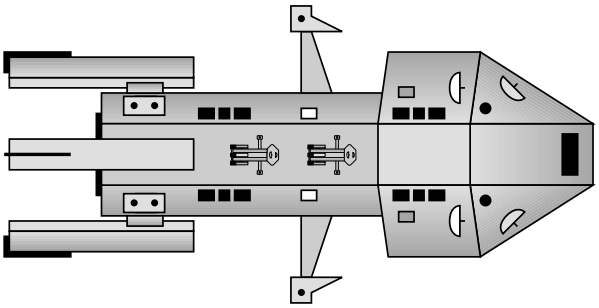
(R5.105) MEDIUM MAULER CRUISER (CMM): This is the medium cruiser (R5.19) version of a conjectural mauler. The background for the mauler battlecruiser (R5.104) above applies to this ship as well.



The engines, batteries, and APRs are all tied into the mauler (E8.0). Any power system tied to the mauler system can be destroyed on an "any weapon" (D4.324) damage point (E8.13).
Shock: The mauler medium cruiser must roll for shock when firing the mauler; see (D23.22) and (D23.24). Shock rating is 13.
This ship is a variant of the medium cruiser (R5.19).
Deployment: See (S8.43) for deployment restrictions and conditions.
Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).
Refits: The Y175 refit would have been installed in Y175.
Status: Conjectural (campaign).
SSD and counter are in *Module R9*.
Known names: None assigned as none were built.

(R5.106) DIVISION CONTROL SHIP (DCS): Built on the hull of a command cruiser (R5.4), this ship was originally used to carry heavy attack shuttles (J10.0) and then Spike Interceptors (R5.PF0) on its mech-links, something no other division control ship did. This reflects the slowness of the Kzintis to move to the fast patrol ship concept. When operating heavy attack shuttles, the mech-links are treated as semi-external fighter mech-links (J1.561) as seen on the Federation division control ship (R2.133) in *Module R11*, and were actually copied from those in Federation service. There is no change in the BPV of the ship to do this, but 12 deck crews are added to the ship's crew. These extra deck crews are deleted when the ship is upgraded to fast patrol ship mech-links (these deck crews were converted into repair technicians to operate the ship's repair systems, so there is no change in the number of crew units). When the ship operated heavy attack shuttles, the four repair boxes were cargo boxes containing two spare heavy attack shuttles and four spare single-space attack shuttles; these are in addition to the one spare shuttle and two spare attack shuttles the converted ship carries. The conversion to Spike Interceptors

replaces the four cargo boxes with repair boxes and converts the heavy attack shuttle mech-links to fast patrol ship mech-links operating Spike Interceptors and later Needle fast patrol ships (R5.PF1).



Due to crowded internal space, only two mech-links in the center of the ship could be used for repairs using collapsible bays (K2.63) and could only repair Needle fast patrol ships or Spike Interceptors (K2.611). This made the ship almost unique in Kzinti service as one of only three that did not use an internal bay (K2.62).

This ship is a variant of the battlecruiser (R5.3).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0). The ship was converted to be a PF tender in Y179, it never operated both heavy attack shuttles and fast patrol ships/Interceptors.

This ship has one bay with two hatches; the bay is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y178-Y179	MAC, DWA/AFF/FKA	12xTAAS, 6xLFS or LKF
Y179-Y180	MAC, DWA/AFF/FKA	12xTAAS
Y180-Y183	MAC, DWA/AFF/FKA	12xTADS
Y183+	MAC, DWA/AFF/FKA	12xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

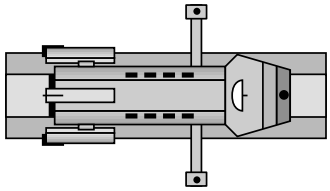
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None.

SSD and counter are in *Module R11*.

Known names: 16-*Spatha,* 18-*Parzonium*, *Novablade, Starblade*.

(R5.107) TRANSPORT FRIGATE (FFT): The Kzinti transport frigate was actually designed to remain in a combat zone to keep other ships supplied with drones. Its own drone capabilities made it an effective combatant when not hobbled by a pod.



The 360° phaser cannot be fired if a pod is carried.

The SSD provides the data for both single-weight and double-weight pods, but any pods carried by this ship are inactive and every box in such a pod is treated as a "cargo" damage point. This priority transport can carry one pod, which can be double-weight.

Like all tugs, the movement cost and turn mode vary with the pod carried. The movement cost of the transport frigate with a single-weight pod is 0.67 energy points per hex; with a double-weight pod it is 1.00 energy points per hex; see Annex #3A. Note that other frigate variants cannot carry pods.

This ship is a variant of the frigate (R5.8).

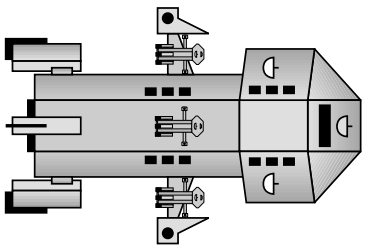
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had two type-A (FD3.1) drone racks until the C-10 refit, which added two more type-A drone racks. The Y175 refit converted the four type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-10 refit, which greatly improved the ship, was available beginning in Y166, was common by Y168, and standard by Y171. The Y175 refit was installed on all ships of this class in Y175.

SSD and counter are in *Module R11*.

Known names: Kzinti transport frigates were numbered and not named, although some had informal names. No names are known.

(R5.108) LIGHT PF TENDER (DWP): The Kzintis were somewhat slower than their enemies to move into fast patrol ships. The reason for this has never been made clear, although political machinations seem likely. Many suggest it was just the difficulty of changing their already war-ravaged economy to a new paradigm. As with most empires, their first foray into using the fast patrol ship prototype [Spike Interceptors (R5.PF0)] involved the conversion of a war destroyer (R5.44). The Kzinti light PF tender was perhaps the best armed of the type, retaining half of its drone racks. It was perhaps the best "special mission" ship of the breed. Almost uniquely among the empires, the Kzintis decided (based on their experience with this ship) that internal repair bays (K2.62) were the way to go, and incorporated them into more designs than any other empire.



Note that the repair boxes can only be used to repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (K2.611). The Needle fast patrol ship or Spike Interceptor docked in the internal bay (K2.62) can be repaired; Needle

fast patrol ships or Spike Interceptors docked to the external mech-links cannot be repaired.

This ship is a variant of the war destroyer (R5.44).

Scout: It can use all scout functions (G24.0). The special sensor is destroyed by a "torpedo" damage point. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.0).

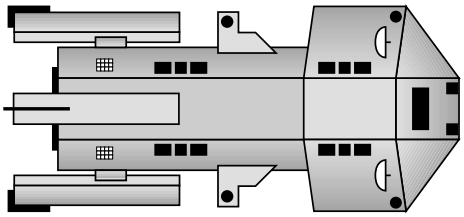
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were always two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None.

SSD and counter are in *Module R11*.

Known names: *Three Claws*, *Three Teeth*, *Three Winds*.

(R5.109) FAST MEDIUM CRUISER (CMF): Yet another in the class of fast war cruisers, the Kzinti fast medium cruiser, like the larger fast battlecruiser (R5.66), made up for the paucity of drone launchers (the paucity forced by the engine stress) with deep magazines on the drone racks it did possess. The ship normally carried mostly type-IV drones, although some type-Is were present simply to help confuse an opponent's ability to track its ammunition expenditure. Like most fast war cruisers, it was found too limited to use on deep raids and spent the majority of its time in reserve outside the battle area, waiting for a crippled ship to be identified as a target for assassination. The cargo box on this ship holds 50 spaces of reload drones for its drone racks. Drones in this cargo box will be proportional to those loaded in the drone racks (FD2.45).



This ship is a variant of the medium cruiser (R5.19).

Bombardment: This ship has 50 spaces of spare drones stored in its cargo box (FD2.445). Note: this ship is not a drone bombardment unit and is incapable of the drone bombardment mission.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always type-D (FD3.4). This ship could always launch one drone per rack per turn.

Refits: DERFACS was included in the design. The Y175 refit was installed in Y175.

Fast: This ship is a "fast" ship.

SSD and counter are in *Module R11*.

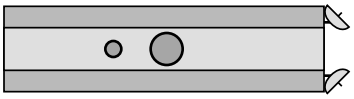
Known names: *Deathclaws, Deathsong*.

ADDITIONAL KZINTI PODS

Pods never had official names, but were assigned administrative numbers.

SSDs for the Kzinti pods presented here are in *Module R11*. Use the pod counters from *Advanced Missions* for any pods dropped during a scenario.

(R5.110) SCOUT POD (P-S10): The Kzintis, like the Hydrans, did not expect combat electronic warfare to be a major element of fleet battles. They provided scout pods so tugs could, in an emergency, provide sector scans and fleet warning. When the Klingons and Lyrans invaded with seriously superior scouts, the Kzintis had to use their scout pods in combat to minimize the electronic warfare deficit. It was this use that may have been the principle cause of tugs being lost in combat during the early years of the General War.



Note: This pod is not capable of independent operations (despite the presence of an impulse engine). None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

Scout: A tug carrying this pod can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

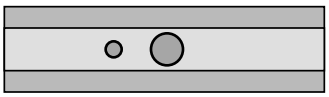
Operation: The pod's phasers have their full 360° firing arc even while attached to the tug.

Seeking weapons: This pod cannot control seeking weapons on its own, but see (F3.213) while attached to a transport tug (R5.12), combat tug (R5.53), medium tactical transport (R5.34), early transport tug (YR5.8) or warp-refitted transport tug (YR5.8A).

Refits: None.

SSD is in *Module R11*. Use any pod counter.

(R5.111) HEAVY FIGHTER RESUPPLY POD (P-F11): This pod was used to carry replacement heavy attack shuttles (J10.0) to heavy fighter carriers (R5.A29), medium heavy fighter carriers (R5.A28), and other carriers that used them, since standard forward carrier resupply ships (R5.68) could not provide resupply of these larger attack shuttles. These pods can carry attack shuttles but cannot operate, land, refuel, or rearm them. The one shuttle bay was used to "warm up" replacement attack shuttles, which could only launch once, and could not land. The bay did have ready racks (marked "H") for large attack shuttles (R5.F8), and could fully arm such attack shuttles before sending them on the way to their carriers. This type of pod can carry standard (size-1) attack shuttles (under the same restrictions) but cannot arm them via the ready racks as the racks are for heavy attack shuttles; they will have to use (J4.8962). The shuttle bay includes a heavy transport shuttle (R1.F5) to facilitate cargo transfer.



Note: This pod is not capable of independent operations. None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

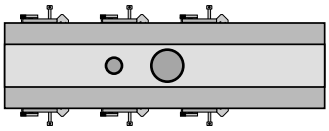
Weight: This is a single-weight pod with a towing cost of 0.2500.

Operation: The pod's phaser-3s have their full 360° firing arc even while attached to the tug.

Refits: None.

SSD is in *Module R11*. Use any pod counter.

(R5.112) PF TRANSPORT POD (P-PF12): These pods carried twice as many Needle fast patrol ships (R5.PF1) as the standard P-PF6 PFT pod (R5.40), but at a cost. Each pod could carry six Needle fast patrol ships, but could not operate, repair, refuel, or rearm them. Once the Needle fast patrol ships were launched, they had to transfer to a regular fast patrol ship tender to begin operations. These pods were a vital link in the logistical chain that maintained fleet front-line strength. Needle fast patrol ships launched from these pods will only have one crew unit and cannot carry more until they are serviced by a true fast patrol ship tender by having one repair point allocated to them by the fast patrol ship tender's repair systems.



Note: This pod is not capable of independent operations (despite the presence of an impulse engine). None of its systems will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

Refits: None.

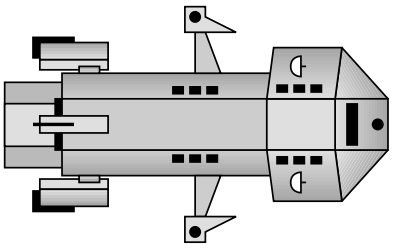
SSD is in *Module R11*. Use any pod counter.

ADDITIONAL KZINTI SHIPS

(R5.113) WAR DESTROYER TRANSPORT (DWT): The Hegemony determined that a heavier transport was needed to move pods to the forward combat area. Several ships of this class were produced during the final years of General War. During the subsequent Inter-Stellar Concordium Pacification and Andromedan Wars, this class completely replaced the transport frigate (R5.107) in production, but even as late as Y199 one or two transport frigates were still in operation.

The SSD provides the data for both single-weight and double-weight pods, but any pods carried by this ship are inactive and every box in such a pod is treated as a "cargo" damage point. This priority transport can carry one pod, which can be double-weight.

Like all tugs, the movement cost and turn mode vary with the pod carried. The movement cost of the war destroyer transport with a single-weight pod is 0.75 energy points per hex; with a double-weight pod it is 1.00 energy points per hex; see Annex #3A. Note that other war destroyer variants cannot carry pods.



This ship is a variant of the war destroyer (R5.44).

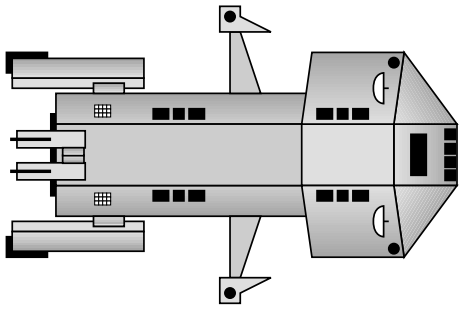
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had four type-A (FD3.1) drone racks until the Y175 refit converted the four type-A drone racks to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: These ships included the Y175 refit but it is shown separately on the SSD to allow players to experiment with an earlier introduction date.

SSD and counter are in *Module R11*.

Known names: Kzinti war destroyer transports were numbered and not named, although some had informal names. No names are known.

(R5.114) HEAVY MEDIUM CRUISER (HCM): The Kzintis tried to improve their medium cruiser (R5.19) by replacing the center warp engine with two frigate (R5.8) engines in "V" configuration (shown as one 12-box engine on the SSD due to space constraints). While the ship benefited from the increased power, the layout of weapons on the hull did not allow the addition of much in the way of additional firepower. The fourth disruptor found in the medium command cruiser (R5.26) was installed, as well as additional phaser-3s and improvements to the ship's drone racks and reloads that would later become the standard Y175 refit, but the resulting ship was something of a disappointment. Noting the relatively small firepower increase, the Kzinti fleet command decided not to go forward with the project, and only a handful of ships of this class were produced. The prototype was lost in combat with the Andromedans in Y192.



This ship is a variant of the medium cruiser (R5.19).

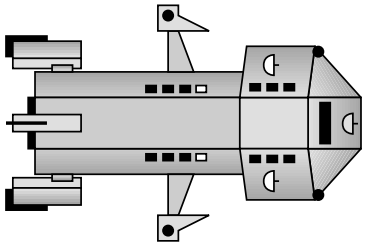
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, DERFACS and the Y175 refit were included in the design.

SSD and counters are in *Module R12*.

Known names: *Black Claw, Blooded Claw, Dark Claw, Night Claw*.

(R5.115) LIGHT ATTACK CARRIER (ADW): The Kzintis actually preceded the Federation in fielding a small carrier specifically to operate heavy attack shuttles (J10.0). The smaller size of the large attack shuttle (R5.F8) [compared to the Federation's F-111 (R2.F11)] allowed the ship to carry a squadron of four heavy attack shuttles. Like the later Federation light attack carrier (R2.140) (and the fast patrol ship tenders to come), the Kzintis fitted the ship with a special sensor to find distant targets to strike with its attack shuttles. Like most empires the Kzintis would eventually find their expectations of the value of heavy attack shuttles launched on independent strikes had been too high. This resulted in only two or three light attack carriers being built, and most heavy attack shuttles would operate from normal carriers.



At least one of the three ships was destroyed during the General War while supporting a heavy carrier (R5.25) in action against Coalition forces. The ship interposed itself, together with its escort and those of the heavy carrier, between the larger carrier and a combined strike of two flotillas of Lyran Bobcat (R11.PF1) fast patrol ships that had slipped past the Kzintis' own attack shuttle strike. The second ship was lost during the Andromedan War during an attack on an Andromedan battle station (R10.30) that was helping to cut contact between the Hegemony and WYN space.

Records are unclear on the fate of the third ship.

This ship is a variant of the war destroyer (R5.44).

Scout: It can use all scout functions (G24.0). The special sensor is destroyed by a "torpedo" damage point. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay, which has one hatch. This ship was authorized a multi-role shuttle (J8.0) which is not included within its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y175-Y176	FFA	4xLAS or 4xLKS
Y177-Y181	FFA	4xLFS or 4xLKF
Y181+	FFA or DWA	4xLFS or 4xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were always type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

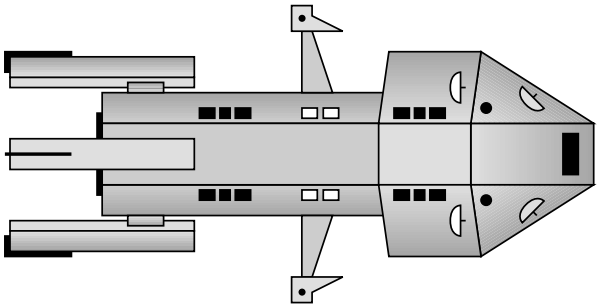
Refits: None, the design incorporated the Y175 refit.

Proposed by Michael C. Grafton.

SSD and counter are in *Module R12*.

Known names: *Blue Horizon, Dark Horizon*, *Red Horizon*.

(R5.116) IMPROVED SURVEY CRUISER (SRI): The Kzintis never intended to risk their new survey cruisers (R5.37) in combat against any empire (except themselves of course). As such the original design emphasized defense against drones (so that the survey cruiser could, if it had to, fight past a swarm of drones to return to its home port). Like so many pre-war plans, this would prove illusory. Losses were so high as the Coalition pincers drove on the Kzinti capital worlds that consideration was given to risking the survey cruisers in combat as large scouts. In preparation for this eventuality (and recognizing the bitter combat lessons the Hegemony had already had administered by the Coalition) the three existing Kzinti survey cruisers were converted to this improved design starting about Y170, but the pace of the refit was slow. While the first ship was upgraded in Y170, the last of the three ships was not upgraded until Y188.



Historically, none of the ships was withdrawn from survey duty for an extended period of time, but each spent a little time on the front lines during emergency situations while nominally only in home space for refitting before returning to survey duty. They sometimes operated as convoy escorts, particularly in the Count's space. Most of their combat experiences were against pirates and the occasional monster.

This ship is a variant of the battlecruiser (R5.3).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Shuttles: This ship normally carried a ground assault shuttle (R1.F4) to escort scientific team shuttles on planets where circumstances on the ground were regarded as inimical; this shuttle's cost is included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The C-14 refit was available beginning in Y170, was common by Y171, and standard by Y172. The Y175 refit was installed on all ships of this class in Y175.

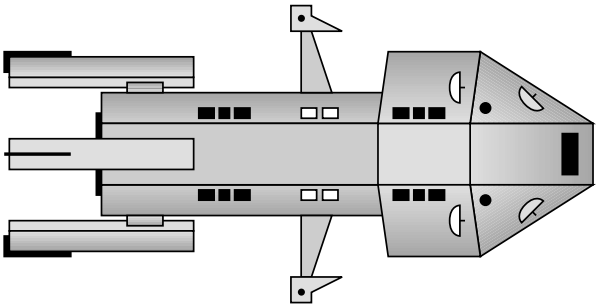
Proposed by *Mike Filsinger*.

SSD and counter are in *Module R12*.

Known names: *Fog*, *Mist*, *Rain*.

(R5.116A) IMPROVED SURVEY CRUISER CARRIER (SRIV): An improved survey cruiser might be operated as a light carrier, and in this would not vary from a survey cruiser (R5.37) that had not been improved [see (R5.37A)]. The attack shuttles were not always present, but generally if a survey cruiser (whether improved or not) was operating in a

combat zone it would be fitted out with attack shuttles and provided with an escort if one was available.



This ship is a variant of the battlecruiser (R5.3).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y170-Y175	None or EFF	4xSAS or 4xAAS
Y174-Y175	None or EFF	4xHAAS
Y175-Y176	None or AFF	4xHAAS or 2xLKS
Y177-Y178	None or AFF	4xHAAS or 2xLKF
Y179-Y184	None or AFF/FKA	4xTAAS or 2xLKF
Y183-Y186	None or AFF/FKA	4xTADS or 2xLKF
Y186+	None or DWA/AFF/FKA	4xTADSC or 2xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

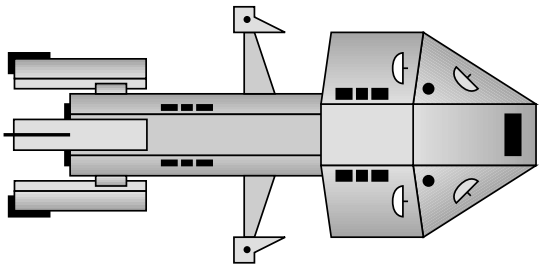
Refits: The C-14 refit was available beginning in Y170, was common by Y171, and standard by Y172. The Y175 refit was installed on all ships of this class in Y175.

Proposed by *Mike Filsinger*.

SSD is combined with that of the improved survey cruiser (R5.116) in *Module R12;* use the SRI counter in *Module R12*.

Known names: *Fog*, *Mist*, *Rain*.

(R5.117) LIGHT SURVEY CRUISER (SRL): During the period between the end of the Early Years period (about Y120) and the end of the Four Powers War (Y162) the Kzintis made a much broader use of their light cruiser (R5.5) design. They built many support variants on its hull and considered it a major combatant in its own right. By the end of the Four Powers War, the Kzintis began looking towards their strike cruiser (R5.2) hull for such missions. In this, it was a return to the past. During the Early Years, the survey mission was accomplished with two early strike cruiser (YR5.4) hulls. The Kzintis replaced both of those ships, beginning in Y132 with light survey cruisers. The light survey cruisers, using technology much advanced over what had been available to the early survey cruisers (YR5.18), proved capable survey ships, and their design would clearly influence the later survey cruiser (R5.37) design [perhaps to a negative extent given the later improved survey cruiser (R5.116)]. The Kzintis recalled both of their light survey cruisers during the Four Powers War, using them as scouts. Both were lost in combat. Between the end of the Four Powers War and Y165 (when the first survey cruiser was built) the Hegemony would use exploration freighters [(R1.26A) and (R1.26B)] for its survey duties. It was the destruction of one of these that led the Kzintis to again build a survey cruiser on a cruiser hull in Y165.



As neither of the light survey cruisers survived to the General War, the refit data on the SSD is conjectural. It is assumed that if either of the ships remained in service, the same improvements applied to the improved survey cruiser (R5.116) would have been applied to them. There are rumors, unsubstantiated, that during the General War, the Kzintis considered converting some light cruisers back to this design to increase the number of survey ships they could keep in operation. There are no current records indicating that this was actually done.

This ship is a variant of the light cruiser (R5.5).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Shuttles: This ship normally carried a ground assault shuttle (R1.F4) to escort scientific team shuttles on planets where circumstances on the ground were regarded as inimical; this shuttle's cost is included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship, which were two type-A (FD3.1) drone racks and two type-E (FD3.5) drone racks. Had either of these ships survived to Y165 and beyond, in Y165 the type-E drone racks would have been converted into anti-drone racks (E5.0). The Y175 refit would have converted the type-A drone racks into type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

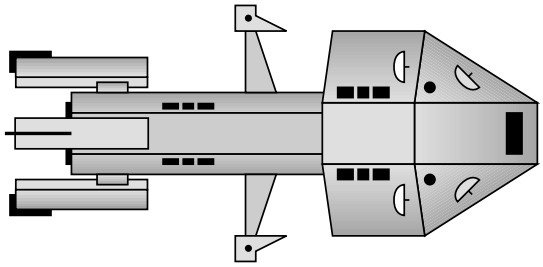
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. If either ship had survived until Y165 both would have had their type-E (FD3.5) drone racks replaced by anti-drone racks (E5.0). The C-12 refit would have been available beginning in Y166, and would be standard by Y168. The Y175 refit would have been installed on both ships of this class (and any new construction) in Y175.

Proposed by *Michael C. Grafton*.

SSD and counter are in *Module R12*.

Known names: *Gold, Silver*.

(R5.117A) LIGHT SURVEY CRUISER CARRIER (SRLV): The light survey cruiser (R5.117) was built with a large shuttle bay to provide shuttles for survey teams to make surveying large areas more efficient (a design feature of most survey cruisers). The ship could have been operated as a carrier in the same manner, and with the same attack shuttles, as the survey carrier (R5.37A).



This ship is a variant of the light cruiser (R5.5).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y168-Y175	None or EFF	4xSAS or 4xAAS
Y174-Y175	None or EFF	4xHAAS
Y175-Y176	None or AFF	4xHAAS or 2xLKS
Y177-Y178	None or AFF	4xHAAS or 2xLKF
Y179-Y184	None or AFF/FKA	4xTAAS or 2xLKF
Y183-Y186	None or AFF/FKA	4xTADS or 2xLKF
Y186+	None or DWA/AFF/FKA	4xTADSC or 2xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1), the Y175 refit would have converted them to type-C (FD3.3) if any ships had been in service. This ship could always launch drones at the maximum rate of the given drone rack each turn.

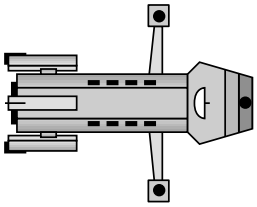
Refits: If the ships had still been in service, the C-12 refit would have been standard in Y168. The Y175 refit would have been installed on ships of this class (and any new construction) in Y175.

Proposed by *Michael C. Grafton*.

SSD is combined with that of the light survey cruiser (R5.117) in *Module R12;* use the SRL counter in *Module R12*.

Known names: *Gold, Silver*.

(R5.118) KILLER ESCORT FRIGATE (FKE): The original Kzinti escort frigate (R5.20) was based on pre-General War analysis by the General Staff that, in combat, was proven to be woefully wrong. Its primary focus was the engagement and destruction of enemy drones. What changed this focus was catastrophic combat experience, particularly on the Lyran front. The escort frigate proved quite adept at knocking down drones, but it was too weak to stand in main-line combat with its carrier. Eventually, this problem was solved by the construction of the redoubtable escort war destroyer (R5.50); the fact that the first production war destroyers (R5.44) were completed as escort war destroyers rather than as war destroyers only serving to underline how serious the problem was.



As a stopgap, the Kzintis converted some of their meager supply of FFK frigates (C-9 refit) (R5.46) into this escort type, designated killer escort frigates. It could generate a good drone wave of its own and had good phaser firepower for its class. There were just never enough of them to go around.

This ship has a ready rack (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the frigate (R5.8).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship has limited aegis (D13.4). See also (J15.332). The ship always had four type-G (FD3.7) drone racks. This ship could always launch one drone per rack each turn.

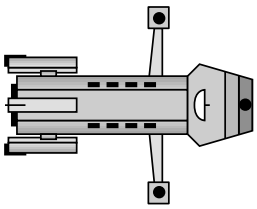
Refits: At the start of Y175 some ships received the Y175 refit before being upgraded to the aegis killer escort (R5.118A) configuration. No other refits.

Proposed by *Michael C. Grafton*.

SSD and counter are in *Module R12*.

Known names: Kzinti Killer escort frigates were numbered and not named, although some had informal names; *FF178, FF179, FF182, FF183* (converted from FF+ informally known as *Bold Claw)*, *FF185, FF186, FF204, FF205*.

(R5.118A) AEGIS KILLER ESCORT FRIGATE (FKA): The full aegis killer escort frigate variant of the killer escort frigate (R5.118) became available in Y175.



This ship has a ready rack (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the frigate (R5.8).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship

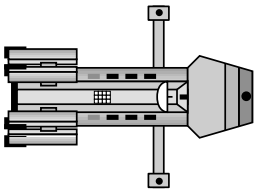
has full aegis (D13.0). See also (J15.332). The ship always had four type-G (FD3.7) drone racks. This ship could always launch one drone per rack per turn.

Refits: None, the Y175 refit was incorporated in the design.

The SSD is combined the killer escort frigate (R5.118); use the FKE counters in *Module R12*.

Known names: Kzinti Killer escort frigates were numbered and not named, although some had informal names; *FF178, FF179, FF182, FF183* (converted from FF+), *FF185, FF186, FF204, FF205*.

(R5.119) BATTLE FRIGATE (BFF): The Kzintis had always been cursed with vast numbers of their frigates (R5.8), which were increasingly inadequate. [Some say they were all but worthless when the General War began, as they had been designed to fight Klingon E4 escorts (R3.7), not Klingon F5 frigates (R3.6), but as drone speeds improved Klingon F5 frigates had more problems.] Various means to improve these pathetic frigates were tried, including the heavy frigate (R5.41) and the FFK frigate (C-9 refit) (R5.46), with varying degrees of success. In Y174, the war destroyer (R5.44) was introduced as a replacement for the frigate, but was not yet available in large numbers. To solve their problem, the Kzintis developed the battle frigate in Y175. It was, in fact, designed in concert with the new heavy cruiser (R5.62), and used the same concept. A "ridgeback" was welded to the top of a frigate, providing additional hull volume, another disruptor, and a place to mount two warp engines (replacing the one engine previously there). This structure could be added to any frigate variant, and was in fact added to dozens of them between Y175 and Y185. By Y182, most of the remaining frigate production was, in fact, rolling out of the shipyards as battle frigates.



This ship is a variant of the frigate (R5.8), but the changes are so extreme that it is regarded as its own base hull.

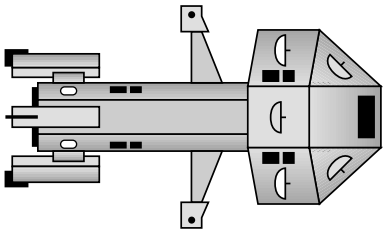
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship always had two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the design included the Y175 refit.

SSD and counter are in *Module R12*.

Known names: *Green Comet, Green Eclipse, Green Galaxy, Green Meteor, Green Nova, Green Pulsar, Green Star*.

(R5.120) SCOUT DESTROYER (DDS): The Kzintis entered the General War counting on their small frigate-scout (R5.18) to provide target tracking and raid warning, which it did well enough. What the Kzintis did not know was the extent to which scouts would be used for jamming, counter-jamming, seeking-weapon control, and counter-seeking-weapon defense during squadron-versus-squadron combat. The tiny scout frigate was quickly found to be not simply inadequate, but unable to survive. Desperate to upgrade their combat electronic-warfare platforms, the Kzintis [unable to spare cruisers and not yet building war destroyers (R5.44)] turned to the small number of venerable destroyers (R5.35) to provide a new scout. Marginally superior in electronic-warfare work to the scout frigate, it was somewhat more survivable.



Most of the scout destroyers, as were indeed nearly all surviving destroyers, were eventually converted to Needle fast patrol ship tenders (R5.22) in the Y180s.

This ship is a variant of the destroyer (R5.35).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) drone racks and two of the drone racks to type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed in Y175.

SSD and counter are in *Module R12*.

Known names: Retained names of converted destroyers, 3-*Minotaur,* 5-*Chimera,* 6-*Gryphon* [converted to Needle tender (R5.22)], 7-*Gargoyle* [converted to Needle tender (R5.22)].

END KZINTI SHIPS IN MAIN SECTION

CORRECTIONS SINCE INITIAL RELEASE

(R5.12) TGT: Add to seeking weapons paragraph: Some pods may improve the tug's seeking weapons control rating. See (F3.213) if a pod with a special sensor is carried.

(R5.34) MTT: Add to seeking weapons paragraph: Some pods may improve the tug's seeking weapons control rating. See (F3.213) if a pod with a special sensor is carried.

(R5.53) TGC: Add to seeking weapons paragraph: Some pods may improve the tug's seeking weapons control rating. See (F3.213) if a pod with a special sensor is carried.

(YR5.7) YFF: Add to list of known names: *YFF12*.

(R1.R-5) REFITS: Change in Y182 PF shield refits: "(R1.PF0)" to "[(R5.PF0)/(K3.0)]."

(R1.83) LMN: Delete extra "Refits:" from refits paragraph.

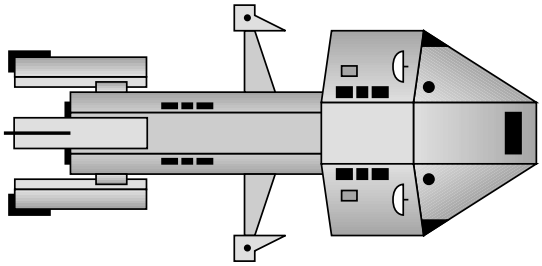
END OF CORRECTIONS SINCE INITIAL RELEASE

KZINTI SHIPS IN *CAPTAIN'S LOG*

KZINTI LIGHT CRUISER VARIANTS

The Kzinti light cruiser (R5.5) is often much disparaged by friend and foe alike, as it suffers in comparison to the much better medium cruiser (R5.19). This comparison is unfair, however, as the light cruiser went into service 50 years earlier. The light cruiser should be evaluated in comparison with the strike cruiser (R5.2), its larger stablemate (and another Kzinti ship much derided as toothless, useless, and hopeless). Kzinti light cruisers were the mainstay of the Kzinti fleet from Y125 (when enough of them had entered service to form complete squadrons) into the first battles of the General War. The heavier strike cruisers had been fairly rare ships used as sub-command flagships. Several variants of the light cruiser existed prior to the General War which have yet to be seen in the game.

(R5.944) LIGHT COMMAND CRUISER (CLC): This type entered service in Y127 and quickly became the leader of light cruiser (R5.5) squadrons. Few, if any, remained in service after the Four Powers War, although it is believed one commanded ships watching for Carnivons in the Count's space.



This ship is a variant of the light cruiser (R5.5).

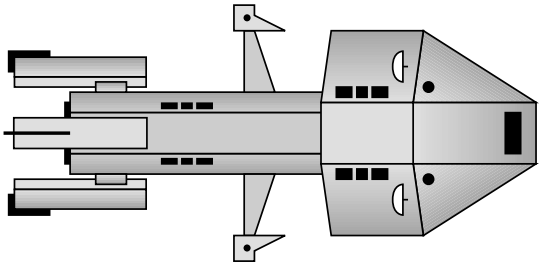
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship had two type-C (FD3.3) drone racks until the C-12 refit, which added two type-B (FD3.2) drone racks. The Y175 refit only added a second reload to these drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Records indicate that only one ship may have been in service in Y166, and it would have received the C-12 refit, which greatly improved the ship. Had additional ships of this type been available, the C-12 refit would have been common by Y168, and standard by Y171. Any ship that received the C-12 refit prior to Y168 would not have DERFACS, but would receive DERFACS in that year at no change in BPV; DERFACS was included in the C-12 refit from Y168. The Y175 refit would have been installed on all ships of this class in Y175.

SSD is in *Captain's Log #20;* use any available Kzinti CL counter.

Known names: None known.

(R5.945) LIGHT CRUISER MINESWEEPER (CLM): This ship was one of the first Kzinti minesweepers, having been fielded in Y152. During the Four Powers War, these ships were effective, but believed to be too expensive, and the Kzintis began moving toward more expendable units with a minesweeping version of first the destroyer (R5.35) and then the (even more expendable) frigate (R5.8).



This ship carries two minesweeping shuttles (M8.3)/(R1.F2), which are included in the ship's BPV.

This ship is a variant of the light cruiser (R5.5).

This ship is a true minesweeper (M2.45); see also (M8.0) and (M9.0).

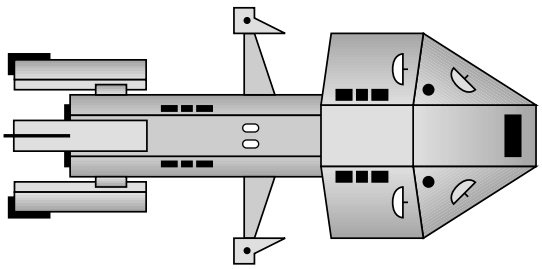
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The C-12 refit was available beginning in Y166, but it is unclear if any ships of this class were in service at that time, or if any ships were later converted to this design. Had there been additional ships, the C-12 refit would have been common by Y168, and standard by Y171. The Y175 refit would have been installed in Y175.

SSD is in *Captain's Log #20;* use any available Kzinti CL counter.

Known names: None known.

(R5.946) LIGHT DRONE CRUISER (CLD): Produced in fairly large numbers starting in Y140, the light drone cruiser was a highly effective fleet scout for its day. However, the low-speed drones made it less effective as a combat platform and long-range drone bombardment was yet to become a serious threat. Most of these ships were destroyed in the Four Powers War, and the Kzintis, unable to afford to use cruiser hulls for the mission, let the scout drone frigate (R5.55) [accompanied by drone frigates (R5.23)] take over most of those duties. None of the light drone cruisers survived into the General War, although the SSD includes the data for the C-12 and Y175 refits to allow experimentation.



This ship did not have double seeking weapon control because it was not supposed to enter direct combat.

This ship is a variant of the light cruiser (R5.5).

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1). Had any ships of this type been in service in Y175, the Y175 refit which converted all six drone racks to type-B (FD3.2). This ship could always launch one drone from each rack each turn.

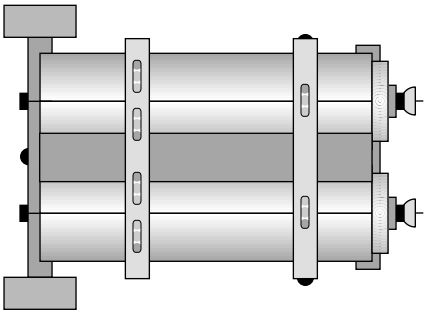
Refits: The C-12 refit would have been available beginning in Y166, but no ships of this class were in service at that time. Had ships been available, the C-12 refit would have been common by Y168, and standard by Y171. The Y175 refit would have been installed in Y175.

SSD is in *Captain's Log #20;* use any available Kzinti CL counter.

Known names: None known.

KZINTI AUXILIARY BOMBARDMENT PLATFORMS

(R5.951A) LARGE AUXILIARY DRONE BOMBARDMENT PLATFORM (LAD): Misreading the lessons of the Four Powers War, the Kzintis believed that the bulk of their drone bombardment missions could be carried out by auxiliaries despite their relatively slow speed. While starships could move much faster than auxiliaries, the Kzintis believed that the "rate of advance" of the front line would in fact be considerably slower than the speed of auxiliary ships, giving them plenty of time to get into position and plenty of time to avoid getting overrun. The Kzintis were stunned that the Klingon and Lyran invasion moved so fast, and the auxiliary drone ships never managed to get out of the capital. The ships would be sent on missions only to be recalled when the missions were overcome by events. They did service in the capital battles with distinction, where their slow speed was irrelevant and their copious drone holds were invaluable. Probably their most important role in those battles, however, was in providing electronic warfare support to Kzinti forces fighting at a serious disadvantage against Coalition scouts. Most of them were destroyed in the first three years of the General War and few, if any, were built in later years. While other empires could have built such auxiliaries, apparently only the Kzintis actually did so. The Kzintis used the early designs for auxiliary scouts [(R1.77) and (R1.78)] together with modifications to the existing design for their battle pods (R5.15) as the basis for these ships.



This ship did not have double seeking weapon control because it was not supposed to enter direct combat.

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222). All drone frames on this ship are type-IIIXX [(FD2.222) and (FD5.255)], so the 300 spaces of spare drones in the cargo boxes represent only 150 drones. Drone warhead modifications can be done normally.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were always type-D (FD3.4). This ship could always launch one drone from each rack each turn.

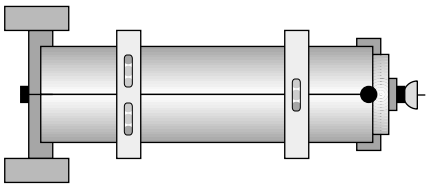
Refits: None.

Maneuver: The large auxiliary drone bombardment platform can accelerate by no more than five movement points per turn. It can disengage by acceleration.

SSD is in *Captain's Log #22;* use any available large freighter counter.

Known names: Kzinti large auxiliary drone bombardment platform were numbered and not named, although some had informal names. No names are known.

(R5.951B) SMALL AUXILIARY DRONE BOMBARDMENT PLATFORM (SAD): The smaller version of the large auxiliary drone bombardment platform (R5.951A), the ship was slower, with fewer drone racks and a smaller electronic warfare suite. It did, however, enjoy the same continuous drone launch ability of the larger auxiliary drone bombardment platform, launching drones continuously until either destroyed, or the supply of drones simply ran out.



This ship did not have double seeking weapon control because it was not supposed to enter direct combat.

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensor is destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 150 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222). All drone frames on this ship are type-IIIXX [(FD2.222) and (FD5.255)], so the 150 spaces of spare drones in the cargo boxes represent only 75 drones. Drone warhead modifications can be done normally.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were always type-D (FD3.4). This ship could always launch one drone from each rack each turn.

Refits: None.

Maneuver: The small auxiliary drone bombardment platform can accelerate by no more than five movement points per turn. It can disengage by acceleration.

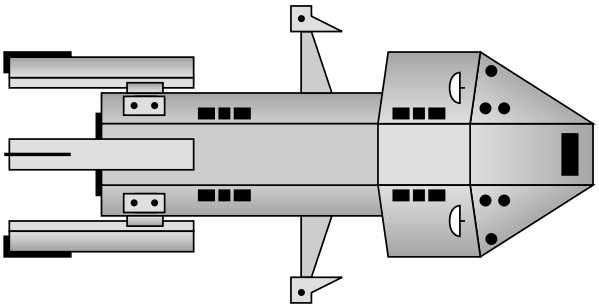
SSD is in *Captain's Log #22;* use any available small freighter counter.

Known names: Kzinti small auxiliary drone bombardment platform were numbered and not named, although some had

informal names. No names are known.

KZINTI IMPROVED ESCORTS

(R5.A2) ESCORT BATTLECRUISER (EBC): The Kzintis developed plans for this ship along with their first heavy carrier (R5.25). The design (which predated the General War) lacked the built-in anti-drone racks (E5.0) of a medium cruiser (R5.19), but had a more powerful battery of phaser-3s and a more robust hull. No ship of this class was ever completed; the demands for battlecruiser (R5.3) hulls far outstripped the supply. On several occasions, carrier admirals tried to have a crippled battlecruiser repaired as this design, or similar designs, but no hulls of this type could be spared.



This ship, if it had been built, would have received full aegis in Y175 along with the designation aegis battlecruiser (R5.A2A).

This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the battlecruiser (R5.3).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a limited aegis system (D13.4). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone from each rack each turn. See also (J15.332).

Refits: Had the ship been placed into service, it is possible that the Y175 refit would have been installed before the ship was upgraded to full aegis (R5.A2A). Any ship of this type would have been upgraded to the aegis battlecruiser configuration by the end of Y175.

Status: Conjectural.

SSD is in *Captain's Log #24;* use any available Kzinti CS counter from *Basic Set*.

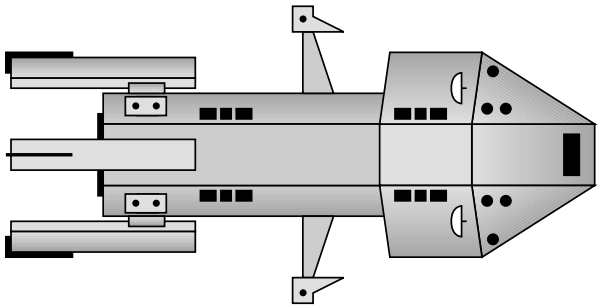
Known names: None known.

(R5.A2A) AEGIS BATTLECRUISER (ABC): The Kzintis never converted a battlecruiser (R5.3) to the escort battlecruiser design (R5.A2), but were constantly revisiting that decision (often several times in the same year) and continued doing so at least through the end of the Andromedan War. No battlecruiser hull was ever converted to an escort, but from Y175 on the plans for such a conversion included full aegis (D13.0).

This ship has two ready racks (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is a variant of the battlecruiser (R5.3).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). All of its weapons are tied into a full aegis system (D13.0). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone from each rack each turn. See also (J15.332).



Refits: None, the design included the Y175 refit.

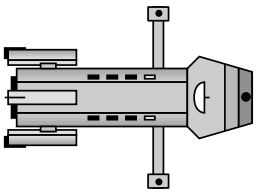
Status: Conjectural.

SSD is combined with the escort battlecruiser (R5.A2) in *Captain's Log #24;* use any available Kzinti CS counter from *Basic Set*.

Known names: None known.

ADDITIONAL KZINTI POLICE SHIPS

(R5.A12) POLICE ESCORT CARRIER (PV): The Kzinti police forces are a curious postscript to the Kzinti space forces. They have no ships larger than the ubiquitous frigate (R5.8) [called a "corvette" (R5.36) in police service], and were at best treated as poor cousins to the fleet. This can be seen in that when the comprehensive refit was applied to a corvette, it did not receive the additional drone racks that a fleet frigate did, nor did it mount a disruptor. In place of the disruptor, most carried a type-A (FD3.1) drone rack with the rest mounting a type-E (FD3.5) drone rack. In a larger sense, outside of Kzinti space, the Kzinti police forces were seen as a sort of "penal colony" for the Kzinti Navy (without any of the tactical or strategic features of Klingon penal ships).



The police escort carrier could be seen as proof of that. Not only did the ships largely receive second class (and in more than one case, secondhand) attack shuttles like the Q-ships (R1.7), but the pilots were usually those that graduated the school but were found "wanting" for various reasons. In this latter case, however, the situation backfired as frequently pilots sent to the police as "discipline problems" or "socially incompatible" would prove to be among the very best. Many a pilot assigned to the police was later transferred back to the navy because of their combat performance ... where they continued to be square pegs in round holes.

Unlike larger carriers, the police escort carriers did not have two hatches, making deployment and recovery of the attack shuttle group laborious when compared to the escort carrier (R5.10), which carried the same number of attack shuttles. It carried only 60 spaces of drones for its attack shuttles.

There are some vague references to a police escort carrier operating mega-fighters, but it is not clear if this were an assigned attack shuttle group, or if the attack shuttles were recovered from a larger carrier that was lost or crippled. The

police escort carrier never operated a multi-role shuttle (J8.0), but there are indications that one of these operated three large attack shuttles (R5.F8) for a time, but as it has no ability to reload the disruptors on such an attack shuttle, there is considerable doubt about the authenticity of that report. Like most police carriers, the ship did not have a regularly assigned escort, even when operating as part of a fleet and an escort was available. Most tended to operate as normal police corvettes in all ways, although due to the increased firepower of their attack shuttles, police sector commanders tended to use them as "trouble shooters."

This ship is a variant of the frigate (R5.8).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is not authorized a multi-role shuttle (J8.0). There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y172-Y175	None	6xSAS
Y175-Y179	None	6xAAS
Y179-Y183	None	6xHAAS
Y183-Y185	None	6xTAAS
Y185-Y190	None	6xTADS
Y190+	None	6xTADSC

Even when escorts were available, the Kzintis never assigned an escort to this class of carrier. The ships sometimes operated on a specific mission with one or more other police ships (or even fleet ships), but were never given a formal escort.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). Some of these ships had three type-A (FD3.1) drone racks, and some had two type-A drone racks and one type-E (FD3.5) drone rack (the reason for this is not known). On those ships with three type-A drone racks, the Y175 refit converted one drone rack to type-B (FD3.2) and the other two drone racks to type-C (FD3.3) drone racks. On those ships with a type-E drone rack, the Y175 refit converted the two type-A drone racks to type-C and added a second set of reload drones to the type-E drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn.

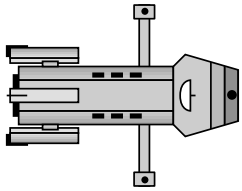
Refits: The C-8 refit was available beginning in Y172, was common by Y173, and standard by Y175. The Y175 refit was installed on all ships of this class in Y175.

SSD is in *Captain's Log #30;* use any available Kzinti POL counter.

Known names: Kzinti police escort carriers were numbered and not named, although some had informal names. No names are known.

(R5.A15) POLICE CUTTER (CU): The Kzintis produced ships of this class to perform general police duties beginning in Y122. The ships were mostly intended to take over the duties of keeping watch on the planets that had indigenous populations that the Kzintis did not want to attain space flight. As with most police ships, many of them would be pressed into mainline combat where they did not belong. The police corvette (R5.36) began supplanting them in Y130, at first as simply a heavier police ship. Ultimately the economic advantages of a ship which used the same spares as a standard frigate (R5.8) and was nearly as effective in combat led to the production of police cutters being curtailed. Production generally ceased by Y148, but some ships of this class were still in service in the Barony as late as the Y190s.

Some of these ships always had a type-E drone rack, apparently to better allow them to defend merchant ships from drones.



This ship is a base hull. The only variant is the police cutter carrier (R5.A16).

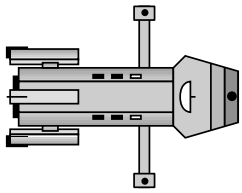
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). Some of these ships had three type-A (FD3.1) drone racks, and some had two type-A drone racks and one type-E (FD3.5) drone rack (the reason for this is not known). On those ships with three type-A drone racks, the Y175 refit converted one drone rack to type-B (FD3.2) and the other two drone racks to type-C (FD3.3) drone racks. On those ships with a type-E drone rack, the Y175 refit converted the two type-A drone racks to type-C and added a second set of reload drones to the type-E drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The C-8 refit was available beginning in Y166, was common by Y168, and standard by Y170. The Y175 refit was installed on all ships of this class in Y175.

SSD is in *Captain's Log #45;* use any available Kzinti frigate counter.

Known names: Kzinti police cutters were numbered and not named, although some had informal names. No names are known.

(R5.A16) POLICE CUTTER CARRIER (CUV): A variant of the police cutter (R5.A12), all were conversions of existing ships. The concept was similar to the new version of the Q-ship (R1.7), using attack shuttles to increase the defensive firepower of a convoy. While at least some participated in actions against Coalition forces during the General War, most were withdrawn to the Barony where they allowed larger police ships and other forces to be dispatched to the fighting fronts. As with the basic police cutter, some of these ships always had a type-E drone rack, apparently to better allow them to defend merchant ships from drones.



This ship is a variant of the cutter (R5.A15).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay with a single hatch. This ship is not authorized a multi-role shuttle (J8.0). There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y172-Y175	None	5xSAS
Y175-Y179	None	5xAAS
Y179-Y183	None	5xHAAS
Y183-Y185	None	5xTAAS
Y185-Y190	None	5xTADS
Y190+	None	5xTADSC

Even when escorts were available, the Kzintis never assigned an escort to this class of carrier. The ships sometimes operated on a specific mission with one or more

other police ships (or even fleet ships), but was never given a formal escort.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). Some of these ships had three type-A (FD3.1) drone racks, and some had two type-A drone racks and one type-E (FD3.5) drone rack (the reason for this is not known). On those ships with three type-A drone racks, the Y175 refit converted one drone rack to type-B (FD3.2) and the other two drone racks to type-C (FD3.3) drone racks. On those ships with a type-E drone rack, the Y175 refit converted the two type-A drone racks to type-C and added a second set of reload drones to the type-E drone rack. This ship could always launch drones at the maximum rate of the given drone rack each turn.

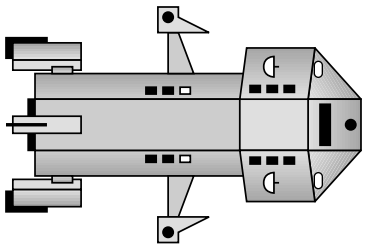
Refits: The C-8 refit was included in the design. The Y175 refit was installed in Y175.

SSD is in *Captain's Log #45;* use any available Kzinti frigate counter.

Known names: Kzinti police cutter carriers were numbered and not named, although some had informal names. No names are known.

KZINTI SHIPS

(R5.A17) PICKET CARRIER (DWVP): As the General War ground on and the demand for more and better ships accelerated, the various admiralties looked for ways to at least maintain a presence in quieter regions. One answer to this was the patrol carrier class, but even these ships were quickly pulled into the crucible of near-direct combat rather than their function of "patrolling" a less intense area to maintain a presence. While police carriers [(R5.A12) and (R5.A16)] could pick up some of the slack, the police had their own jobs to do (when not dragooned into the fighting) and could not always divert the ships needed to maintain a presence.



One of the answers was to return to the concept of the patrol carrier (R5.80), but step down to an even smaller, more fragile (and more expendable) hull. A full attack shuttle squadron was deemed the minimum necessary to maintain a presence, so a war destroyer (R5.44) was gutted of heavy weapons and other systems and its shuttle bay greatly expanded to provide room for a full squadron. Every empire experimented with this concept; the Kzintis actually built at least five ships of this type.

The Kzinti design sacrificed its disruptors in order to provide more ordnance (drones) to keep its attack shuttles in operation. Because it might face a marauding Klingon raider [where anti-drones (E5.0) would be a useful defense] or a Lyran raider (where anti-drones would be next to worthless) the Kzintis chose to arm the class with expensive type-G (FD3.7) drone racks. However as they expected the ships to avoid direct combat whenever possible, they did not increase the number of seeking weapon control channels available on the basic war destroyer design.

The most common use for the ship was to provide reinforcement for a colony or convoy that might be raided. Ships of this type also operated on the flanks of major fleet operations using their attack shuttles to provide a screen against a possible raid into the rear. Far more often larger carriers would strip the picket carriers of their attack shuttles (and munitions) in order to sustain their own operations, making the class little more than very expensive forward carrier resupply ships (R5.68).

While the class remained in service well into the Andromedan War, they were largely supplanted by fast patrol ship tenders, which were more effective in the role.

This ship is a variant of the war destroyer (R5.44).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay, which has one hatch. This ship was authorized a multi-role shuttle (J8.0) if one were available, but ships of this type were near the very bottom of the priority list for such a shuttle; this is not included within its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y178-Y180	AFF or none	12xTAAS or 6xLKF
Y181-Y184	AFF/FKA or none	12xTADS or 6xLKF
Y185+	AFF/FKA/DWA or none	12xTADSC or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-G (FD3.7). This ship could always launch one drone from each drone rack each turn.

Refits: The Y175 refit was included in the design. The mech-link refit was available, but rarely installed, from Y182. Two ships that had such a refit carried fighter-conveyor fast patrol ships [(R1.PF5) and (R5.PF3)], not for strikes, but to move the attack shuttles forward to larger carriers.

Proposed by Michael C. Grafton.

SSD is in *Captain's Log #46;* use any available Kzinti DW counter.

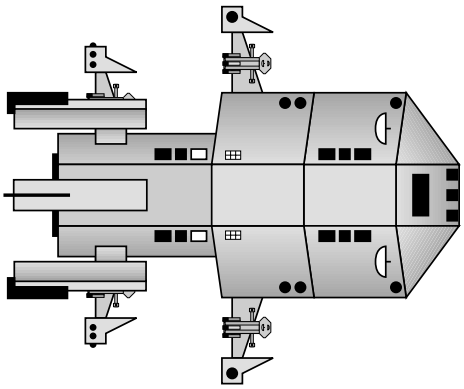
Known names: None known.

(R5.A18) WAR SPACE CONTROL SHIP (WSCS): During the disastrous early years of the Andromedan War, the Hegemony revisited the war dreadnought (R5.99) concept. With its economy already weakened by Coalition occupation during much of the General War, and having suffered further depredations during the War of Return which followed, producing ships with as much firepower as possible was a truly desperate need.

The hull of the basic medium cruiser (R5.19) was heavily modified (beyond the bracing needed to support the added engines and structure) to support a full squadron of attack shuttles and a flotilla of Needle fast patrol ships (R5.PF1) with a minimal loss of the design's intrinsic firepower. It is possible that if the design had been intended for use against the Klingon Empire, the two anti-drone (E5.0) systems in the basic hull would have been retained rather than the phaser-3s.

Like the basic design concept, the war space control ship was apparently never put into service, although some records indicate that construction of the ship did begin. While no record of the ship being canceled is extant, no record of the ship actually entering service has been found. Even a war

dreadnought would have served as the centerpiece of a fleet or major task force and if it existed, there should have been some mention of it. Six of the 18 deck crews are for taking care of multi-role Needles (R5.PF2) if the ship is operating those (K2.381) and are deleted if multi-role Needles are not carried.



This ship can take one Needle fast patrol ship or Spike Interceptor (R5.PF0) into an internal bay and use its repair systems on it (K2.62). The repair boxes can only repair fast patrol ships or Spike Interceptors, not the ship itself (K2.611), and can only be used on a Needle fast patrol ship or Spike Interceptor in the bay. The war space control ship could have carried seven Needle fast patrol ships, the seventh [possibly a multi-role Needle (R5.PF2) or other special type, and not part of the flotilla (K0.33)] in the repair bay.

This ship is a variant of the war dreadnought (R5.99).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.0) and cannot operate heavy attack shuttles (J10.0).

This ship has two hatches for its shuttle bay, which is a tunnel deck (J1.58), and can launch or land two shuttles every other impulse, or launch or land one shuttle every impulse. This ship would have been authorized a multi-role shuttle (J8.0); this is not included within its BPV. The bay has four launch tubes (J1.54). There are no balconies (J1.53).

Year	Escorts	Fighters
Y192+	MAC, 2xDWA or 2xFKA or MAC, DWA, FKA	12xTADSC

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

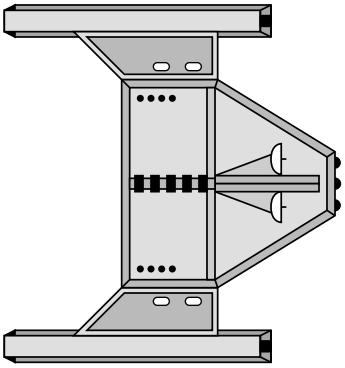
Refits: None, all applicable refits were included in the design.

Status: Conjectural.

SSD is in *Captain's Log #49;* use any available Kzinti DN counter.

Known names: None known.

(R5.A19) MIDDLE YEARS CRUISER (CAM): The Kzinti Hegemony, like all other empires, made the transition from each era to the next without the benefit of knowing how things would turn out. What we have long known is that at the start of the Early Years, the Kzintis converted their warp-refitted heavy cruiser (YR5.2) design into the early transport tug (YR5.8) and built a new early strike cruiser (YR5.4) design. The early transport tug then evolved (at the start of the Middle Years) into the transport tug (R5.12) [and later combat tug (R5.53)] and the early strike cruiser into the strike cruiser (R5.2) [and later the battlecruiser (R5.3)].



Newly translated Air Force tapes indicate that the process was somewhat more complex. At the start of the Early Years, two warp-refitted heavy cruisers were converted into early heavy cruisers (R5.A20) (and a third was built) before the early strike cruiser design proved itself, at which point early heavy cruiser production stopped (or rather, switched to early transport tugs). While the early heavy cruiser was an old design at the limit of its ability to stretch, it had the advantage that existing ships could be converted (although those ships were all but worn out and would need replacement soon).

The design presented here is the Middle Years cruiser. It is a disruptor-armed heavy cruiser based on the early heavy cruiser and the assumption that early heavy cruisers continued in production and the early strike cruiser-strike cruiser-battlecruiser series never appeared.

This ship is a variant of the early heavy cruiser (R5.A20).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. This ship never received any other refits.

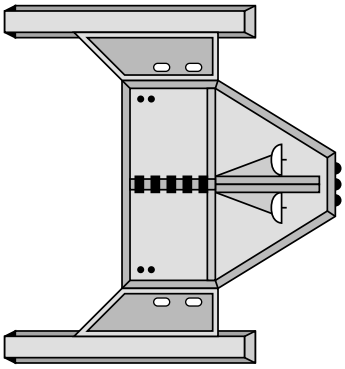
Proposed by John Wyszynski.

Status: Conjectural.

SSD is in *Captain's Log #50;* use a TGT counter from *Basic Set* or WCA counter from *Module Y1*.

Known names: *Pikeman, Spearman*, *Swordsman*.

(R5.A20) EARLY HEAVY CRUISER (YCA): At the start of the Early Years, two warp-refitted heavy cruisers were converted into early heavy cruisers (and a third was built) before the early strike cruiser (YR5.4) design proved itself, at which point early heavy cruiser production stopped [or rather, switched to early transport tugs (YR5.8)]. While the early heavy cruiser was an old design at the limit of its ability to stretch, it had the advantage that existing ships could be converted (although those ships were all but worn out and would need replacement soon).



This ship is a variant of the warp-refitted heavy cruiser (YR5.2), but the changes are so extreme that it is regarded as its own base hull. Variants include the Middle Years cruiser (R5.A19).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). The ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81; refitted to type-M (Range 2) in Y120 at no BPV cost, but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81, extended to Range 3 in Y100 at no cost and to Range-4 in Y120 at no cost, but never extended further.

Status: Very limited production.

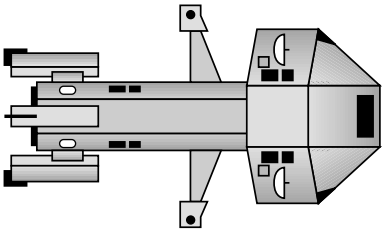
SSD is in *Captain's Log #50 Supplement;* use a TGT counter from *Basic Set* or WCA counter from *Module Y1*.

Known names: *Pikeman, Spearman*, *Swordsman*.

KZINTI DESTROYER VARIANTS

The Kzinti destroyer (R5.35) was something of an "also ran" in the history of the development of Kzinti starship design. There is no question that it was an outstanding example of a destroyer, but that proved its downfall. The ship was simply over-engineered to be what it was, costing nearly as much as a light cruiser (R5.5) to build, and in the end that expense simply could not be justified. This was somewhat odd in that the original purpose for the over-engineering of the hull was so that it could replace the light cruiser in providing for more capable variant hulls.

(R5.A21) DESTROYER LEADER (DDL): Records indicate that the Kzintis intended for the fifth destroyer (R5.35) hull to be completed to this design to lead task forces of frigates and destroyers. It was a significant improvement of the destroyer and more than capable of defeating a light cruiser (R5.5) on its own and a significant opponent for a strike cruiser (R5.2). With improvements in drone speeds, the ship would have given even a Klingon D6 battlecruiser (R3.5), Lyran panther light cruiser (R11.5), or Federation old light cruiser (R2.4) a difficult fight.



Having a leader for smaller ships was a new concept for the Kzintis, who had previously only built command ships on cruiser and larger hulls. Early in the ship's construction the Kzintis decided not to invest in destroyer leaders and the ship was instead completed as a standard destroyer. The Kzintis would revisit the destroyer leader design during the General War, building a number of war destroyer leaders (R5.45).

This ship is a variant of the destroyer (R5.35).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship always had two type-C (FD3.3) drone racks and two type-B (FD3.2) drone racks. The Y175 refit only added a second reload to these drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

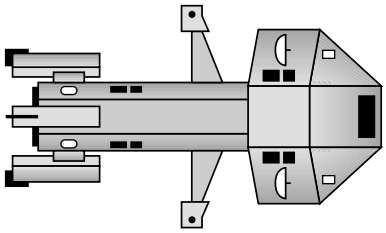
Refits: DERFACS would have been installed beginning in Y168 and had additional ships of this type been available would have been standard by Y171. The Y175 refit would have been installed on all ships of this class in Y175.

SSD is in *Captain's Log #53;* use any available Kzinti DD counter.

Known names: 5-*Chimera* (completed as a standard destroyer).

(R5.A22) DESTROYER MINESWEEPER (DDM): The second to last destroyer (R5.35) began construction as this design in the belief that it would be cheaper, but just as effective as the earlier light cruiser minesweeper (R5.945). It was not very far into its construction when the Kzinti admiralty decided that the smaller and even cheaper frigate minesweeper (R5.21) would be just as effective, and the ship was completed as a standard destroyer. This design is thus a "could have been." It would definitely have been far more survivable than the frigate minesweeper, as was seen by the later decision of the Hegemony to divert some of its medium cruiser (R5.19)

production to the mission [as medium minesweepers (R5.30)] due to the hard lessons of the General War. Medium cruisers were only slightly more expensive than the destroyers, but were far easier to build. By 172, unlike the destroyers and the earlier light cruisers (R5.5), they were also still in series production.



The design was interesting in that it was more optimized for the minesweeping role than many subsequent designs, perhaps to its detriment. The ship was capable of sweeping four mines by direct-fire (the reason its battery of two 360° phaser-1s was replaced by a battery of four 360° phaser-3s) while also using drones and minesweeping shuttles. The drone racks also provided the ship with the bulk of its offensive capability (a proposal in the design to replace them with type-E (FD3.5) drone racks was rejected).

This ship carries two minesweeping shuttles (M8.3)/(R1.F2), which are included in the ship's BPV.

This ship is a variant of the destroyer (R5.35).

This ship is a true minesweeper (M2.45); see also (M8.0) and (M9.0).

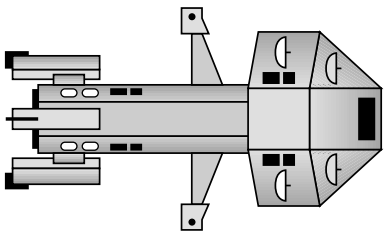
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1), the Y175 refit (had the ship been built) would have converted them to type-C (FD3.3) and two type-B (FD3.2) drone racks with double reloads. This ship would always have been able to launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit would have been installed in Y175.

SSD is in *Captain's Log #53;* use any available Kzinti DD counter.

Known names: 7-*Gargoyle* (completed as a standard destroyer).

(R5.A23) DRONE BOMBARDMENT DESTROYER (DDB): Conceived as a replacement for the light drone cruiser (R5.946), the sixth destroyer (R5.35) began construction as this variant. Few of the light drone cruisers had survived the Four Powers War (where they were too often pressed into service as scouts), their combat mission being assumed by scout drone frigates (R5.55) leading drone frigates (F5.23). The drone bombardment destroyers were seen as more survivable than the smaller drone ships and better able to supplement the larger drone cruisers (R5.47). Unfortunately the decision to curtail destroyer production led to the ship being completed as a standard destroyer rather than as a single unique ship.



This ship's design did not have double seeking weapon control because it was not supposed to enter direct combat.

This ship is a variant of the destroyer (R5.35).

Deployment: See (S8.47) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

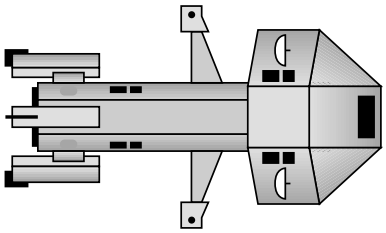
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). The drone racks on this ship were type-A (FD3.1). Had any ships of this type been in service in Y175, the Y175 refit which converted all six drone racks to type-B (FD3.2) would have been installed. This ship could always launch one drone from each rack each turn.

Refits: The Y175 refit would have been installed in Y175.

SSD is in *Captain's Log #53;* use any available Kzinti DD counter.

Known names: 6-*Gryphon* (completed as a standard destroyer).

(R5.A24) COMMANDO DESTROYER (DDG): Intended as replacements for the original Kzinti Middle Years commando cruiser (R5.63), the fourth destroyer (R5.35) began construction as this type. The design still suffered from the Kzintis' preoccupation with themselves (i.e., civil wars) despite the recently concluded Four Powers War and were inadequately armed, virtually requiring an escorting unit. As with the other destroyer variant hulls that started construction, the decision to curtail production of the design due to its excessive cost led to it being completed as a standard destroyer.



This ship is a variant of the destroyer (R5.35).

Landing force: 25 boarding parties (D7.0) plus two commando squads (D15.84), three heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This was roughly a weak battalion or two companies of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two ground assault shuttles (R1.F4), one heavy transport shuttle (R1.F5), and two admin shuttles [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: None.

SSD is in *Captain's Log #53;* use any available Kzinti DD counter.

Known names: 4-*Dragon* (completed as a standard destroyer).

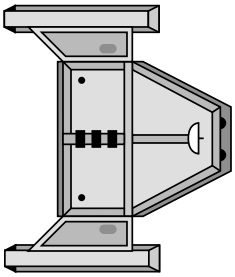
END KZINTI SHIPS IN *CAPTAIN'S LOG*

KZINTI SHIPS IN *KZINTI SSD PACK #1*

The *Star Fleet Battles: Kzinti SSD Pack #1* is available on Warehouse 23, DriveThru RPG, and Wargame Vault.

IMPROVED WARP-REFITTED SHIPS

(R5.A25) IMPROVED WARP-REFITTED COMMANDO DESTROYER (WDGI): Because there were times when a few companies of Marines might keep a lid on a problem if they could arrive quickly enough, adding the improved warp refit (YR5.R1) to warp-refitted commando destroyers (YR5.13) seemed an obvious decision. Unfortunately in the case of these ships things really did not work out.



The problem was that there were never very many commando ships (of any type), so they were rarely very close to where a problem was developing. They were also often on some other task (moving personnel) which meant that Marines were not embarked when a problem arose. This led to the ships making high-speed runs to pick up Marines and then continuing the high-speed run to get the Marines to the problem to be resolved. This was not as much of a problem for other warp-refitted ships because there were generally enough of them that some would be relatively nearby when a problem arose, but the improved warp-refitted commando destroyers were making longer high-warp moves than other improved warp-refitted ships. They were the first ships in which the fracture problems in the hulls were noticed.

While consideration was given to using them to support raids into Klingon, Lyran, Carnivon, or Federation space, this was never done as their numerous high-speed runs inside the Hegemony made them structurally suspect for such operations.

Between Y82 (when the first warp-refitted commando destroyer was given the improved warp-refit) and Y88 only three warp-refitted commando destroyers were refitted. One was retired and sent to the breakers in Y94, the second in Y99, the third in Y109.

This ship is a variant of the warp-refitted destroyer (YR5.3).

Landing force: 22 boarding parties (D7.0) plus two commando squads (D15.84), two heavy-weapons squads (D15.81), and one ground combat vehicle (D15.82). This was roughly a weak battalion (roughly two companies) of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two early ground assault shuttles (YR1.F4) and one early admin shuttle [(YJ2.0)/(YR1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits

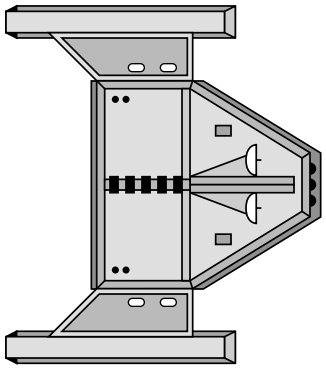
Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 at no BPV cost, but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

SSD and counter are in *Kzinti SSD Pack #1*.

Known names: None known.

(R5.A26) IMPROVED WARP-REFITTED COMMAND CRUISER (WCCI): Records indicate that only two warp-refitted command cruisers were given the warp refit, the first *Patriarch*, in Y81, and the second, *Oligarch*, in Y84. While the additional warp power would obviously have helped maintain "noble dominance," there were competing problems.



The first problem was the simple fact that the ships were already operational, and needed to control and conduct operations, meaning making them available for the refit was difficult. (There are indications that some of this may have been a lack of trust that the ships would be returned, i.e., a reflection of internal tensions within the Hegemony.) In point of fact, *Autarch* was recalled to receive the refit no less than three times between Y81 and Y84, but had to be diverted to conduct other operations before it reached the shipyard at Kzintai.

The second problem was the development of the early command cruiser (YR5.5) which began entering service as new construction around Y83. The early command cruiser was so obviously superior to even improved warp-refitted command cruisers that from Y86 on no need was seen to upgrade the *Autarch*.

The third problem was the increased stress on the hull created by the improved engines against which not even "noble superiority" was immune.

With the appearance of the early command cruiser, the warp-refitted command cruisers were relegated to less important operations. Both *Patriarch* and *Oligarch* were retired by Y99 due to the build up of stress damage on their hulls. *Autarch*, which never received the refit, continued in operation until Y112, but from Y100 she was only used as a training ship for crewmen who would serve under the eyes of the nobles on the early command cruiser.

This ship is a variant of the warp-refitted cruiser (YR5.2).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

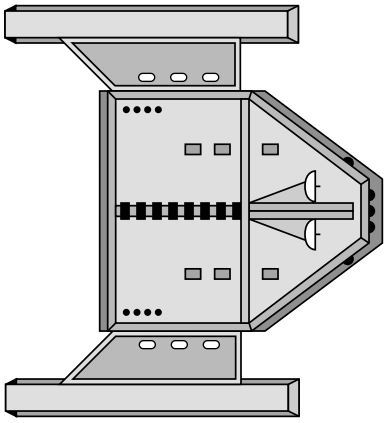
Tractors: Type-Y (360°, Range 1, can hold any legal target) but never extended further.

Transporter: Range 2 but never extended further.

SSD and counter are in *Kzinti SSD Pack #1*.

Known names: *Oligarch*, *Patriarch*.

(R5.A27) IMPROVED WARP-REFITTED DREADNOUGHT (WDNI): As with other warp-refitted ships in Kzinti service, an attempt was made to apply the refit to the warp-refitted dreadnought (YR5.11). The application of the refit took longer to develop because the engines of the warp-refitted dreadnought proved, due to their size, resistant to it. In the end, only one warp-refitted dreadnought, *Royalty*, is definitively known to have gotten the upgrade, and the results were disappointing. The only positive thing was that the ship would prove resistant to the stress fractures that plagued the smaller ships, perhaps because of the inherent strength of its larger frame.



The refit might have been applied to the other warp-refitted dreadnoughts, as they were more often available (baring tensions between the various nobles) as, like virtually all dreadnoughts, when combat was not in the offing they were often docked to keep their operating costs down. It is possible that *Nobility* or *Yeomanry* might have been scheduled for the refit and been diverted.

In the end, *Royalty* was the last of the warp-refitted dreadnoughts in operation when even its hull began to suffer from stress fractures, and it was scrapped in Y100.

This ship is a variant of the warp-refitted dreadnought (YR5.11).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

Tractors: Type-Y (360°, Range 1, can hold any legal target) but never extended further.

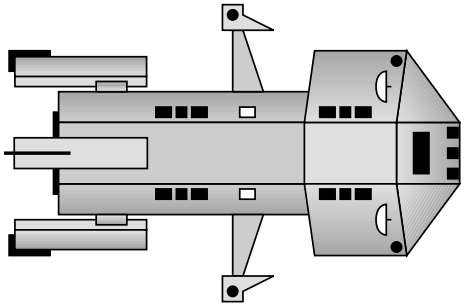
Transporter: Range 2 but never extended further.

SSD and counter are in *Kzinti SSD Pack #1*.

Known names: *Royalty*.

HEAVY FIGHTER CARRIERS

(R5.A28) MEDIUM HEAVY FIGHTER CARRIER (MVH): This is a mission variant of the medium carrier (R5.27) with the fighter group replaced with heavy fighters. In this case because of the ship's relatively sparse power reserves, the large fast attack shuttle killer (R5.FA2) is used. The only other changes to the SSD of the medium carrier are the service date (Y178), heavy fighter ready racks replacing the fighter ready racks, large fast attack shuttle killer checkoff SSDs replacing the tactically advanced drone attack shuttle SSDs, and the incorporation of the Y175 refit as standard.



This ship is a mission variant of the medium carrier (R5.27).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y178+	MAC, AFF/DWA/FKA	6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

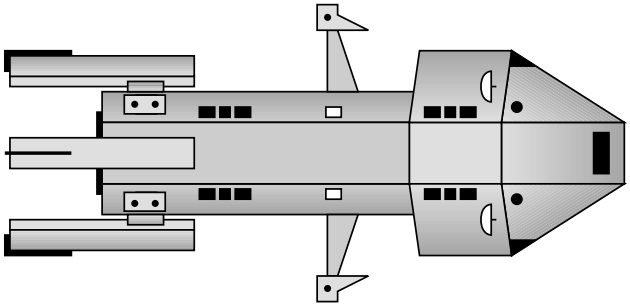
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS and the Y175 refit was included in the design.

SSD and counter are in *Kzinti SSD Pack #1*.

Known names: Ships of this type would have retained their names as this is simply an operational use.

(R5.A29) STRIKE CARRIER (HEAVY FIGHTER) (CVH): This is a mission variant of the strike carrier (R5.7) with the fighter group replaced with large fast attack shuttles (R5.F9). The only other changes to the SSD of the strike carrier are the service date (Y176), heavy fighter ready racks replacing the fighter ready racks, large fast attack shuttle checkoff SSDs replacing the tactically advanced drone attack shuttle SSDs, and the incorporation of the Y175 refit as standard.



This ship is a mission variant of the strike carrier (R5.7).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has one shuttle bay. The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly, making the bay a tunnel deck (J1.58). Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one. This ship is authorized a multi-role shuttle (J8.0) replacing one of the admin shuttles; this is not included in its BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y176+	MAC, AFF/DWA/FKA	6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted two of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

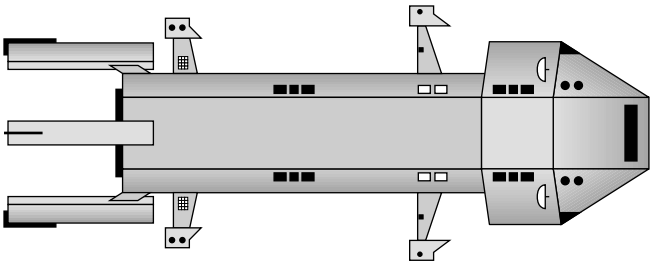
Refits: DERFACS and the Y175 refit was included in the design.

SSD and counter are in *Kzinti SSD Pack #1*.

Known names: Ships of this type would have retained their names as this is simply an operational use.

(R5.A30) HEAVY CARRIER (H) [CVA(H)]: This is a mission variant of the heavy carrier (R5.25) with half of its fighter group replaced with large fast attack shuttles (R5.F9). The only other changes to the SSD of the heavy carrier are the service date (Y177), heavy fighter ready racks replacing half the fighter ready racks in each bay, large fast attack shuttle checkoff SSDs replacing six tactically advanced drone attack shuttle SSDs and the six disruptor attack shuttle SSDs, and the incorporation of the Y175 refit as standard.

Even though heavy fighters had less range and operational staying power than even Interceptors (K3.0), much less the later fast patrol ships (K1.0), heavy carriers operating in this configuration are often regarded as the first "space control ships," see (J10.0).



This ship is a mission variant of the heavy carrier (R5.25).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J10.111), (J11.13), and (J15.22).

This ship has two shuttle bays, each with six attack shuttles, six large attack shuttles and three admin shuttles. It did not have the balcony system (J1.53) of the Federation heavy carrier, or the "throat and belly" tunnel deck (J1.58) system of the strike carrier. It did have four "throat" launch tubes (J1.54) per bay (for a total of eight), allowing five attack shuttles to be launched simultaneously from each bay (the fifth, a large attack shuttle from the recovery hatch) in a single impulse. Each bay can only recover one attack shuttle at a time (through the belly hatch), but can do so while launching four size-1 attack shuttles. Transfers by (J1.592) between the two bays are possible. Two admin shuttles were usually replaced with multi-role shuttles (J8.0); this is not included in the BPV.

Year	Escorts	†Fighters
Y177-Y180	2xMAC, AFF/DWA/FKA	12xTAAS, 6xLFS
Y180-Y182	2xMAC, AFF/DWA/FKA	12xTADS, 6xLFS
Y183+	2xMAC, AFF/DWA/FKA	12xTADSC, 6xLFS

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

The Kzinti heavy carriers were involved in heavy combat and sometimes substituted war destroyer escorts (R5.50)/war destroyer aegis escort (R5.51) and escort frigates (R5.20)/aegis escort frigates (R5.20A) for medium escort cruisers (R5.28)/medium aegis cruiser (R5.29).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted four of the drone racks to type-B (FD3.2) and two of the drone racks to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: DERFACS is included in the design. The Y175 refit was installed on all ships of this class in Y175.

SSD and counter are in *Kzinti SSD Pack #1*.

Known names: Ships of this type would have retained their names as this is simply an operational use.

END KZINTI SHIPS IN *KZINTI SSD PACK #1*

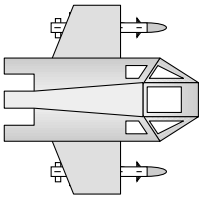
(R5.F) KZINTI ATTACK SHUTTLES

The Kzintis used attack shuttles extensively, but rather than following the Hydrans in using them exclusively for fleet actions, they pioneered using them for independent strikes. The statistics for all Kzinti attack shuttles are on the Master Fighter Chart (Annex #4).

Most Kzinti attack shuttles are listed in *Modules J* and *J2*. Counters for Kzinti attack shuttles are in *Basic Set*, *Advanced Missions*, and *Module R2*. If the Orions are not in play (or are not using fighters), the Orion fighter counters in *Module R2* are similar to the Kzinti attack shuttles and could be used as a separate squadron to visually tell two squadrons apart. See Annex #4, the Master Fighter Chart for more data on Kzinti attack shuttles.

NOTE: The Kzintis call fighters "attack shuttles," so a Kzinti would call a Federation F-18 (R2.F5) an "attack shuttle" while a Federation pilot would call a Kzinti attack shuttle a "fighter."

(R5.F1) ATTACK SHUTTLE (AS): The original attack shuttle was built with borrowed Hydran fighter technology. It cannot control the drones it launches (these must be controlled by the ship or another unit), limiting its use tremendously. See (J4.24). The Hydrans did not have a need for their fighters to control seeking weapons, and the Kzintis did not realize that such a need existed when the attack shuttles were first designed.



The attack shuttle was intended as, for all intents and purposes, a manned recoverable scatter-pack (FD7.0) that could be carried by any ship (based, as it was, on Hydran tactical concepts). The idea was that any ship would carry one or more attack shuttles [historically, outside of bases, no more than one was carried (R5.R6)] in place of admin shuttles to improve their drone launch rate. There was no thought of carriers with large numbers of attack shuttles because no ship could control the number of drones that a full attack-shuttle squadron could launch.

The entire idea of manned attack shuttles initially proved ineffective because ships with such shuttles tended to exhaust their limited supplies of drones very quickly. (The Hydrans, who used energy-based weapons with an essentially unlimited supply of ammunition on board the carrier, did not take this into account in their original tactical doctrine.)

Attempts to field entire squadrons using multi-role shuttles (J8.0) to control the drones did not work as the enemy would simply pick off the multi-role shuttle with long-range fire. (There were too few multi-role shuttles to issue every ship with one to use as an attack shuttle; they were also too expensive to be used in such a manner.)

Virtually all Kzinti carrier SSDs show the later tactically advanced drone shuttle with the C-refit (R5.F6C). To convert the tactically advanced drone shuttle (TADS) with the C-refit to the attack shuttle, delete all but two type-I drones and both chaff packs and reduce the number of damage points to eight by shading some boxes. An original attack shuttle SSD would appear like the illustration at the start of this attack shuttle description.

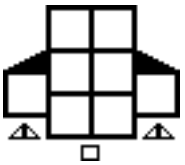
There was a two-seat training variant (R1.F7); it had none of the (J4.43) capabilities that would be common among such attack shuttles developed later and operationally was no different than the standard single-seat attack shuttle.

There is no C-refit (R1.F8).

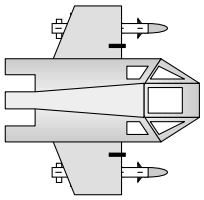
Historically, attack shuttles never had chaff, having been removed from active service by the time chaff was developed in Y168. (Some may have still been in use in training squadrons, but this is doubtful.) Historically no mega-pack (J16.0) was developed for the attack shuttle as it had been withdrawn from service by the time this technology was developed; had a mega-pack been developed, it would have added two standard (type-I) drone rails (J4.231) under (J16.241).

No electronic warfare version of this attack shuttle was ever developed. Had an electronic warfare version been developed and been fitted with a mega-pack, it would have gained two additional pod rails (J16.245).

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.



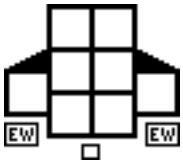
(R5.F2) ADVANCED ATTACK SHUTTLE (AAS): The advanced attack shuttle was the result of a Kzinti research program to build an attack shuttle that could control its own drones. Kzinti scientists were able to build a smaller (albeit less capable) version of the drone control system from the multi-role shuttle (J8.0) and deploy the advanced attack shuttle in Y164. (This development saved attack shuttles from being relegated to base and planetary defense work.) When the drone control module was developed in Y163, the Kzintis hastily modified a destroyer (R5.35) as a "true carrier" (R5.56) and used it to test the new advanced attack shuttles. This first carrier was named *Long-Lean*, which apparently referred to a distant Kzinti ancestor, or perhaps a historical figure.



TADSC **AAS**

Virtually all Kzinti SSDs show the later tactically advanced drone shuttle (TADS) with the C-refit (R5.F6C). To convert the tactically advanced drone shuttle with the C-refit to the advanced attack shuttle, delete all but two type-I drones and one chaff pack and reduce the number of damage points to eight by shading some boxes. An original advanced attack shuttle SSD would appear like the illustration at the top of this attack shuttle description. An SSD of an independent

squadron of 12 advanced attack shuttles is in *Advanced Missions*.



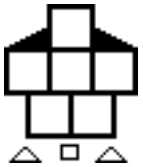
(R5.F2E) ELECTRONIC WARFARE ADVANCED ATTACK SHUTTLE (AAS-E): This attack shuttle is the electronic warfare variant (R1.F7) of the advanced attack shuttle-T two-seat trainer (J4.43) replacing the two standard rails (J4.231) with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the attack shuttles of its squadron (J4.46).

There is no C-refit (R1.F8).

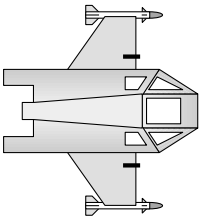
Advanced attack shuttles always had one chaff pack from Y168. Historically no mega-pack (J16.0) was developed for the advanced attack shuttle as it had been withdrawn from service by the time this technology was developed; had a mega-pack been developed, it would have added two standard (type-I) drone rails (J4.231) under (J16.241).

Electronic warfare advanced attack shuttles if fitted with a mega-pack would have gained two additional pod rails (J16.245).

Use the Kzinti attack shuttle counters labeled AAS in *Advanced Missions*. Additional Kzinti attack shuttle counters are in *Basic Set* and *Module R2*.



(R5.F3) STREAK ATTACK SHUTTLE (SAS): The streak attack shuttle was a heavily modified advanced attack shuttle (R5.F2), which had fewer weapons but more speed. It carried only a light drone load (J4.232) and was almost always used against other fighters. Kzinti attack shuttle pilots on the strike carrier (R5.7) *Rapier* mutinied in Y172 when ordered to attack a Klingon frigate squadron with only streak attack shuttles.



Players can replace advanced attack shuttles (R5.F2) with streak attack shuttles if they wish.

Virtually all Kzinti SSDs show the later tactically advanced drone shuttle with the C-refit (R5.F6C). To convert the tactically advanced drone shuttle with the C-refit to the streak attack shuttle, delete all but two type-VI drones and one chaff pack and reduce the number of damage points to six by shading some boxes. An original streak attack shuttle SSD would appear like the illustration at the top of this attack shuttle description. An SSD of an independent squadron of 12 streak attack shuttles is in *Advanced Missions*.

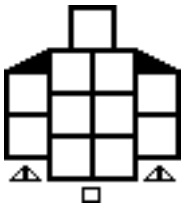
(R5.F3E) ELECTRONIC WARFARE STREAK ATTACK SHUTTLE (SAS-E): This attack shuttle is the electronic warfare variant (R1.F7) of the SAS-T two-seat trainer (J4.43). This attack shuttle had no drones but had equipment enabling it to lend electronic warfare from pods [(J4.9)/(J11.2)] carried on its pod rails (J11.111) to the attack shuttles of its squadron (J4.46). Note: electronic warfare pods are not built-in, and reduce the speed of the electronic warfare streak attack shuttle when carried, which impacts the speed of the squadron as a whole if it wishes to benefit from the electronic warfare this attack shuttle lends.

There is no C-refit (R1.F8).

Streak attack shuttles always had one chaff pack from Y168. Historically no mega-pack (J16.0) was developed for the streak attack shuttle as it had been withdrawn from service by the time this technology was developed; had a mega-pack been developed, it would have added two standard (type-I) drone rails (J4.231) under (J16.241).

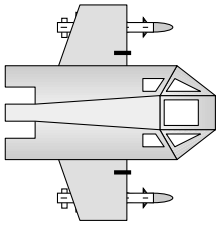
Electronic warfare streak attack shuttles if fitted with a mega-pack would have gained two additional pod rails (J16.245).

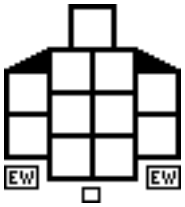
Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.



(R5.F4) HIGHLY ADVANCED ATTACK SHUTTLE (HAAS): The highly advanced attack shuttle replaced the advanced attack shuttle (R5.F2) as the standard attack shuttle beginning in Y173.

Virtually all Kzinti SSDs show the later tactically advanced drone shuttle with the C-refit (R5.F6C). To convert the tactically advanced drone shuttle with the C-refit to the highly advanced attack shuttle, delete all but two type-I drones and one chaff pack and reduce the number of damage points to 11 by shading a box. An original highly advanced attack shuttle SSD would appear like the illustration at the top of this attack shuttle description. An SSD of an independent squadron of 12 highly advanced attack shuttles is in *Advanced Missions*.





(R5.F4E) ELECTRONIC WARFARE HIGHLY ADVANCED ATTACK SHUTTLE (HAAS-E): This attack shuttle is the electronic warfare variant (R1.F7) of the highly advanced attack shuttle-T two-seat trainer (J4.43) replacing the two standard rails (J4.231) with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the attack shuttles of its squadron (J4.46).

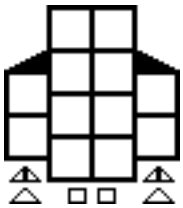
There is no C-refit (R1.F8).

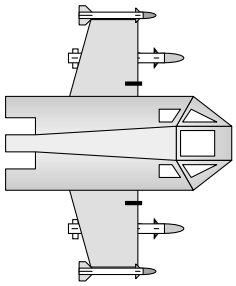
Highly advanced attack shuttles always had one chaff pack. Historically no mega-pack (J16.0) was developed for the highly advanced attack shuttle as it had been almost completely withdrawn from service (mostly serving on low priority carriers and ground bases) by the time this technology was developed; had a mega-pack been developed, it would have added two standard (type-I) drone rails (J4.231) under (J16.241).

Electronic warfare highly advanced attack shuttles if fitted with a mega-pack would have gained two additional pod rails (J16.245).

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

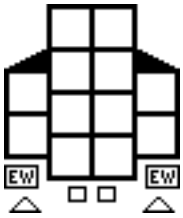
(R5.F5) TACTICALLY ADVANCED ATTACK SHUTTLE (TAAS): The tactically advanced attack shuttle began replacing the highly advanced attack shuttle as the standard attack shuttle in Y177. The Kzinti equivalent of the Federation F-18 (R2.F5) and Klingon Z-Y (R3.F4), the tactically advanced attack shuttle was also intended for superiority missions. This attack shuttle can launch two type-I drones per turn; if they are launched in different impulses, they can be launched at different targets (J4.242). Construction switched to the very similar tactically advanced drone shuttle (R5.F6) in Y180.





Virtually all Kzinti SSDs show the later tactically advanced drone shuttle with the C-refit (R5.F6C). To convert the tactically advanced drone shuttle with the C-refit to the tactically advanced attack shuttle, delete the type-III drones and two type-I drones, and add two type-VI drones. An original tactically advanced attack shuttle SSD would appear like the illustration at the top of this attack shuttle description. An SSD of an independent squadron of 12 tactically advanced attack shuttles is in *Advanced Missions*.

(R5.F5E) ELECTRONIC WARFARE TACTICALLY ADVANCED ATTACK SHUTTLE (TAAS-E): This attack shuttle is the electronic warfare variant (R1.F7) of the tactically advanced attack shuttle-T two-seat trainer (J4.43) replacing the two standard rails (J4.231) of the basic tactically advanced attack shuttle with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the attack shuttles of its squadron (J4.46). All variant squadrons of the tactically advanced attack shuttle used this electronic warfare attack shuttle.



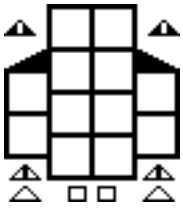
There is no C-refit (R1.F8).

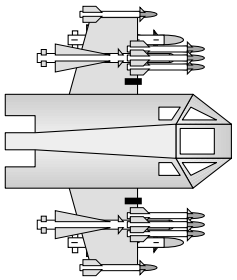
Tactically advanced attack shuttles always had two chaff packs. A mega-pack (J16.0) was developed for the tactically advanced attack shuttle adding two standard (type-I) drone rails (J4.231) under (J16.241).

Electronic warfare tactically advanced attack shuttles if fitted with a mega-pack gained two additional pod rails (J16.245).

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

(R5.F6) TACTICALLY ADVANCED DRONE SHUTTLE (TADS): The tactically advanced drone shuttle carried two type-III (often multi-warhead) drones on special rails (J4.233) in addition to the other armament of the tactically advanced attack shuttle (R5.F5) (e.g., tactically advanced attack shuttle drone launch abilities). See (R1.F9).

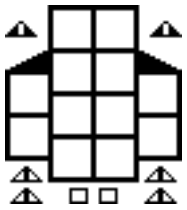




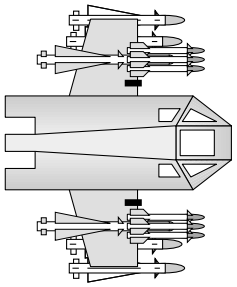
Virtually all Kzinti SSDs show the later tactically advanced drone shuttle with the C-refit (R5.F6C). To convert the tactically advanced drone shuttle with the C-refit to the tactically advanced attack shuttle, delete the type-III drones and two type-I drones, and add two type-VI drones. An original tactically advanced attack shuttle SSD would appear like the illustration at the top of this attack shuttle description. An SSD of an independent squadron of 12 tactically advanced drone shuttles is in *Advanced Missions*.

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

(R5.F6C) TACTICALLY ADVANCED DRONE SHUTTLE-C (TADSC): The tactically advanced drone shuttle received the C-refit in Y183, becoming the tactically advanced drone shuttle-C and replacing two light rails (J4.232) (and type-VI drones) with standard rails (J4.231) (and type-I) drones.



Virtually all Kzinti SSDs show the tactically advanced drone shuttle with the C-refit (R5.F6C) as it appears above and to the right. An SSD of an independent squadron of 12 tactically advanced drone shuttles with the C-refit is in *Advanced Missions*.

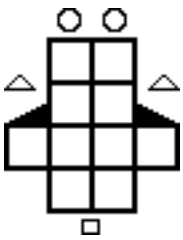


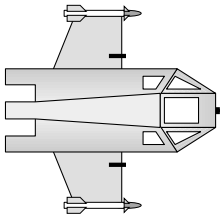
Squadrons of this attack shuttle used the electronic warfare tactically advanced attack shuttle (R5.F5E); there was no electronic warfare variant of this attack shuttle. The two-seat tactically advanced attack shuttle-T (J4.43) remained in production for use in training schools and conversion to the electronic warfare variant, but was never deployed in operational squadrons.

Tactically advanced drone shuttles always had two chaff packs. A mega-pack (J16.0) was developed for the tactically advanced drone shuttle adding two standard (type-I) drone rails (J4.231) under (J16.241).

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

(R5.F7) DISRUPTOR ATTACK SHUTTLE (DAS): The disruptor attack shuttle was the standard disruptor-armed fighter used for assaults on ships. It carries two charges for its disruptor. The disruptor can be fired once per turn, within the quarter-turn delay rule (E1.50). Disruptor attack shuttles were carried only deployed in half-squadrons of six attack shuttles on a heavy carrier (R5.25), heavy carrier pod (R5.38), battleship carrier (R5.76), starbase (R1.1), stellar fortress (R1.89), or advanced technology starbase (R1.201).

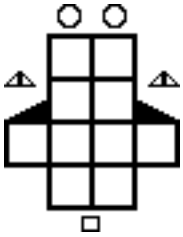


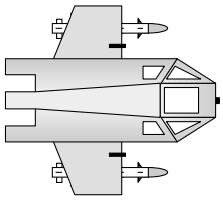


The disruptor has a maximum range of 10 hexes.

The SSD as it appears at the top of this attack shuttle description is found on the SSDs of the heavy carrier (R5.25) and battleship carrier (R5.76).

(R5.F7C) DISRUPTOR ATTACK SHUTTLE-C (DASC): In Y183, the last disruptor attack shuttles were given the C-refit (R1.F8) becoming the disruptor attack shuttle-C, replacing the light rails and type-VI drones (J3.232) with standard rails and type-I drones (J4.231). It carries two charges for its disruptor. The disruptor can be fired once per turn, within the quarter-turn delay rule (E1.50).

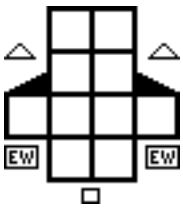




The disruptor has a maximum range of 10 hexes.

To convert the SSD of the disruptor attack shuttle to this variant, it is only necessary to change the type-VI drones to type-I drones so that it appears like the illustration above.

(R5.F7E) ELECTRONIC WARFARE DISRUPTOR ATTACK SHUTTLE (DAS-E): This attack shuttle is the electronic warfare variant (R1.F7) of the disruptor attack shuttle-T two-seat trainer (J4.43) replacing the disruptor of the basic disruptor advanced attack shuttle with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the attack shuttles of its squadron (J4.46). This variant was very rare, as disruptor attack shuttles could not keep up with the superiority attack shuttles, which often needed the electronic warfare support while covering the retreat of the disruptor attack shuttles.



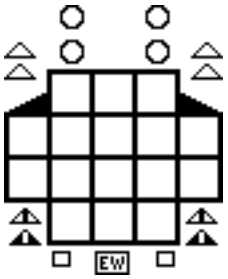
The (R1.F8) C-refit was added in Y183 resulting in the disruptor attack shuttle-C.

Disruptor attack shuttles always had one chaff pack. A mega-pack (J16.0) was developed for this attack shuttle, adding a third disruptor charge (J16.242).

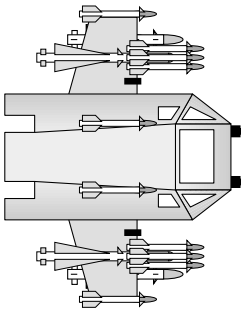
Electronic warfare disruptor attack shuttles if fitted with a mega-pack gained two additional pod rails (J16.245).

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

(R5.F8) LARGE ATTACK SHUTTLE (LAS): The large attack shuttle is a double-size fighter (J10.0) (requiring two shuttle boxes) similar to the heavy fighters used by other empires. It was marked by a nominal dogfighting capability. It carries two charges for each of its disruptor.



As with other heavy fighters, a squadron of six would replace a squadron of 12 normal fighters on a heavy carrier (R5.25), heavy carrier pod (R5.38), battleship carrier (R5.76), starbase (R1.1), stellar fortress (R1.89), or advanced technology starbase (R1.201). The SSD shows the drone rails [four light (J4.232), two standard (J4.231), and two special (J4.233)] and the two disruptor charges for each disruptor. This attack shuttle can fire each of its disruptors once per turn within the quarter-turn delay rule (E1.50) (assuming a charge is available) (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43). See (J4.24) and (R1.F9) for special drone launch rates. Large attack shuttles were never used in an anti-fighter role (and had to be protected from fighters); they were only used in assaults on ships or other large targets.



No Kzinti ship SSD uses this specific attack shuttle. An original heavy attack shuttle SSD would appear like the illustration at the top of this attack shuttle description. An SSD of a squadron of these large attack shuttles is provided in *Captain's Log #39*.

The disruptors have a maximum range of 10 hexes.

See (R1.F7A) for electronic warfare fighters.

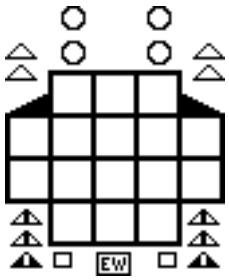
There is no C-refit (R1.F8) for heavy fighters.

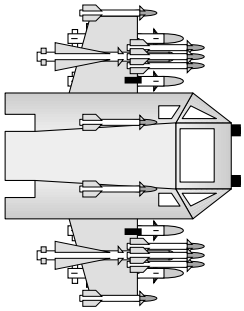
Large attack shuttles always had two chaff packs. A mega-pack (J16.0) was developed for the large attack shuttle, adding a third disruptor charge to each disruptor (J16.242). This attack shuttle can launch a maximum of two drones per turn (J10.41) and fire each of its disruptors once per turn (assuming a charge is available) (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43). It cannot launch more than two drones or fire more than two disruptor charges in a given turn, or within a quarter turn of taking such actions on a previous turn.

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

THE NEW ATTACK SHUTTLES

(R5.F9) LARGE FAST ATTACK SHUTTLE (LFS): The Kzintis introduced this improved version of the large attack shuttle (R5.F8) in Y177. The real reason for the delay in the Kzinti use of Needle fast patrol ships (R5.PF1) is not known, but some theorize that the effectiveness of this heavy attack shuttle may have given its proponents a sufficient argument to maintain the reliance on attack shuttles instead of shifting to an entirely new operating concept. As with the large attack shuttle, there were two charges for each disruptor. In addition to the increased speed, two more standard drone rails (J4.231) were installed.





This attack shuttle's SSD is found on the some late General War Kzinti carriers (R5.79), (R5.81) and on the Orion scout carrier (R8.43). An SSD of a squadron of these large fast attack shuttles is provided in *Captain's Log #39*.

The disruptors have a maximum range of 10 hexes.

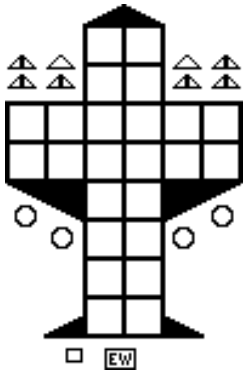
See (R1.F7A) for electronic warfare fighters.

There is no C-refit (R1.F8) for heavy fighters.

Large fast attack shuttles always had two chaff packs. A mega-pack (J16.0) was developed for the large fast attack shuttle, adding a third disruptor charge to each disruptor (J16.242). This attack shuttle can launch a maximum of two drones per turn (J10.41) and fire each of its disruptors once per turn within the quarter-turn delay rule (E1.50) (assuming a charge is available) (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43). It cannot launch more than two drones or fire more than two disruptor charges in a given turn, or within a quarter turn of taking such actions on a previous turn.

Use the Kzinti attack shuttle counters in *Basic Set*, *Advanced Missions*, and *Module R2*.

(R5.F10) BOMBER (BMR): The original Kzinti bomber, it was designed and used for planetary defense. Its copious drone load meant that any planet under attack could put swarms of drones into the path of the enemy. The two disruptors each had two charges.

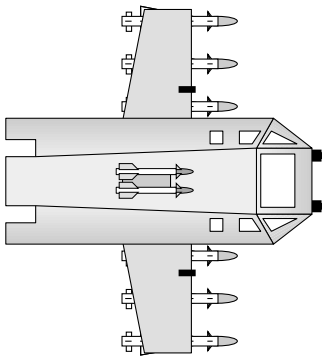


An SSD of a squadron of bombers is in *Module J2*.

The disruptors have a maximum range of 10 hexes.

See (R1.F7A) for electronic warfare fighters.

No C-refit (R1.F8).

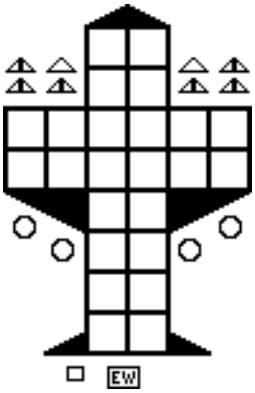


Bombers always had a chaff pack from Y168. Historically no mega-pack (J16.0) was developed for the bomber as it had been withdrawn from service by the time this technology was developed. Had one been developed, it would have only increased the bomber's speed and added two points of damage (J16.249). This bomber can launch a maximum of three drones per turn (J14.233) within the quarter-turn delay rule (E1.50). The disruptors can be fired once per turn within the quarter-turn delay rule (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43).

Designed by Stephen V. Cole.

Use the Kzinti BMR counters in *Module J2*.

(R5.F11) ADVANCED BOMBER (AMR): Improved engine technology provided a superior craft at a time when Klingon and Lyran raids on Kzinti planets were still frequent. The two disruptors each had two charges.



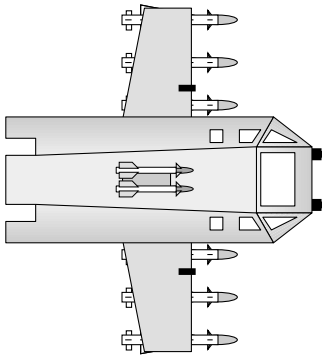
An SSD of a squadron of advanced bombers is in *Module J2*.

The disruptors have a maximum range of 10 hexes.

See (R1.F7A) for electronic warfare fighters.

No C-refit (R1.F8).

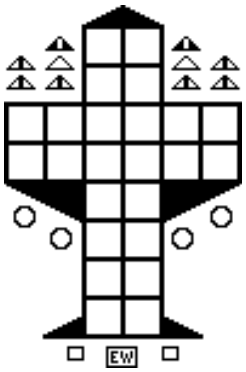
Advanced bombers always had a chaff pack. A mega-pack (J16.0) was developed for the advanced bomber, which increased its speed and added two points of damage (J16.249). This bomber can launch a maximum of three drones per turn (J14.233) within the quarter-turn delay rule (E1.50). The disruptors can be fired once per turn within the quarter-turn delay rule (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43).



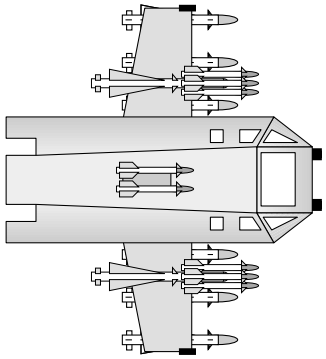
Designed by Stephen V. Cole.

Use the Kzinti BMR counters in *Module J2*.

(R5.F12) VERY ADVANCED BOMBER (VMR): This improved design was one of a number of factors that blunted the last great Coalition offensive into Kzinti space. That offensive was designed to take advantage of the "patrol ship gap" caused by late Kzinti acceptance of the need for new attrition unit technology, a problem caused by the improved attack shuttle and bomber designs that may well have caused it. The two disruptors each had two charges.



An SSD of a squadron of very advanced bombers is in *Module J2*.



The disruptors have a maximum range of 10 hexes.

See (R1.F7A) for electronic warfare fighters.

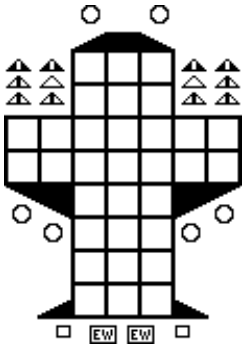
No C-refit (R1.F8).

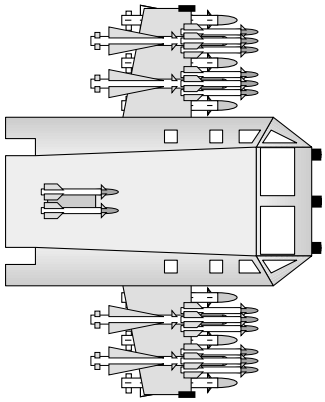
Very advanced bombers always had two chaff packs. A mega-pack (J16.0) was developed for the very advanced bomber, which increased its speed and added two points of damage (J16.249). This bomber can launch a maximum of three drones per turn (J14.233) within the quarter-turn delay rule (E1.50). See (R1.F9) for the use of the special drone rails. The disruptors can be fired once per turn within the quarter-turn delay rule (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43).

Designed by Stephen V. Cole.

Use the Kzinti BMR counters in *Module J2*.

(R5.F13) HEAVY BOMBER (HMR): Designed as an adjunct for the Spike Interceptors (R5.PF0) and the new Needle fast patrol ships (R5.PF1) in the defense of Kzinti planets, the heavy bomber was produced in only limited numbers. By the time it entered service, the Coalition forces had mostly been thrown back from Kzinti space. Still several squadrons saw service in combating raiding Orions and Andromedans in the intervening years. And at least a few were involved in actions with Coalition (and later Inter-Stellar Concordium) raids into Hegemony space. Their greatest involvement was, however, in the killing of other Kzintis during the "Return of the Usurper." The three disruptors each had two charges.





An SSD of a squadron of very heavy bombers is in *Module J2*.

The disruptors have a maximum range of 10 hexes.

See (R1.F7A) for electronic warfare fighters.

No C-refit (R1.F8).

Heavy bombers always had two chaff packs. A mega-pack (J16.0) was developed for the heavy bomber but it only increased the bomber's speed and added two points of damage (J16.249). This bomber can launch a maximum of three drones per turn (J14.233) within the quarter-turn delay rule (E1.50). See (R1.F9) for the use of the special drone rails. The disruptors can be fired once per turn within quarter-turn delay rule (J10.42), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43).

Designed by Stephen V. Cole.

Use the Kzinti BMR counters in *Module J2*.

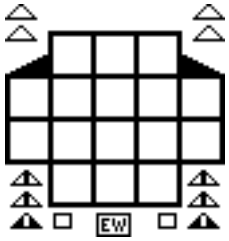
(R5.FA0) ATTACK SHUTTLES IN *CAPTAIN'S LOG*

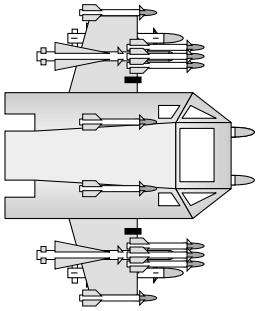
DEVELOPMENTAL HISTORY:
HEAVY SUPERIORITY ATTACK SHUTTLES

The Kzintis experimented with converting heavy attack shuttles [(R5.F8) and (R5.F9)] into superiority attack shuttles by replacing the disruptors of the large attack shuttle with more drones. It was not a simple conversion, but the Kzintis wanted to use a conversion of an existing space frame rather than build something entirely new. The experiment turned out somewhat differently than expected. The Kzintis put large fast attack shuttles on new-built carriers and drone-armed large fast attack shuttle killers (R5.FA2) on converted older carriers.

The original intention of these heavy superiority attack shuttles was defensive (counter-fighter), a role where the low speed of heavy attack shuttles was not an issue. They were found to be ill-suited for the defensive mission as their dogfighting ability was poor.

(R5.FA1) LARGE ATTACK SHUTTLE KILLER (LKS): The Kzinti large attack shuttle killer had an advantage in the original design of the large attack shuttle (R5.F8). The disruptors were mounted against the lower fuselage plating, and the landing gear was well clear. This had been done to facilitate maintenance, but the dividend was that the modified large attack shuttle killer could replace each disruptor with a full-size type-I drone in a conformal tray. At that point, the good fortune of the Kzintis ran out. Their large attack shuttle killer already had the maximum of five rails on each wing (two under — one of them special, two over, and one on the wingtip). These could not be increased as the wings could not carry more of a load.





The Kzinti large attack shuttle killer could bridge the two lower rails to carry a type-IV drone [which could be special, as one of the two rails was capable of handling multi-warhead drones (FD8.0)]. Carrying a type-IV (multi-warhead or not) on these bridged rails deprived the large attack shuttle killer of the ability to carry a single space multi-warhead drone on that side.

This attack shuttle was described in *Captain's Log #36*, but no SSD was provided. An SSD of a squadron of these large attack shuttle killers is provided in *Captain's Log #39*.

See (R1.F7A) for electronic warfare fighters.

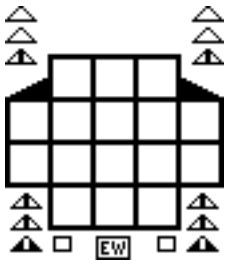
There is no C-refit (R1.F8) for heavy fighters.

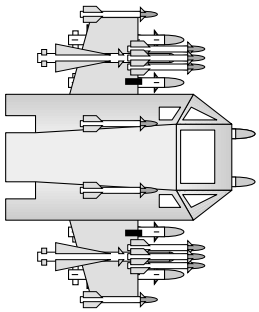
It always had two chaff packs. A mega-pack (J16.0) was developed for the large attack shuttle killer which added two standard (type-I) drone rails (J4.231). This large attack shuttle can launch a maximum of three guided drones (type-I, III, or IV) plus one type-VI per turn per turn in an exception to (J10.41), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43). It cannot launch more than three guided drones (type-I, III, or IV) plus one type-VI in a given turn, or within a quarter turn (E1.50) of taking such action on a previous turn.

Designed by Stephen V. Cole.

The large attack shuttle killer is described in *Captain's Log #36;* use the Kzinti BMR counters from *Module J2*.

(R5.FA2) LARGE FAST ATTACK SHUTTLE KILLER (LKF): The higher speed available in the late General War made the heavily armed large fast attack shuttle killers superb offensive platforms, although gunboats had already made them obsolete. In addition to the improved speed, the Kzintis were able to install two additional standard (J4.231) drone rails [which had not been possible on the earlier large attack shuttle killer (R5.FA1)]. The faster large fast attack shuttle killers were produced in substantial numbers, actually exceeding the large attack shuttle (R5.F8) and large fast attack shuttle (R5.F9), because it was easier to convert a carrier to heavy attack shuttles if the carrier did not have to be rebuilt to provide the power connections to rearm the disruptors.





The Kzinti large fast attack shuttle killer could bridge the two lower rails to carry a type-IV drone [which could be special, as one of the two rails was capable of handling multi-warhead drones (FD8.0)]. Carrying a type-IV (multi-warhead or not) on these bridged rails deprived the large fast attack shuttle killer of the ability to carry a single space multi-warhead drone on that side.

This attack shuttle was described in *Captain's Log #36*, but no SSD was provided. An SSD of a squadron of these large fast attack shuttle killers is provided in *Captain's Log #39*.

See (R1.F7A) for electronic warfare fighters.

There is no C-refit (R1.F8) for heavy fighters.

It always had two chaff packs. A mega-pack (J16.0) was developed for the large fast attack shuttle killer which added two standard (type-I) drone rails (J4.231). This attack shuttle can launch a maximum of three guided drones (type-I, III, or IV) plus one type-VI per turn per turn in an exception to (J10.41), at the same or multiple targets, on the same or over multiple impulses of a given turn (J10.43). It cannot launch more than three guided drones (type-I, III, or IV) plus one type-VI in a given turn, or within a quarter turn (E1.50) of taking such action on a previous turn.

Designed by Stephen V. Cole.

The large fast attack shuttle killer is described in *Captain's Log #36;* use the Kzinti BMR counters from *Module J2*.

END KZINTI ATTACK SHUTTLES

(R5.M0) KZINTI GROUND FORCES

(R5.M1) KZINTI BATTALION ORGANIZATION
1 HQ element (1 MS)
3 companies, each:
HQ element (1 squad)
2 platoons (5 squads each)
1 commando platoon (2 commando squads)
1 weapons battery (4 heavy-weapons squads)

(R5.M1-1) KZINTI MOTORIZED BATTALION ORGANIZATION
1 HQ element (1 MS)
3 companies, each:
HQ element (1 squad)
2 platoons (5 squads each)
1 commando platoon (2 commando squads)
1 weapons battery (4 heavy-weapons squads)
1 truck company (11 trucks)

(R5.M1-2) KZINTI MOBILE BATTALION ORGANIZATION
1 HQ element (1 MS, 1 CPV)
3 ground companies, each:
HQ element (1 squad)
2 platoons (5 squads each)
1 APV platoon (6 APVs)
1 commando platoon (2 commando squads, 1 APV)
1 weapons battery (4 heavy-weapons squads, 2 APV)

(R5.M1-3) KZINTI MECHANIZED BATTALION ORGANIZATION
1 HQ element (1 MS, 1 CPV)
3 ground companies, each:
HQ element (1 squad, 1 GCV)
2 platoons (5 squads, 5 GCVs each)
1 commando platoon (2 commando squads, 2 GCVs)
1 weapons battery (4 heavy-weapons squads, 4 GCVs)

(R5.M1-4) KZINTI COMPANY ORGANIZATION
1 HQ element (1 squad)
2 platoons (5 squads each)

(R5.M1-5) KZINTI MOTORIZED COMPANY ORGANIZATION
1 HQ element (1 squad)
2 platoons (5 squads each)
1 truck section (3 trucks)

(R5.M1-6) KZINTI MOBILE COMPANY ORGANIZATION
1 HQ element (1 MS, 1 CPV)
2 platoons (5 squads each)
1 APV platoon (5 APVs)

(R5.M1-7) KZINTI MECHANIZED COMPANY ORGANIZATION
1 HQ element (1 MS, 1 CPV)
2 platoons (5 squads, 5 CPVs each)

(R5.M1-8) KZINTI ENGINEER COMPANY ORGANIZATION
HQ element, 1 squad
2 platoons (5 engineer squads each)

(R5.M1-9) KZINTI MOTORIZED ENGINEER COMPANY ORGANIZATION
HQ element, 1 squad
2 platoons (5 engineer squads each)
1 truck section (3 trucks)

(R5.M1-10) KZINTI MOBILE ENGINEER COMPANY ORGANIZATION
HQ element, 1 squad
2 platoons (5 engineer squads each)
1 APV platoon (5 APVs)
1 CEV platoon (2 CEVs)

(R5.M1-11) KZINTI CAVALRY TROOP ORGANIZATION
1 HQ element (1 MS, 1 CPV)
2 platoons (5 GAVs each)

(R5.M1-12) KZINTI TANK COMPANY ORGANIZATION
1 HQ element (1 MS, 1 CPV)
2 platoons (5 tanks each)

(R5.M1-13) KZINTI ARTILLERY BATTERY ORGANIZATION
1 HQ element (1MS, 1 CPV)
1 platoon (4 trans-howitzers)
1 ammunition platoon (2 ammunition vehicles)

(R5.M2) KZINTI CABAL ORGANIZATION

Kzinti Cabals consist of two "hands," each of five members, plus an overall commander (who fulfills the function of the briefing officer in *Prime Directive)*.

The "left hand" (which is deployed on missions) includes the Cabal's field commander, engineer, scientist, doctor, and combat specialist.

The "right hand" includes the Cabal's intelligence chief, communications chief, armorer (responsible for keeping equipment in repair), tactical coordinator, and combat training officer.

Members of the "right hand" are often former members of the "left hand." In some cases, members of the "right hand" may deploy to the field with the "left hand." The tactical coordinator and combat training officer are always experienced combat soldiers who have served on the "left hand" and are available to reinforce it if the mission requires heavy combat.

In some Cabals, the three combat types will rotate between the jobs of combat specialist, tactical coordinator, and combat training officer. This is often done to allow a wounded comrade to remain a part of the team during recovery. In other Cabals, the three combat types included a scout, a heavy weapons gunner, and a hand-to-hand combat expert. Whichever one (or ones) would be most useful on a given mission were sent.

The term "Cabal" is an incomplete (and perhaps unfortunate) translation of the Kzinti term "pack hunters of whom the prey sees only some before it is too late." In Kzinti prehistory, the most successful hunting packs worked so well together that part of the pack could chase the prey into a trap set by the rest of the pack. The prey would not know that an ambush team was ahead of them because it was so well hidden. The hidden ambush team, in fact, was also out of view of its own compatriots, who had to rely on practice and implicit trust to know that the other part of the pack would have reached its position (and responded to any changes in the situation) without any formal coordination.—*Stephen V. Cole*

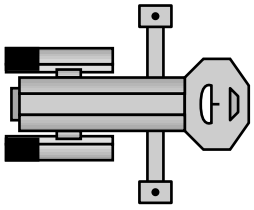
(R5.PF) KZINTI FAST PATROL SHIPS

Gunboats, also known as fast patrol ships, PFs, and (incorrectly) "pseudo-fighters," came into service across the galaxy during Y178-Y182. Originally invented by the Lyrans (R11.PF0), the technology (for the special engines that made them possible) was quickly copied by almost every empire.

Gunboats have tremendous firepower for their size, but are cheap to build. Their range is short (they operate mostly from bases and special "tenders"). They increase the firepower of a fleet without increasing the fleet's size (which is limited by the command abilities of the flagship).

(R5.PF) KZINTI SPIKE INTERCEPTORS

(R5.PF0) SPIKE INTERCEPTOR (INT): The standard Interceptor type, the Spike emphasized the combination of drone and phaser weaponry. Spike Interceptors have survival pods (K1.9). The drone racks are type-A (FD3.1).

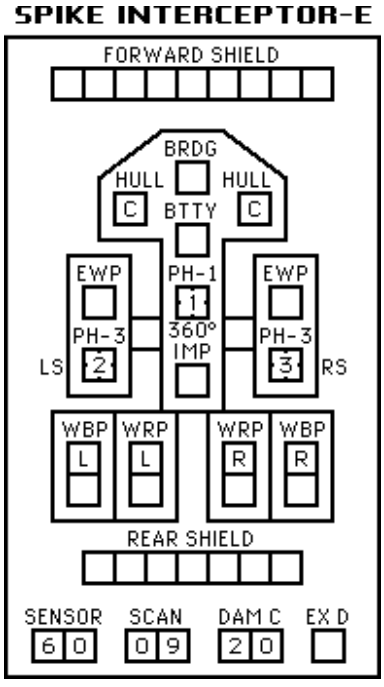


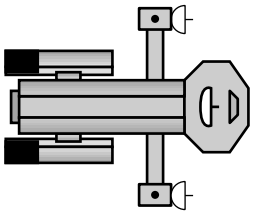
Drone launch rate is specified in (K3.52).

A Spike Interceptor squadron SSD and counters are in *Module K*.

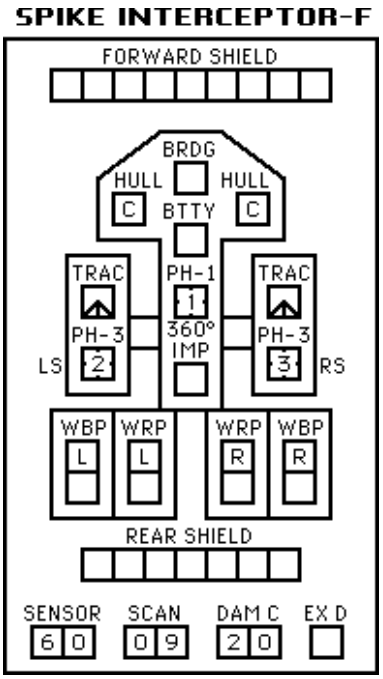
Standard variants include

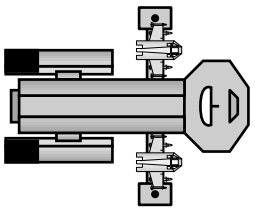
Spike-E Electronic Warfare (K3.75) in *Module K*.



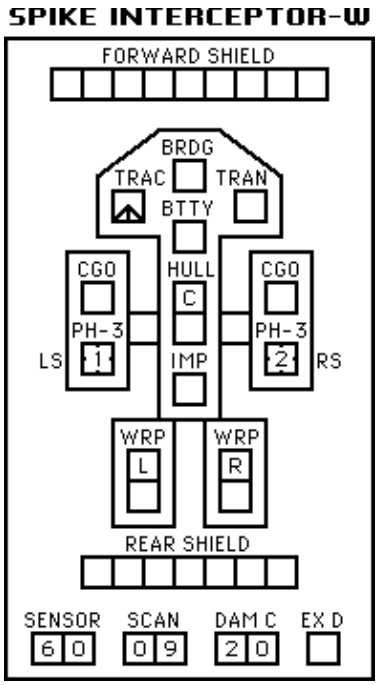


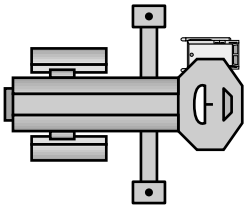
Spike-F Fighter-Conveyor (K3.8) in *Module K*.





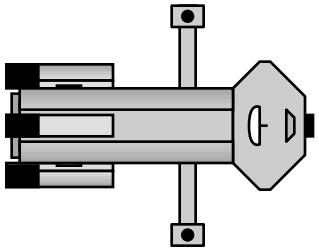
Spike-W Workboat (R1.93) in *Captain's Log #50 Supplemental File*.





(R5.PF) KZINTI NEEDLE FAST PATROL SHIPS

(R5.PF1) NEEDLE FAST PATROL SHIP (PFN): Called the Needle by the Kzintis, their version of the fast patrol ship is relatively similar to the Klingon and Lyran versions. Armed with drones, a disruptor, and phasers, the Needle is well matched against the Klingon G1 (R3.PF1) or the Lyran Bobcat (R11.PF1). Disruptor range (on all variants armed with a disruptor) is 10 hexes.

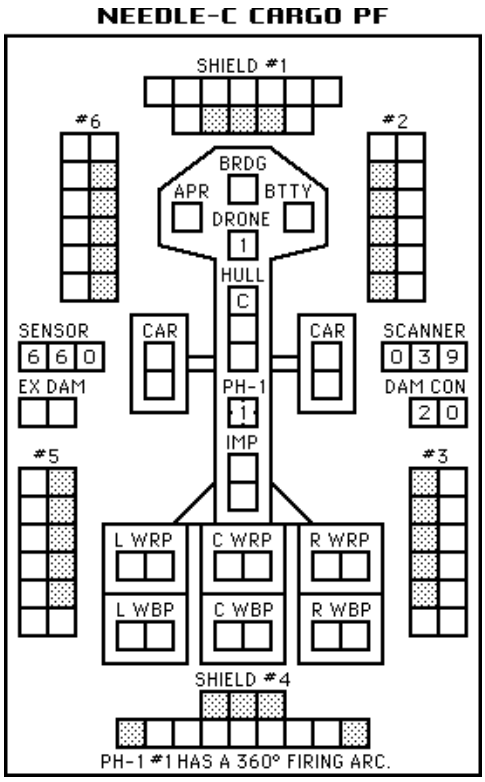


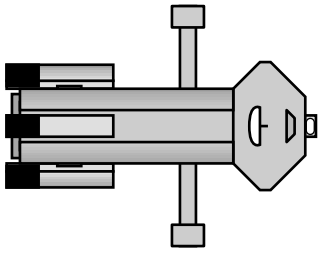
Drone launch rate is specified in (K1.52).

Refits: The shield refit was installed beginning in Y182 and was universal by Y183. All new construction fast patrol ships included it from Y182.

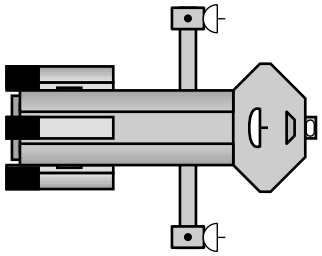
Module K includes an SSD for an entire flotilla of Needles, including the scout and leader. PF counters are in *Module K*.

Standard versions (also in *Module K*) include:
C (Cargo) (R1.PF1)

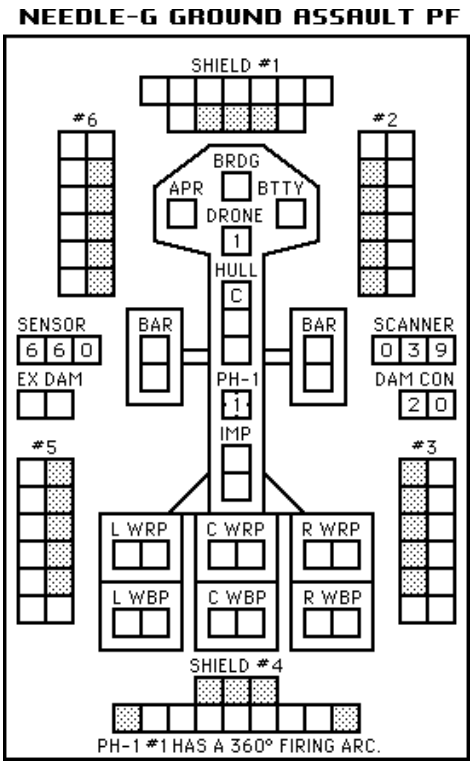


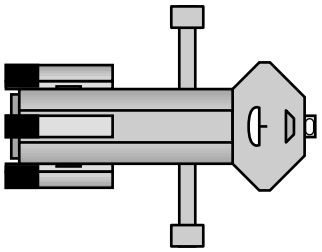


S (Scout) (R1.PF2)

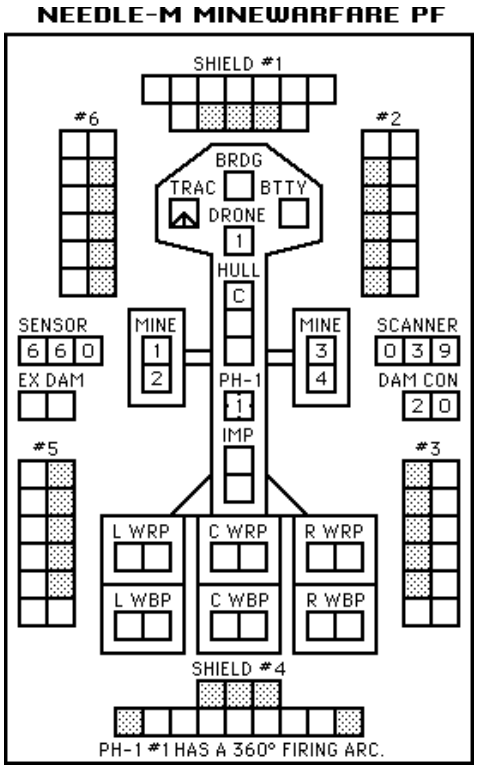


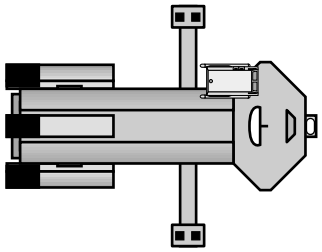
G (Ground Assault) (R1.PF3)



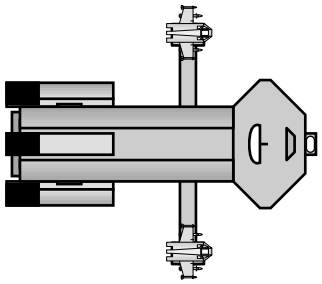


M (Mine warfare) (R1.PF4)

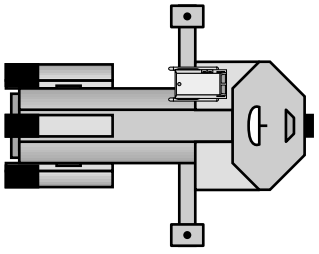




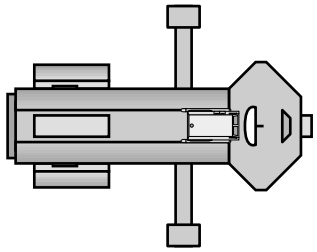
F (Fighter-Conveyor) (R1.PF5); see (R5.PF3).



L (Leader) (R1.PF6)

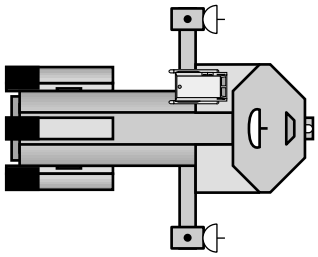


(R1.PF7) WORKBOAT (WB): After Needle (R5.PF1) fast patrol ships had been in service a while, the Kzintis began producing this variant of the Needle cargo fast patrol ship (R1.PF1) to supplement (and in many cases replace) seeker skiffs (R1.52). The workboat was cheaper to operate than the skiff and required far less maintenance (although skiffs remained in use). When the General War ended, Kzinti factories continued producing this class of the Needle fast patrol ship even as they (temporarily) curtailed production of combat variants because there was a huge need for them (and a huge market right next door in the Federation which did not produce its own fast patrol ships). Local shortages (and disruption caused by "The Return of the Usurper") led to many local Kzintis corporations purchasing workboats from whatever source was at hand. It was thus not unusual in the border regions to find workboats from other empires (Lyran, Klingon, Orion, WYN, and even Jindarian) being operated by Kzintis. Workboats were a constant nightmare to Whiskers (Kzinti Intelligence), as there were too many of them to watch, and their crews were too small, and of necessity tightly knit, for an outsider to burrow his way in to investigate their "loyalty." Agents of the Usurper were known to use workboats to work their way into the confines of secure areas of the Hegemony. (Whiskers knew this because it was using workboats to place agents in space over run by the Usurper's forces.)



Refits: The shield refit was included in the design.
SSD is in *Module R11;* use any PF counter.

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The Kzinti Survey Needle was an average unit of its type.

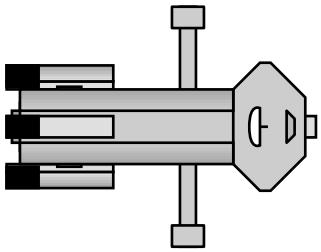


The survey fast patrol ship was often used for intelligence gathering missions where small size aided secrecy. This use accounted for most sightings by the Federation, although it is assumed actual exploration ships used more of these ships.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the survey fast patrol ship by one point.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The Kzinti recovery fast patrol ship retained a drone rack, giving it some offensive capability. It was otherwise serviceable.



SSD and counter are in *Module R12*.

See (R1.PF1)-(R1.PF6) for rules on standard versions.

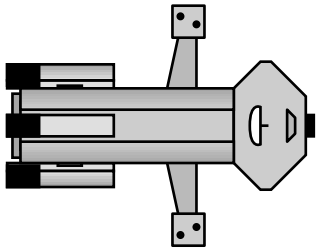
Module K includes an SSD for an entire flotilla of Needles, including the scout and leader, the others are in the SSD section. Most Kzinti fast patrol ship counters are designated "PF" to facilitate their use.

A Needle flotilla SSD, including a leader and a scout, is provided in *Module K*. SSDs for most gunboats and gunboat variants are in *Module K*. One SSD shows a standard flotilla; another shows a fighter-conveyor flotilla including leader and scout fighter-conveyor variants. An SSD for the workboat (WB) is in *Module R11*. SSDs for the recovery (PFR) and survey (PFQ) gunboats are in *Module R12*.

PF counters are in *Module K*.

(R5.PF) MULTI-ROLE NEEDLE FAST PATROL SHIP

(R5.PF2) MULTI-ROLE NEEDLE FAST PATROL SHIP (MRN): Carried primarily by space control ships [(R5.11) and (R5.24)], the Multi-Role Needle is a jack-of-all-trades fast patrol ship. The drone racks and phaser-3s in the outriggers of the standard Needle (R5.PF1) are replaced with special pallets (see below).



Multi-Role Needles were extremely rare (the number remained around 20 in operation at any given time). All space control ships had one, and some had a full flotilla. They were generally assigned for special operations with the flotilla returned to fleet control and rebuilt after each operation. Disruptor range is 10 hexes.

A space control ship carrying one Multi-Role Needle has one set of each type of pallet. A non-space control ship PF tender carrying a single Multi-Role Needle would have one set of each type of pallet, although this would have been a very unusual situation since there were so few Multi-Role Needles, and would reflect that a space control ship had been lost in combat or was undergoing extensive repairs. Non-space control ship PF tenders cannot purchase more than one Multi-Role Needle.

A space control ship or other PF tender (this would require special scenario rules as Multi-Role Needles were too rare to assign flotillas to ships smaller than space control ships) operating a flotilla of six Multi-Role Needles (it would

never have seven Multi-Role Needles) would have one S pallet set, seven combat (A, B, D, E, F, J, K; in any combination) sets, and two special (C, G, M or a combination) sets. The owning player selects the combination before the scenario. A base would have twice the listed amount for each flotilla, but could not deploy more than one S pallet set at a given time. The Multi-Role Needle-L can only carry a combat pallet set (unless the entire flotilla carries another type). Each Multi-Role Needle includes one deck crew (K2.381) in its BPV cost which is added to the deck crews, if any, of the tender.

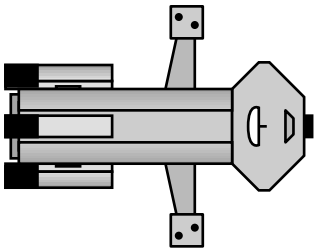
The two pallets on a given Multi-Role Needle must be of the same type for dynamic balance purposes. As with the Romulan StarHawk (R4.PF2), the pallets can be changed during a scenario; see (K2.38).

SSDs of Multi-Role Needles with various pallets installed are provided on the Multi-Role Needle variants page in the *Module K* SSD book. PF counters are in *Module K*

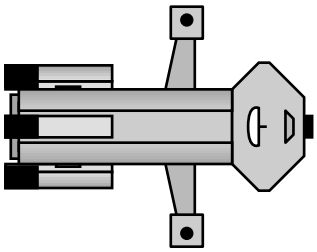
Refits: The shield refit was installed beginning in Y182 and was universal by Y183. All new construction fast patrol ships included it from Y182. The first few Multi-Role Needles that appeared as prototypes in Y182 did not have the refit.

The pallets (two per Multi-Role Needle, one on each side) can be any of the following listed options.

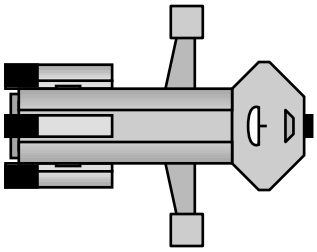
A-Phaser (A): Each pallet holds two phaser-3s (LS/RS).



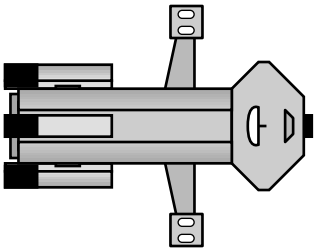
B-Phaser (B): Each pallet holds one phaser-1 (LS/RS).



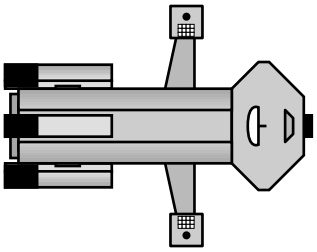
C-Cargo: Each pallet holds two cargo boxes.



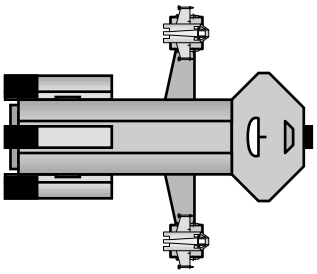
D-Drone: Each pallet has two type-A (FD3.1) drone racks. Drone launch rate is specified in (K1.52).



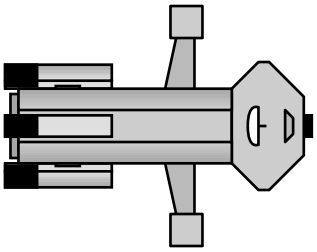
E-Escort: Each pallet holds one 12-round anti-drone (E5.52) rack and one phaser-3 (LS/RS). Drone launch rate is specified in (K1.52); note that this applies to the launching of type-VI drones from the anti-drone racks.



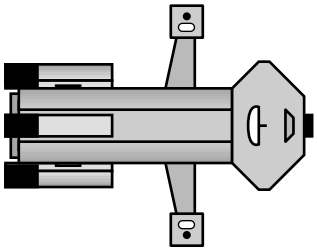
F-Fi-Con: Each pallet has two fighter boxes. Although nominally capable of the “Fighter-Conveyor” system, these were only used for replenishment/transport after the fiasco of Y181 (SH14.0). The lack of a tractor made their tactical use limited. In at least one case, a Multi-Role Needle used these pallets to take ground assault shuttles (R1.F4) on a planetary raid. Note: Two of the attack shuttles are carried under the pallets. See (R1.PF5) for operations.



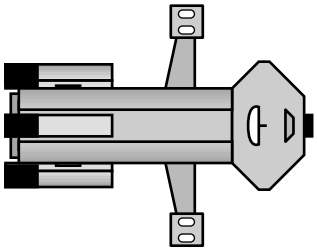
G-Troop Transport: Each pallet has two barracks boxes and can carry five boarding parties (total 11 boarding parties). This was used for commando raids. Any boarding parties carried by Multi-Role Needles operating in the G-mode must be drawn from the ship’s normal complement or purchased under (S3.2). Most historical scenarios will provide these where needed.



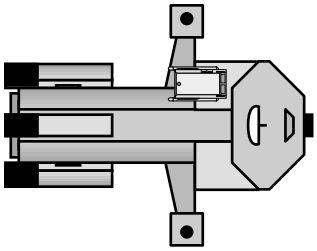
J-Standard pallet: Has one phaser-3 and one drone rack. The resulting SSD is identical to the Needle fast patrol ship (R5.PF1). Drone racks are type-A (FD3.1). Drone launch rate is specified in (K1.52).



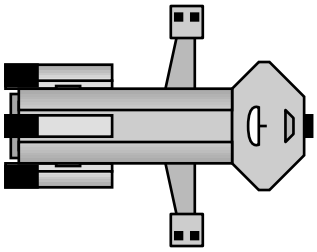
K-Anti-fighter: Each pallet has two type-E (FD3.5) drone racks. Drone launch rate is specified in (K1.52).



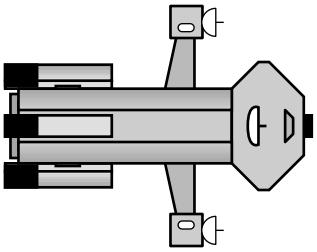
L-There was no leader pallet; the leader equipment was part of one Multi-Role Needle hull, which could carry any pallets.



M-Minelaying: Each pallet holds two mine racks. Can lay one mine from each pallet each turn. These pallets were used primarily to lay mines around Kzinti bases. It was never used for minesweeping as these pallets do not make a Multi-Role Needle a minesweeper under (M2.45).



S-Scout: Each pallet holds one special sensor box and a drone rack. Drone racks are type-A (FD3.1). Drone launch rate is specified in (K1.52).



For purposes of (K5.0), the non-weapon systems in the pallets are destroyed by hits on the systems they replaced (i.e., the systems on the standard Needle fast patrol ship).

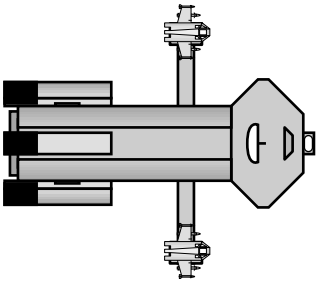
See (R1.PF1)-(R1.PF6) for rules on applicable to the C, F, G, L, and S pallets.

Designed by C. Michael Thompson.

Module K includes an SSD for an entire flotilla of multi-role Needles, including the leader (configured for mission B), with the other five PFs configured for missions A, D, E, K, and S. SSDs for the various other. SSDs of multi-role PFs in missions C, F, G, and M are included in *Module K* on the Kzinti PF variants page. A Multi-role PF with the J mission pallet is identical to a standard Needle (R1.PF1) so no separate SSD of a multi-role Needle in that configuration is provided. PF counters are in *Module K*.

(R5.PF) OTHER KZINTI NEEDLE VARIANTS

(R5.PF3) FI-CON NEEDLE FAST PATROL SHIP (PFF): An experimental conversion of the Needle fast patrol ship (R5.PF1), the Fi-Con (Fighter Conveyor) was not popular with either its crews or the fighter pilots. The basic idea was that a Needle fast patrol ship would tow four assault shuttles within range of a target and release them, picking them up after the strike. Only a dozen Needle fast patrol ships (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 Assault Shuttle Squadrons).



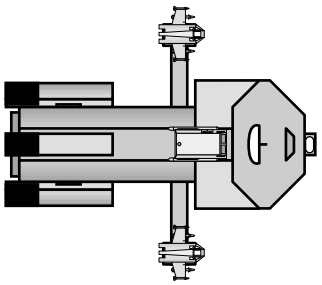
The 23rd spent less than three months on the Klingon border before it was withdrawn and used for internal anti-piracy patrols. The assault shuttle pilots claimed that the Needles deserted them under fire, while the Needle crews disliked having to get so close to the enemy in almost defenseless craft without heavy ship support. The primary success of the design, Kzinti sources note, was that the Lyrans were induced to copy it, with an equal lack of success. The fighters on this (and the Multi-Role Needle-F) land at external mech-links (K1.8). See also (R1.PF5).

Drone racks are type-A (FD3.1). Drone launch rate is specified in (K1.52).

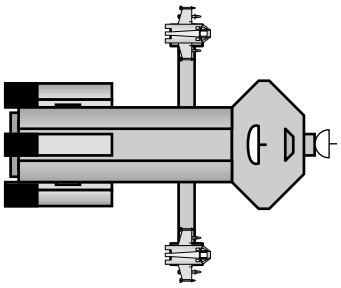
Leader and scout versions did exist.

An SSD for a Fi-Con flotilla, including a leader variant and a scout variant, is provided in *Module K*. PF counters are in *Module K*

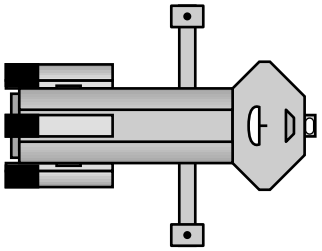
(R5.PF3L) Fi-Con Leader



(R5.PF3S) Fi-Con Scout



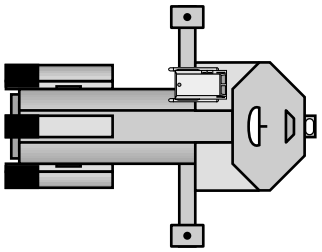
(R5.PF4) DRONE NEEDLE PF (PFD): A variant with extra drone racks at the expense of the disruptor [all drone racks type-B (FD3.2)]. Needle fast patrol ships (R5.PF1) of this type were added to standard flotillas rather than used in separate units. Drone launch rate is specified in (K1.52).



There is a leader version.

There is an SSD on the Kzinti PF variants page for both this fast patrol ship and the leader variant in *Module K*. PF counters are in *Module K*

(R5.PF4L) Drone Needle Leader.



END KZINTI FAST PATROL SHIPS

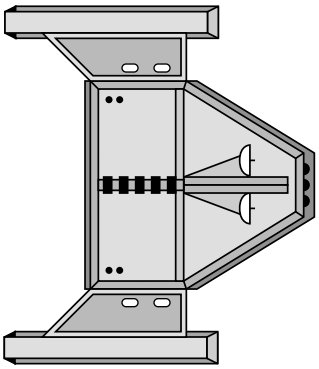
(YR5.0) KZINTI HEGEMONY

(YR5.R) EARLY YEARS REFITS

(YR5.R1) IMPROVED WARP REFIT: Almost uniquely among the Alpha Octant empires, the Kzintis pursued a two-track system in developing a modern fleet. While resources were poured into the Y-series of ships, they also sought to improve the warp engines of their warp-refitted ships; this refit was applied to various warp-refitted ships beginning in Y78. The result was a brief period during which the fleet consisted of Y-series ships, W-series ship, and WI-series ships. Not very many ships were given this refit and the old hulls proved unable to tolerate the increased stress of the more powerful engines. All ships that had received this refit (and had not been destroyed or lost) were retired by Y112. This refit is shown on the SSDs of those ships it was applied to; in some cases, such as the improved warp-refitted cruiser (YR5.21) in *Module Y3*, a separate SSD has been provided.

KZINTI HEGEMONY WARP-REFITTED WARSHIPS

(YR5.2) WARP-REFITTED CRUISER (WCA): The original Kzinti armor-protected cruisers were very different from the ships known in the General War. Wider and shorter, they were built to mix with the enemy (more often than not another Kzinti warlord) in a short-range drone-and-phaser battle. The Kzintis did not regard maneuverability as a virtue, as their drones could strike from any angle.



Curiously, when the Kzintis decided to start building new Y-series "early warp" ships, they built an entirely new shipyard instead of converting the old one they already had. This seems to have reflected Kzinti internal politics. The old shipyard was kept in operation building Kzinti tugs, which used a similar hull form (even if they were radically different inside). The new shipyard was firmly under control of the Patriarch, who cemented control over the Pentarchal n
obles by controlling their access to new ships.

This ship is a base hull. Variants include the warp-refitted command cruiser (YR5.12), improved warp-refitted cruiser (YR5.21), warp-refitted survey cruiser (YR5.24), improved warp-refitted survey cruiser (YR5.24A), and improved warp-refitted command cruiser (R5.A26). The warp-refitted transport tug (YR5.8A) and early heavy cruiser (R5.A20) are variants of this ship, but the changes are so extreme that each is regarded as its own base hull with its own variant.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1). This ship can always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

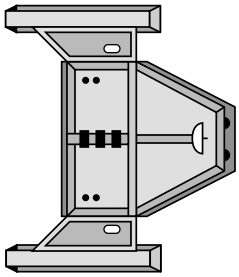
Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

Some ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted cruisers (YR5.21).

SSD and counter are in *Module Y1*.

Known names: *Honor's Guardian*, *Pelt Taker*, *Pride of Snarl*, *Ripping Slayer*.

(YR5.3) WARP-REFITTED DESTROYER (WDD): Stablemate of the warp-refitted cruiser (YR5.2), the early warp-refitted destroyer was powerful for its era and very nearly a cruiser in its own right.



Note: This ship's SSD as it appeared in *Module Y1* incorporated the improved warp refit (YR5.R1) without the shading and increase in BPV. Without the refit, this ship should only have eight warp boxes (2x4), not 12 warp boxes (2x6).

This ship is a base hull. Variants include the improved warp-refitted destroyer (YR5.3A), warp-refitted commando destroyer (YR5.13), and improved warp-refitted commando destroyer (R5.A25).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1). This ship can always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

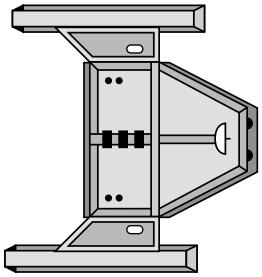
Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

Some ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted destroyers (YR5.3A).

Use the WDD SSD in *Module Y1*, deleting two warp boxes from each engine. WDD counters are in *Module Y1*.

Known names: *Fangs of Terror*, *Loyal Squire*, *Shield Bearer*, *Solemn Vow*, *Stabber*.

(YR5.3A) IMPROVED WARP-REFITTED DESTROYER (WDI): Stablemate of the improved warp-refitted cruiser (YR5.21), the improved warp-refitted destroyer was powerful for its era and very nearly a cruiser in its own right.



Records are unclear as to the number of warp-refitted destroyers (YR5.3) upgraded to this configuration. It may have been as many as 12, or as few as six. As with other ships that received this refit, the class was something of a maintenance nightmare, the strain of using the engines to their full potential exceeding the stress capacity of the hull. The resulting fractures required each of the ships to enter a repair dock at least once every three years of its nominally active service. The ships were all retired by Y112.

Note: The warp-refitted destroyer SSD as it appeared in *Module Y1* shows this ship (with 12 warp boxes), but the ship's BPV should be 45.

This ship is a variant of the warp-refitted destroyer (YR5.3).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1). This ship can always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

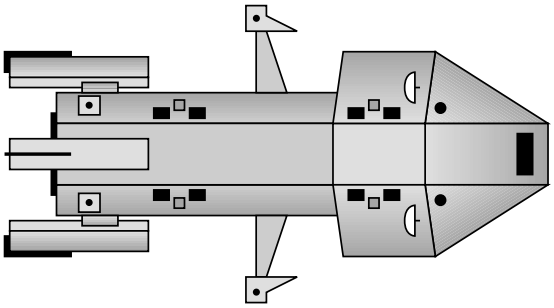
Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD is in *Module Y1*, note that the BPV should be 45. Use the WDD counters from *Module Y1*.

Known names: *Fangs of Terror*, *Loyal Squire*, *Shield Bearer*, *Solemn Vow*, *Stabber*.

KZINTI HEGEMONY EARLY WARSHIPS

(YR5.4) EARLY STRIKE CRUISER (YCS): The first ship of the new hull-form designed from the beginning for warp drive, the early strike cruisers continued to rely on drones and phasers and lacked disruptors. The Kzintis did not copy and use disruptors on their warships until the later strike cruiser (R5.2) design appeared in Y125.



This ship's design included the improvements to its tractors and transporters that would be added to all other ships beginning in Y80.

This ship is a base hull. Variants include the early command cruiser (YR5.5) and early survey cruiser (YR5.18). The local defense cruiser (R5.94) is a heavily modified variant of the early strike cruiser and regarded as its own base hull with its own variants.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1). This ship can always launch one drone from each rack each turn.

Refits

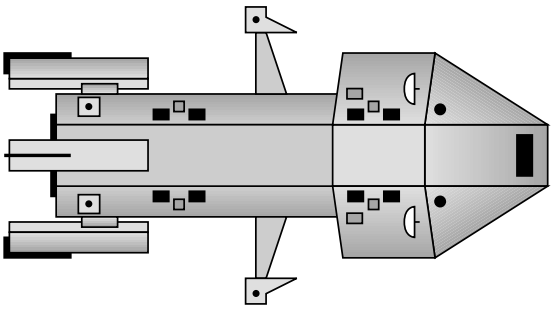
Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y1*.

Known names: *Comet*, *Eclipse*, *Starfire*, *Parsec*, *Quasar*.

(YR5.5) EARLY COMMAND CRUISER (YCC): Used originally by the Pentarchal nobles, and later allocated as a squadron flagship, the early command cruiser had only a marginal improvement in firepower. It had more command facilities, increased power (more impulse engines), and improved types of drone racks that required continual maintenance and adjustment, and thus were unsuited to general deployment in the fleet.



This ship is a variant of the early strike cruiser (YR5.4).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

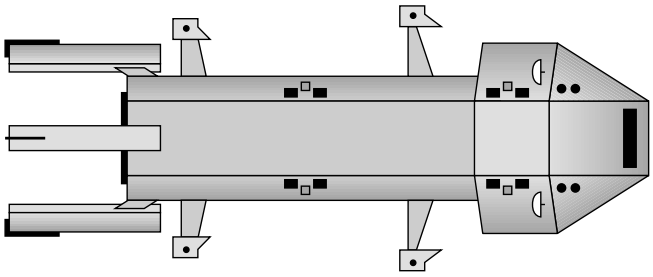
Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y1*.

Known names: *Cosmos*, *Zenith*.

(YR5.6) EARLY DREADNOUGHT (YDN): The Kzintis, like the Klingons and Lyrans they fought, found a need for command ships to ensure that admirals (i.e., Pentarchal nobles) stayed alive long enough to command their fleets to victory.



This ship is a base hull; there are no variants.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the early dreadnought and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship was never used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

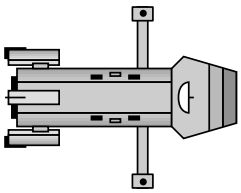
Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y1*.

Known names: *Hegemony*, *Tribal*.

(YR5.7) EARLY FRIGATE (YFF): Designed to patrol the borders, guard planets, and escort convoys, the Kzinti early frigate was capable in its class but, due to its isolated duty, often faced overwhelming odds.



This ship's design included the improvements to its tractors and transporters that would be added to all other ships beginning in Y80.

This ship is a base hull. Variants include the early drone frigate (YR5.9) and Early Years strategic transport (YR5.20). The WYN Star Cluster operates a heavily modified version of the early frigate (YR12.2), which can be considered its own base hull. The local defense frigate (R5.96) is a heavily modified variant of the early frigate and regarded as its own base hull with its own variant.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1). This ship can always launch one drone from each rack each turn.

Refits

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

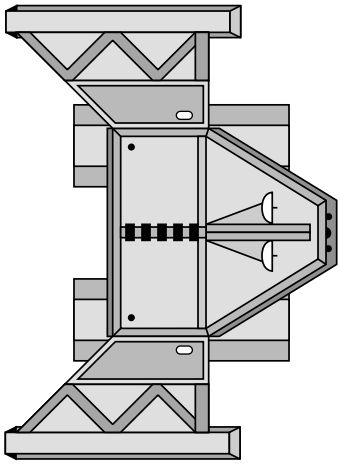
SSD and counter are in *Module Y1*.

Known names: Kzinti early frigates were numbered and not named, although some had informal names; *YFF6*, *YFF8*, *YFF10*, *YFF11*, *YFF12*, *YFF13*, *YFF14*, *YFF16*, *YFF17†*, *YFF19*, *YFF21*, *YFF24*, *YFF25*, *YFF26*, *YFF27*, *YFF28*, *YFF32†*, *YFF33*, *YFF34*,*YFF35*.

† Ship became part of the WYN Cluster forces in Y116.

KZINTI HEGEMONY TUGS

(YR5.8) EARLY TRANSPORT TUG (YTG): The Kzintis were slow to develop a faster tug, continuing to use the slower warp-refitted transport tug (YR5.8A) until Y119. There were several reasons for this.



One reason was that Kzinti warp engineers had severe problems getting the balance right with less than three engines. (This was one of the main reasons, although not the only one and possibly not even the primary one, why most Kzinti ship designs use three engines.)

Another was that efficiency in moving cargo required at least two pods be carried, and the newer ship designs were not optimized for that purpose. This may have had something to do with the harmonics of three engines interfering with the movement of the pods. As would be seen with the Early Years strategic transport (YR5.20), and the medium tactical transport (R5.34), war destroyer transport (R5.113), and transport frigate (R5.107) in later years, it was possible to design a three-engine tug that could carry a single pod. Most tugs that would carry more than a single pod (or pallet) would have only two engines.

Another reason was that tugs were not combatant ships, and simply did not need to be any faster than they were. The Kzintis' conflicts with the Lyrans, Carnivons, Klingons, and Federation did little to dissuade them from that opinion, as deep raids behind the line of contact were very rare in those conflicts. The Usurper War in Y116 was another matter. With constantly shifting alliances, actions frequently hung on the fate of a tug. The earlier warp-refitted transport tugs simply were not fast enough, or well-enough protected, to survive being attacked by relatively minor forces.

After that experience, a radical upgrade to the earlier warp-refitted transport tug was undertaken, increasing both speed and protection, although armament was only slightly upgraded.

This tug was capable of the mission, but proved expensive to operate due to the armor systems that were inherent in the design. The expense led to the design of the transport tug (R5.12), which dispensed with the armor but included more defensive (and offensive) weapons. At least one early transport tug (some records say two) remained in service at the start of the Four Powers War, but it did not survive that conflict.

This tug can carry one pod on its centerline, or two pods side-by-side (as shown on the SSD). It cannot operate at any speed faster than one if it has only a single pod not on the centerline.

This tug uses side-by-side mounting for its pods (G14.43). This tug can carry one or two pods, which need not be of the same type but which must be of the same weight; i.e., this tug cannot simultaneously carry a single-weight pod and a double-weight pod. The movement cost chart lists "with three pod weights" to indicate the movement cost when carrying two double-weight pods; this does not indicate that it can carry three pods.

No interbay shuttle transfers (J1.59) are possible between pods, or between the pods and the shuttle bay of the early transport tug.

Like all tugs, the movement cost and turn mode vary with the pods carried. The movement cost of this tug with no pods, one pod, or two pods is 1.00 energy points per hex. The movement cost of this tug with three pod weights is 1.50 energy points per hex; see Annex #3A.

This ship is a variant of the warp-refitted transport tug (YR5.8A).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship always had two type-A (FD3.1) drone racks. This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 3, extended to Range 4 in Y120 at no cost but never extended further.

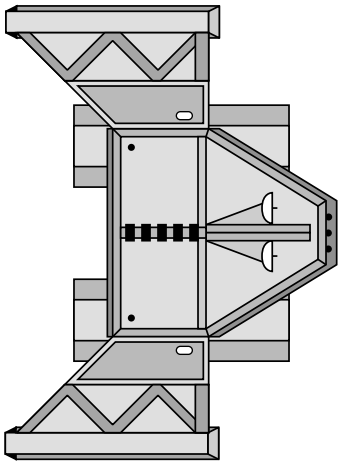
SSD and counter are in *Module Y2*. The SSD shows the early transport tug using all of the shaded boxes. Note that the shaded phaser is a phaser-2-FA and not a phaser-3-FA.

Known names: Kzinti early transport tugs were numbered and not named, although some had informal names. No names are known.

(YR5.8A) WARP-REFITTED TRANSPORT TUG (WTG): The Kzintis realized early in their history in space (perhaps because of their choice of expendable drones as their primary armament) that they would need a system to move large volumes of supplies. There are some indications that the first warp-powered warships were actually modified versions of this (and smaller) tug designs, rather than the norm followed by most empires of developing a warship and then a tug derivative.

As would remain a standard throughout most of their early history, the Kzintis did not heavily arm their tugs, considering them to be too important to risk in combat. With the speed of early drones, the warp-refitted transport tugs were able to effectively flee from pursuing warships or engage their drones if it became necessary. Contact with the Carnivons, Lyrans, and Klingons did little to alter this perception, although the direct-fire capabilities of these empires usually resulted in disaster for any warp-refitted transport tug trying to fight a cruiser.

There were no lab spaces as these had no utility for a ship designed to keep moving on its appointed rounds.



The warp-refitted transport tug can carry one pod on its centerline, or two pods side-by-side (as shown on the SSD). It cannot operate at any speed faster than one if it has only a single pod not on the centerline.

This tug uses side-by-side mounting for its pods (G14.43). This tug can carry one or two pods, which need not be of the same type but which must be of the same weight, i.e., This tug cannot simultaneously carry a single-weight pod and a double-weight pod. The movement cost chart lists "with three pod weights" to indicate the movement cost when carrying two double-weight pods; this does not indicate that it can carry three pods.

No interbay shuttle transfers (J1.59) are possible between pods, or between the pods and the shuttle bay of the warp-refitted transport tug.

Like all tugs, the movement cost and turn mode vary with the pods carried. The movement cost of this tug with no pods, one pod, or two pods is 1.00 energy points per hex. The movement cost of this tug with three pod weights is 1.50 energy points per hex; see Annex #3A.

This ship is a variant of the warp-refitted cruiser (YR5.2), but the changes are so extreme that it is regarded as its own base hull with its own variant; the early transport tug (YR5.8).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship always had two type-A (FD3.1) drone racks. This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

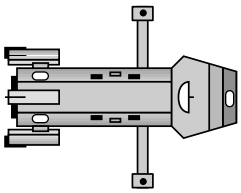
The improved warp refit (YR5.R1) was never applied to the warp-refitted tugs.

SSD is combined with the SSD of the early transport tug in *Module Y2*. Delete the shaded boxes except that the shaded phaser is retained as a phaser-3-FA; use the YTG counter.

Known names: Kzinti warp-refitted transport tugs were numbered and not named, although some had informal names; *WTG#3*, *WTG#4*.

KZINTI HEGEMONY EARLY WARSHIPS

(YR5.9) EARLY DRONE FRIGATE (YDF): Type-III (FD2.1) drones, with their long range (25 turns of endurance), were considered something of a novelty item when they first appeared in Y83. Their most useful aspect was that, if they could get close enough, they would continue chasing a target with no further guidance (FD5.25). This was useful if the target was stationary or relatively slow moving (like most early freighters). Their greatest use was seen by ground bases and other bases that could use them to keep a raider away by filling the sky with a barrier that at least had to be gotten around. They were only rarely used by ships.



This changed in Y93 when Kzinti scientists introduced systems to extend the range of the drones (FD2.222). These, when added to type-III drones made them larger, but also quadrupled their range (to a then staggering 12,000,000 kilometers). While the relatively slow speed of the drones still made them best able to engage stationary or at least slow moving targets, the ability to build up waves of drones to strike such targets was quickly found useful. This led to the design of the drone bombardment frigate. The ship was optimized to do just one thing: launch drones. Studies had concluded that the minimum launch rate to create effective bombardment was at least three drones per cycle, requiring the ship to have at least six drone racks to sustain the bombardment (three racks launching while the other three were being reloaded). To accomplish this, habitability on the early frigate (YR5.7) was greatly reduced (making the ships unpopular among their crews). Worse, the ships were generally held back out of direct combat (which made them, at least among the Kzintis crewing them, even less popular).

There were never more than six frigates of this class in service at any one time (mostly due to the difficulties in keeping them re-supplied with the type-IIIXX drones). Early bombardment missions were difficult due to the lack of special sensors (YG24.0) to support the operation. The early drone frigates were instructed to go to a particular location and launch their drones according to programmed instructions. The instructions were based on intelligence estimates gathered by the special sensors on bases, or by contact reports from units that had engaged a target earlier, or were simply harassment missions against enemy bases or planets.

At least 10 early drone frigates were lost in combat between Y100 and Y140 when the last two were assigned to the Baron's Fleet. Both were scrapped by Y145. Most were lost when they were attacked while in the middle of a bombardment mission, but at least a few were taken into direct combat where enemy combatants quickly targeted them.

This ship is a variant of the early frigate (YR5.7).

Deployment: See (S8.47) for deployment restrictions and conditions.

Bombardment: This ship has 100 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

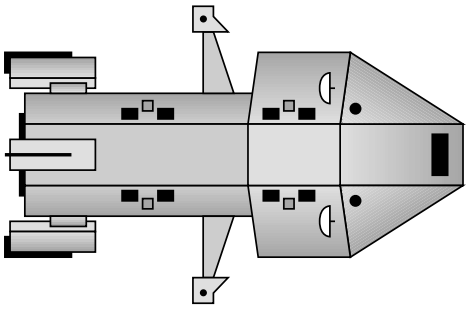
Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y2*.

Known name: Kzinti early drone frigates were numbered and not named, although some had informal names; *YFF30*.

(YR5.10) EARLY LIGHT CRUISER (YCL): Designed and built as a cheaper alternative to the early strike cruiser (YR5.4), the early light cruiser could not be regarded as a successful design. The Hegemony, however, built a number of them to replace the warp-refitted cruisers of "less-favored" feudal lords. They were slower than the early strike cruisers and early command cruisers (YR5.5), which often led to them being assigned independent missions rather than serving as part of the main battle force (and allowing them to slow the other ships). That they were often found in such battle forces had more to do with their availability than with the desire of knowledgeable commanders to have them present.



This ship's design included the improvements to its tractors and transporters that would be added to all other ships beginning in Y80.

It should be noted that the later light cruiser (R5.5) design was not much better (if slightly better armed and faster), which may have indicated a serious deficiency in Kzinti ship design for the mission of an intermediate ship between a full cruiser and a destroyer. This flaw was not overcome until the medium cruiser (R5.19) entered service.

The last early light cruisers were destroyed or scrapped during the Four Powers War; the light cruiser had mostly replaced them before that time.

This ship is a base hull. Variants include the early light drone cruiser (YR5.14) and early light commando cruiser (YR5.15).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

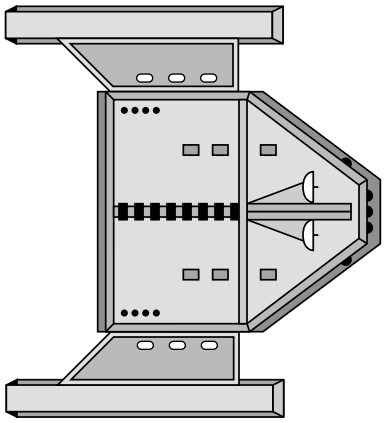
Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counters are in *Module Y2*.

Known names: *Gunslinger, Knifeslinger*, *Magician*, *Mystery*, *Phantom*, *Shadowchaser*, *Warlock*, *Witchcraft*, others.

KZINTI HEGEMONY WARP-REFITTED WARSHIPS

(YR5.11) WARP-REFITTED DREADNOUGHT (WDN): A conversion of the Kzinti sublight dreadnought, it was a relatively powerful combatant for its time, albeit like most such conversions seriously lacking in power to both move and fight at the same time. Records are unclear if the Kzintis converted two ships of this class or three (some claim four). It is known that one served as the Patriarch's flagship before Y84, and it is possible that this ship is double reported [perhaps having been transferred to the Duke, and being renamed, when the Patriarch decided to fly his flag from an early command cruiser (YR5.5)].



The ships served as the centerpieces of major task forces at least until Y87, when they were relegated to "secondary operations." At least one was reportedly lost in combat (the circumstances were, however, vague, not even mentioning who the enemy was). The last ship of the class was scrapped in Y100.

This ship is a base hull. Variants include the improved warp-refitted dreadnought (R5.A27).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always four type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

One or two ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted dreadnoughts (R5.A27).

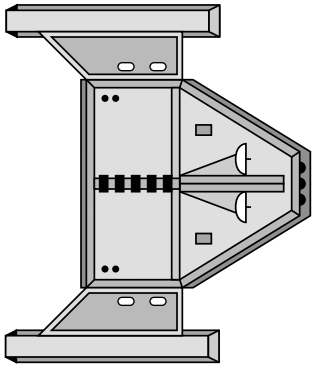
SSD and counter are in *Module Y2*.

Known names: *Nobility*, *Royalty*, *Yeomanry*.

(YR5.12) WARP-REFITTED COMMAND CRUISER (WCC): Designed to coordinate the operations of a task force, its principle advantage was its greater drone throw-weight [it had two type-C (FD3.3) drone racks and two type-B (FD3.2) drone racks, and associated deeper stockpile of reloads compared to the warp-refitted cruiser (YR5.2)]. Records are pretty clear that there were four ships of this class.

This ship is a variant of the warp-refitted cruiser (YR5.2).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always two type-B (FD3.2) drone racks and two type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.



Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

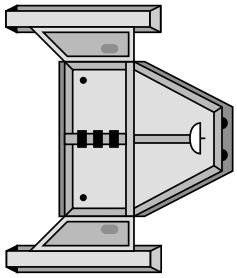
Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

Some ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted command cruisers (R5.A26).

SSD and counter are in *Module Y2*.

Known names: *Autarch*, *Oligarch*, *Patriarch*.

(YR5.13) WARP-REFITTED COMMANDO DESTROYER (WDG): One of the earliest variants, this conversion of a warp-refitted destroyer (YR5.3) was used to rush troops where needed in less time than a troop freighter [(YR1.18) and (YR1.19)] could get them there. There were always a lot of little problems that could be solved with a couple of companies of Marines, if they could arrive before the situation got out of control.



Several efforts to use these ships for raids on enemy installations had some successes, but after Y86 warp-refitted commando destroyers sent on raids on neighboring empires were usually trapped and destroyed by enemy reaction forces while trying to get back to Hegemony space. The ships simply lacked the weapons to defend themselves, and enemy reaction forces were faster, and often too powerful for any supporting ships to do any more than abandon the warp-refitted commando destroyer to its fate.

At least two ships of this class were still in service at the start of the Four Powers War, being used by the Kzinti police forces to move Marines within the Hegemony to planets where "the natives were restless." Neither survived the Four Powers War.

This ship is a variant of the warp-refitted destroyer (YR5.3).

Landing force: 22 boarding parties (D7.0) plus two commando squads (D15.84), two heavy-weapons squads (D15.81), and one ground combat vehicle (D15.82). This was

roughly a weak battalion (roughly two companies) of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two early ground assault shuttles (YR1.F4) and one early admin shuttle [(YJ2.0)/(YR1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

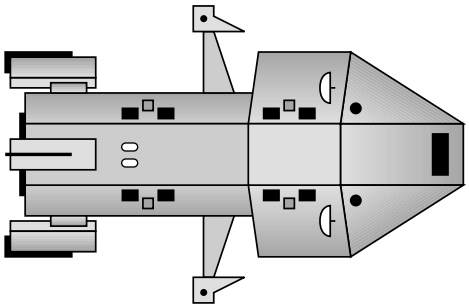
Some ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted commando destroyers (R5.A25).

SSD and counter are in *Module Y2*.

Known names: None known.

KZINTI HEGEMONY EARLY LIGHT CRUISER VARIANTS

(YR5.14) EARLY LIGHT DRONE CRUISER (YCD): Experience with the early drone frigate (YR5.9) indicated that a larger ship might be needed for a more sustained bombardment. Based on the early light cruiser (YR5.10), this design appeared in Y99. The larger hull provided more volume for drone supplies (which included the needed systems to move the drones from storage to the drone racks) as well as retaining habitability.



Records indicate that at least four ships of this class were constructed, and two remained in service at the start of the Four Powers War. While slower than the drone frigates (R5.23) and light drone cruisers (R5.946) that had supplanted them, they were still able to capitalize on the standoff range the type-IIIXX (FD2.222) drones gave them to survive an interception by enemy ships long enough to disengage.

This ship is a variant of the early light cruiser (YR5.10).

Deployment: See (S8.47) for deployment restrictions and conditions.

Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

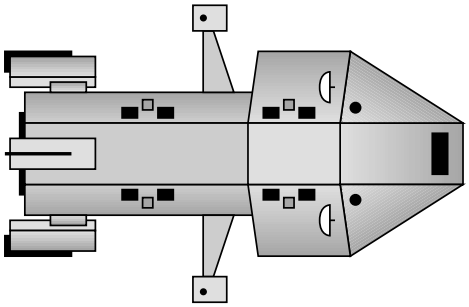
Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y2*.

Known names: *Archer*, *Assassin*, *Sniper*, *Thrower*.

(YR5.15) EARLY LIGHT COMMANDO CRUISER (YCG): In response to the losses of warp-refitted commando destroyers (YR5.13) during raids on opposing empires, the Kzintis produced this variant of the early light cruiser (YR5.10). The ship carried most of a battalion (R5.M1), and on special missions might carry a full battalion plus additional attachments. The greater speed made it more likely to escape hostile reaction forces, which ships of this class did several times (although with less success after Y124). While better armed than the warp-refitted commando destroyer (if for no other reason than its size), that was not saying much. It was better able to land supporting equipment due to the greatly expanded shuttle bay, which allowed the use of an early heavy transport shuttle (YR1.F5) as standard equipment.



This ship is a variant of the early light cruiser (YR5.10).

Landing force: 25 boarding parties (D7.0) plus two commando squads (D15.84), three heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This was roughly a weak battalion (roughly two companies and an independent platoon) of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two early ground assault shuttles (YR1.F4), one early heavy transport shuttle (YR1.F5), and two early admin shuttles [(YJ2.0)/(YR1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y2*.

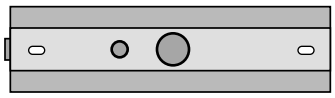
Known names: *Darksong*, *Thundersong*, others.

KZINTI HEGEMONY EARLY PODS

Pods never had official names, but were assigned administrative numbers.

SSDs for modified Kzinti pods presented here are in *Module Y2*. Use the pod counters from *Advanced Missions* for any pods dropped during a scenario.

(YR5.16) EARLY SELF-DEFENSE POD (P-YSD-4): While recorded by the Federation as the fourth pod used by the Kzintis, this was actually their second pod type [the first being their standard cargo pod (R5.13)]. As with most self-defense pods it sacrificed cargo for weapon systems. The pod was a considerable tradeoff for an early transport tug (YR5.8) or warp-refitted transport tug (YR5.8A) as it required a lot of power to use the weapons, which slowed the ship, making it more vulnerable to attack. The type-E (FD3.5) drone racks were used to fend off drones launched by attacking ships.



Note: This pod is not capable of independent operations (despite the presence of an impulse engine). None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued or captured, or until the pod is recovered by another tug.

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

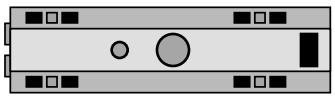
Operation: The pod's phasers have their full 360° firing arc even while attached to the tug.

Seeking weapons: This pod has no inherent capability to control seeking weapons and does not increase the seeking weapon control capabilities of the tug to which it is attached. The drone racks on this pod were always type-E with a single reload.

Refits: None.

SSD is in *Module Y2;* use any Kzinti pod counter. Note that the SSD includes two copies of the pod so that a tug might have two, or one and a cargo pod.

(YR5.17) EARLY TROOP TRANSPORT POD (P-YT-5): This is designed to carry a full battalion (R5.M1) of Marines and deliver them to a planet's surface. The shields are combined with those of the tug while it is attached. This pod can operate as an independent sublight ship.



Landing force: 34 boarding parties (D7.0) plus two commando squads (D15.84), four heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This is a battalion of troops (R5.M1) and is included in the pod's BPV.

Shuttles: One early ground assault shuttle (YR1.F4) and two early admin shuttles [(YJ2.0)/(YR1.F1)]; these shuttles are included in the pod's BPV. The tug might carry an early heavy transport shuttle (YR1.F5) in place of its two early admin shuttles, but that was relatively rare.

No interbay shuttle transfers (J1.59) are possible between a pod and a shuttle bay of the tug or of another pod attached to the tug.

Landing: Can land on planets using the gravity landing system (P2.432).

If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

Weight: This is a single-weight pod with a towing cost of 0.2500.

Operation: The shield, sensor, scanner, etc. boxes of this pod are combined with the shield, sensor, scanner, etc. boxes of the early transport tug (YR5.8), warp-refitted transport tug (YR5.8A), transport tug (R5.12), combat tug (R5.53), or medium tactical transport (R5.34) it is attached to (G14.111). These operate at no extra energy cost (the cost to operate the tug's shields and fire control pays for their operation). This pod is capable of independent operation as a sublight ship in its own right. The pod's phaser has its full 360° firing arc even while attached to the tug.

Seeking weapons: When operating independently as a sublight unit, this pod can control a number of seeking weapons equal to half its sensor rating (F3.211).

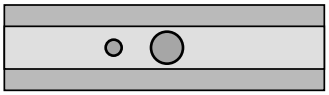
Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81; refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD is in *Module Y2;* use any Kzinti pod counter.

(YR5.17A) CARGO PODS (P-C1): The cargo pod was the most common type. As with other empires, this represents a variety of liquid, dry bulk, and break-bulk types.



If the pod is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

See (R5.107) when attached to a transport frigate; see (R5.113) when attached to a war destroyer transport; see (YR5.20) when attached to an Early Years strategic transport.

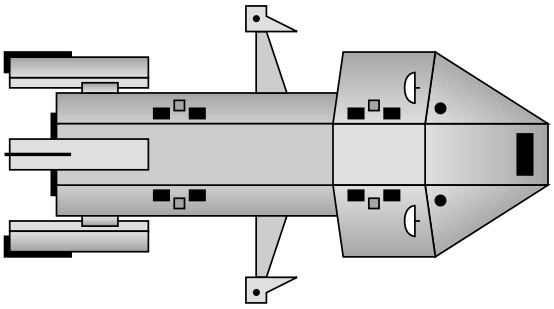
Weight: This is a single-weight pod with a towing cost of 0.2500.

Refits: None.

The combined SSD sheet of the early transport tug (YR5.8) and warp-refitted transport tug (YR5.8A) in *Module Y2* includes two of these pods which can be replaced with other pod types; use any Kzinti pod counter.

KZINTI HEGEMONY EARLY WARSHIPS

(YR5.18) EARLY SURVEY CRUISER (YSR): A variant of the early strike cruiser (YR5.4), it was designed for long missions (large cargo bay, increased shuttle deck) without support. The extensive lab facilities enhanced the ship's ability to determine the suitability of a planet, asteroid field, or other phenomena for exploitation by the Hegemony.



This ship is a variant of the early strike cruiser (YR5.4).

Scout: The Kzintis had not developed special sensors small enough to be mounted on a starship at the time this class of ships entered service. It is not considered a scout for any purpose.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always two type-A (FD3.1) drone racks and two type-E (FD3.5) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

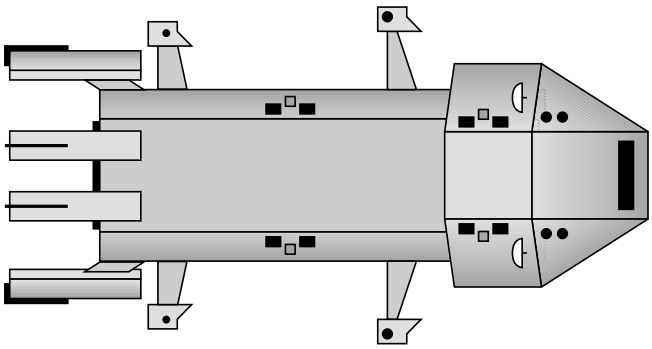
Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y2*.

Known names: *Vapor*, *Whisp*.

(YR5.19) EARLY YEARS BATTLESHIP (YBB): The U.S. Air Force data tapes are unclear about many aspects of this ship, the only thing being truly definite is no example of the class has ever been seen by Star Fleet. It is not known if the ship were simply an independent design study done by the Kzintis, or if the design study were a result of intelligence reports that the Klingons were working on such a huge ship (YR3.8). While the Federation learned that the Klingons were working on a battleship design as a result of diplomatic contacts, it seems unlikely that the Kzintis would have penetrated the Klingon Empire's internal security apparatus so thoroughly as to have learned of their battleship program. The reasons this design exists are thus in considerable dispute among analysts of the Hegemony's operations.

The Kzinti Early Years battleship shows the strong influence of the Kzintis seeing themselves as their primary enemy. This is a strong indication that internal conflict was a near constant within Hegemony space, even though the Usurper War in Y116 remains the only thoroughly documented incident from this time period. The design incorporated two type-E (FD3.5) drone racks, apparently intended to improve its ability to defend itself from drones in light of its extremely sluggish turn mode, but also to allow greater use of its own phasers and drones offensively rather than defensively. The design also included a large cargo hold, as found on the early dreadnought (YR5.6), to carry additional drones both for its own drone racks and those of its supporting ships.



The tactical operations of the ship were obvious: close with the target and bury it under drones. The ship would have had an awesome speed advantage over other Early Years battleship designs in that it did not divert power to heavy weapons, which also left power available for its tractors.

Y105 has been assigned as the most probable year this ship might have entered service had the Kzintis been able to divert enough credits to build the infrastructure needed to build the ship.

This ship is a base hull; there are no variants.

Bombardment: This ship has 300 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; these are used by the battleship and the fleet that accompanied it. Note: while technically capable of the drone bombardment mission (if supported by a scout), this ship was never used in that manner.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). The drone racks on this ship were always six type-B (FD3.2) drone racks, two type-C (FD3.3) drone racks, and two type-E (FD3.5) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits

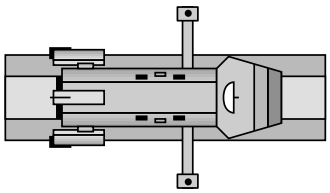
Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y3*.

Known names: *Behemoth, Galacton, Titan*.

(YR5.20) EARLY YEARS STRATEGIC TRANSPORT (YFT): This ship appeared rather early in Kzinti service. At the time of its appearance most conflicts fought by the Kzintis were within their own space or relatively close to it, and drone resupply was not particularly difficult, there being more than ample freighters [(YR1.4), (YR1.5), Early Years small armed freighters (YR1.20), and Early Years large armed freighters (YR1.21)] and Early Years armed priority transports (YR1.13) to supplement the transport tugs [(YR5.8) and warp-refitted transport tug (YR5.8A)]. There were also stockpiles of drones all through Kzinti space that could be used to keep the combat units supplied. For whatever reason, the Hegemony put ships of this class in service and had three by Y79. The ship was capable of carrying a standard cargo pod (R5.13), provided the pod was only carrying inert items. Docking to the pod made it impossible to operate the 360° phaser. The ships were sometimes used to supplement priority transports and Early Years Free Traders (YR1.11) on critical cargo runs. While not as efficient in moving bulk cargo, they were better armed and slightly more survivable if attacked.



Given their near-equal armament compared to a standard frigate, it was not unusual for front-line commanders to borrow a ship and use it as an early frigate (YR5.7) (and the captains of these ships were more than willing to have their commands borrowed), resulting in a relatively heavy "loss rate." The Federation recorded the destruction of at least two ships of this class during the First Federation-Kzinti War. It is not known definitively how many ships of this class other empires destroyed.

This ship's design included the improvements to its tractors and transporters that would be added to all other ships beginning in Y80.

The SSD provides the data for both single-weight and double-weight pods, but any pods carried by this ship are inactive and every box in such a pod is treated as a "cargo" damage point. This priority transport can carry one pod, which can be double-weight.

Like all tugs, the movement cost and turn mode vary with the pod carried. The movement cost of the Early Years strategic transport with a single-weight pod is 0.67 energy points per hex; with a double-weight pod it is 1.00 energy points per hex; see Annex #3A. Note that other Early Years frigate variants cannot carry pods.

This ship is a variant of the early frigate (YR5.7).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The ship always had two type-A (FD3.1) drone racks. This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

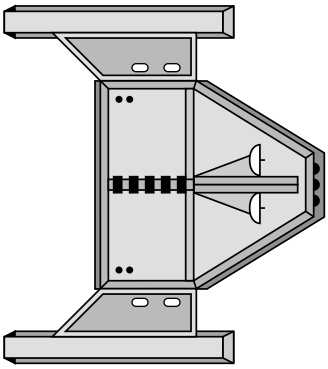
Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

SSD and counter are in *Module Y3*.

Known names: Kzinti Early Years strategic transports were numbered and not named, although some had informal names. No names are known.

KZINTI HEGEMONY WARP-REFITTED WARSHIPS

(YR5.21) IMPROVED WARP-REFITTED CRUISER (WCI): Records indicate that five or six warp-refitted cruisers (YR5.2) were further refitted with newer and more powerful warp engines. These increased the ship's agility in combat, but did not prove powerful enough to allow the ships to keep station with the early strike-cruiser-class (YR5.4) ships. The ships were sometimes used as command ships for formations composed of warp-refitted ships, but proved a poor fit as being held to the speed of the slower ships was a poor use of their power generation capabilities. There were few cases of these ships operating with other improved ships in large formations. When this happened, they were more than the warp-refitted ships of other empires could combat. While the records are unclear as to whether there were five or six of these ships, it is known that at least two were destroyed in combat. In Y109 an additional ship was lost to unexplained reasons (but believed to be a catastrophic failure of the hull due to the stress of the engines). Kzinti records are clear that the remaining ships were retired by Y112.



This ship is a variant of the warp-refitted cruiser (YR5.2).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

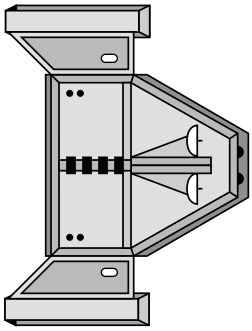
Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD and counter are in *Module Y3*.

Known names: *Destined, Smasher, Strongheart, Triumph*.

(YR5.22) WARP-REFITTED LIGHT CRUISER (WCL): The Kzintis had a considerable number of sublight ships that they converted to warp technology. The warp-refitted light cruiser was considered a less successful conversion, although at least 20 such ships were upgraded (and records indicate at least six were entirely new construction done after Y69). The ship was able to operate effectively as part of a squadron or task force, but its relatively weak firepower often found it lacking against the warp-refitted light cruisers of other empires. Unlike the warp-refitted cruiser (YR5.2), all warp-refitted light cruisers were withdrawn from service between Y105 and Y110. Of the 26 known ships, at least 10 had been destroyed or wrecked beyond repair by Y105.



This ship is a base hull. Variants include the improved warp-refitted light cruiser (YR5.22A).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

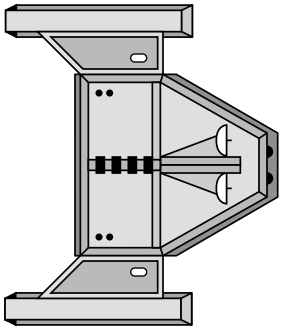
Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

Some ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted light cruisers (YR5.22A).

SSD and counters are in *Module Y3*.

Known names: *Dependable, Nightsong, Sentinel, Swift, Terror*.

(YR5.22A) IMPROVED WARP-REFITTED LIGHT CRUISER (WLI): Eight ships of the warp-refitted light cruiser class (YR5.22) were given the improved refit starting in Y78. The increased power of the engines reversed the ship's dismal performance against the warp-refitted light cruisers of the other empires, but did not make the ship a match for the Y-series ships. Like the improved warp-refitted cruiser (YR5.21), the ship was still too slow to operate in task forces with Y series ships (although it was often used that way as were all warp-refitted ships, whether they had the improved refit or not). The improved warp-refitted light cruiser was more often used as a rear security ship.



Of the eight ships of this class, six were lost in combat between Y78 and Y105. One of the last two was used as a laboratory ship to test new systems, but stresses that were found in its hull resulted in its retirement in Y110. The last remaining ship was also retired in that year as no longer economical to operate.

This ship is a variant of the warp-refitted light cruiser (YR5.22).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

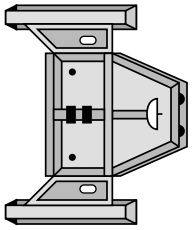
Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD is combined with the warp-refitted light cruiser in *Module Y3;* use counters for the WCL in *Module Y3*.

Known names: *Dependable, Nightsong, Sentinel, Swift, Terror*.

(YR5.23) WARP-REFITTED FRIGATE (WFF): For its small size, the Kzinti warp-refitted frigate proved a good stablemate for the warp-refitted destroyer (YR5.3), having nearly the same firepower. It is arguable that the near equality of these two ships influenced the Kzinti admiralty to such a degree that there were no destroyers in the Y-series of ships. Indeed, the Kzintis did not attempt to reintroduce destroyers until Y160 (R5.35), and the performance of this ship may have been the cause. Kzinti records indicate that there were as many sublight frigates as there were sublight destroyers when the warp refit program began, but the sublight frigate proved more readily adaptable to the new technology. By Y80, the Kzintis had converted a third more of their sublight frigates than they had of their sublight destroyers.



Successful conversion did not, however, bestow invincibility. The warp-refitted frigates were still very small ships, and suffered losses commensurate with that status.

The Kzintis converted 43 sublight frigates to warp technology and of that number, 26 were destroyed in combat by Y100. Another three were recorded as "lost to the hazards of space" between Y75 (when the first was recorded as missing) and Y105. The remaining ships were transferred to the Kzinti police where they served until Y122, being then withdrawn from service as ineffective.

This ship is a base hull. Variants include the improved warp-refitted frigate (YR5.23A).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

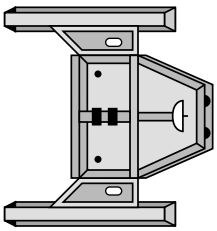
Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

Some ships were given the improved warp refit (YR5.R1) in Y78 and later becoming improved warp-refitted frigates (YR5.23A).

SSD and counters are in *Module Y3*.

Known names: Kzinti warp-refitted frigates were numbered and not named, although some had informal names. No names are known.

(YR5.23A) IMPROVED WARP-REFITTED FRIGATE (WFI): While the Kzinti sublight frigate adapted well to warp technology, this was less the case with the improved warp refit (YR5.R1). The small hull of the ship proved even less able to handle the increased stress of the engines. The improved warp refit was only applied to 10 ships (the Kzintis had intended to apply it to the entire class) beginning in Y78. Two ships suffered near-catastrophic breakdowns before a flaw in the design was found. The flaw created a resonance that had to be adjusted for each individual ship; worse, each ship would have to be readjusted at least every six months. The economic cost and delays were unacceptable, and installing the new engines ended with the 10th ship in Y85. None of the 10 converted ships survived past Y100, one being lost to the hazards of space and the other nine destroyed in combat.



This ship is a variant of the warp-refitted frigate (YR5.23).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

SSD is combined with the warp-refitted frigate in *Module Y3;* use counters for the WFF in *Module Y3*.

Known names: Kzinti improved warp-refitted frigates were numbered and not named, although some had informal names. No names are known.

(YR5.24) WARP-REFITTED SURVEY CRUISER (WSR): This ship was unique in Kzinti space. There was no existing sublight survey ship that was refitted with warp technology. Instead, an existing warp-refitted cruiser (YR5.2) was converted to this design beginning in Y74, but the extent of the conversion resulted in the ship not entering service until Y75. The Kzintis were always more interested in the hunt and in seeking glory (and the greatest glory was defeating another Kzinti). This required very careful selection of not just the commander, but the entire crew of this ship, for those who would be dedicated to the mission and not seek glory.

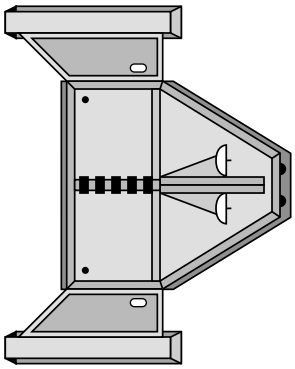
The ship conducted initial surveys of what would become the Barony.

This ship is a variant of the warp-refitted cruiser (YR5.2).

Scout: The Kzintis had not developed special sensors small enough to be mounted on a starship at the time this class of ships entered service. It is not considered a scout for any purpose.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

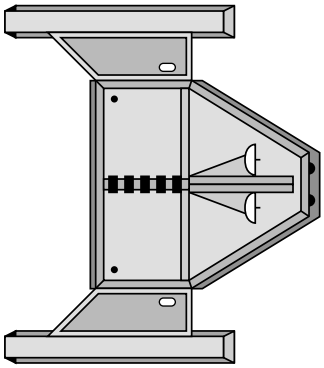
Refits: The ship was given the improved warp refit (YR5.R1) in Y79 becoming the improved warp-refitted survey cruiser (YR5.24A).



SSD and counter are in *Module Y3*.

Known name: *Farseeker*.

(YR5.24A) IMPROVED WARP-REFITTED SURVEY CRUISER (WSI): In Y79, after returning from its first survey mission, the *Farseeker* was given the improved warp refit (YR5.R1). In this configuration the ship continued in service until Y110 when, on completion of its fifth survey mission an extensive overhaul was considered, but repairing the stress damage to the hull was too expensive, and the ship was retired.



This ship is a variant of the warp-refitted cruiser (YR5.2).

Scout: The Kzintis had not developed special sensors small enough to be mounted on a starship at the time this class of ships entered service. It is not considered a scout for any purpose.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were always type-A (FD3.1). This ship could always launch one drone from each rack each turn.

Refits

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y81 but never extended further.

Transporter: Range 1; extended to Range 2 at no cost in Y81 but never extended further.

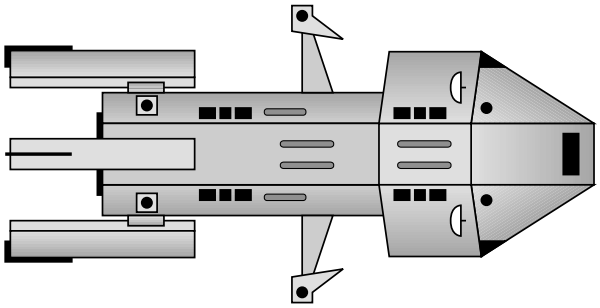
SSD is combined with the WSR in *Module Y3;* use counter for the WSR in *Module Y3*.

Known name: *Farseeker*.

END KZINTI HEGEMONY EARLY YEARS SHIPS

(R5.200) KZINTI HEGEMONY X-SHIPS

(R5.201) ADVANCED BATTLECRUISER (BCX): The advanced battlecruiser is an excellent ship, fully the equal of the Klingon D7CX battlecruiser (R3.201) and D7DX battlecruiser (R3.203).



This ship is a variant of the battlecruiser (R5.3) but the changes are so extreme it is considered to be its own base hull. Variants include the advanced command cruiser (R5.202).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

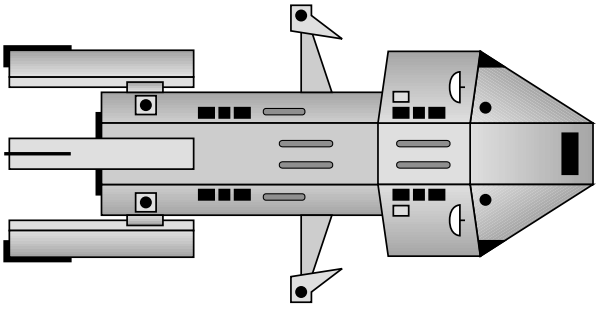
UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counter are in *Module X1*.

Known names: *Apex*, *Apogee*, *Comet*, *Ecliptic*, *Meteor*, *Nebula*, *Pulsar*, *Quasar*, *Red Giant*, *Starfire*, *White Dwarf*.

(R5.202) ADVANCED COMMAND CRUISER (CCX): This was a conversion of the command cruiser (R5.4) design that was very similar to the advanced battlecruiser (R5.201) conversion. It has never been explained why the Kzintis produced two distinct ships rather than a single command cruiser design.



This ship is a variant of the advanced battlecruiser (R5.201).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

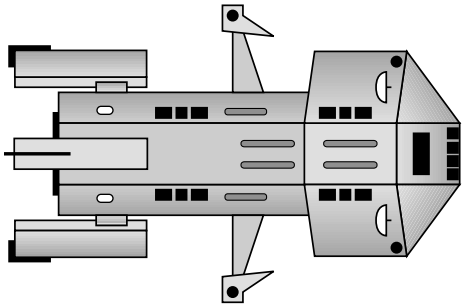
UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counter are in *Module X1*.

Known names: *Continuum*, *Hypermass*, *Supernova*, *Universe, Zenith*.

(R5.203) ADVANCED LIGHT CRUISER (CMX): The Kzintis faced a crisis with this class. While the battlecruiser (R5.3) and frigate (R5.8) were both well suited to X-conversion, the only ships between those were the light cruiser (R5.5) (few if any of which survived the General War), the war destroyer (R5.44) (initially regarded as totally unsuited to X-technology), the medium cruiser (R5.19) (only marginally suited to X-technology), and the old pre-General War destroyer design (R5.35) [only two of which survived as Needle tenders (R5.22) and no production facilities for which existed]. After much debate, it was decided to build a limited number (eventually four) specially reinforced medium cruisers as CMX light cruisers. More were built after the General War, as they were needed to fill out X-squadrons in the War of Return, Inter-Stellar Concordium Pacification, and Andromedan War which followed the General War.



This ship is a variant of the medium cruiser (R5.19) but the changes are so extreme it is considered to be its own base hull. Variants include the advanced technology drone bombardment cruiser (R5.206), advanced technology medium scout cruiser (R5.207), advanced technology fast patrol ship tender (R5.208), and advanced technology heavy fighter carrier (R5.209).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

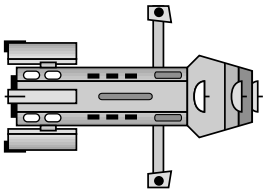
UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counter are in *Module X1*.

Known names: *Deathmaker, Exorcist*, *Firemaker, Havocmaker*.

(R5.204) ADVANCED SCOUT DRONE FRIGATE (FDX): The Kzintis converted some of their drone frigates (R5.23) [and scout drone frigates (R5.55)] to X-technology to provide scouts and fleet fire support. While the drone frigate was inferior to the advanced frigate (R5.205), it could support a fleet by long-range fire, and only an X-ship could keep up with an X-squadron. Ships of this class were relatively rare compared to FKX combat frigates.



This ship is considered to be a variant of the advanced frigate (R5.205).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.47) and (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 100 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). See also (F3.213). The drone racks on this ship were always type-GX (XFD3.7). This ship could always launch one drone from each rack each turn.

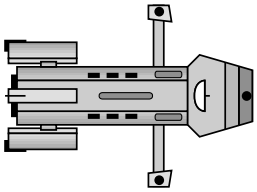
UIM: None; no disruptors.

Refits: None.

SSD and counter are in *Module X1*.

Known names: Kzinti frigates, even X-frigates, were numbered and not named, although some had informal names. No names are known.

(R5.205) ADVANCED FRIGATE (FKX): The Kzintis converted FFK frigates (C9 refit) (R5.46) to advanced technology for direct combat operations.



This ship is a variant of the frigate (R5.8) but the changes are so extreme it is considered to be its own base hull. Variants include the advanced scout drone frigate (R5.204) and the advanced technology escort frigate (R5.213).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and two type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

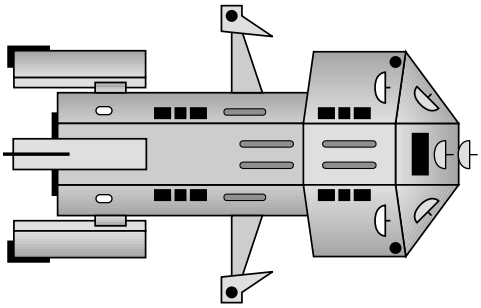
UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counters are in *Module X1*.

Known name: Kzinti frigates, even X-frigates, were numbered and not named, although some had informal names; *FF402*.

(R5.206) ADVANCED TECHNOLOGY DRONE BOMBARDMENT CRUISER (CMDX): A variant of the advanced light cruiser (R5.203), this ship was designed to provide drone bombardment support to X-squadrons. Such squadrons moved so quickly, General War-era drone bombardment units could not get into position to support them before they were already engaged. The advanced technology drone bombardment cruiser also provided greater drone throw weight (with double the cargo capacity) than the advanced scout drone frigate (R5.204), which was the first advanced technology scout the Kzintis fielded. While a capable bombardment platform, the Kzinti admirals soon ran into two problems.



The first was that in the waning days of the General War, there were few resources available to rapidly produce advanced technology ships, and building more advanced technology drone bombardment cruisers would reduce the number of advanced technology light cruisers to conduct front-line combat.

The second problem was a design feature. In a change from previous drone bombardment cruisers, the advanced technology drone bombardment cruisers were constructed with four, instead of the traditional two, special sensors. Why this was done is unknown, but Kzinti front-line commanders would generally do their best to have the ship assigned to their commands for "bombardment support," only to employ it as a heavy scout in direct combat. This resulted in the ship being heavily damaged and out of action for six of the final 30 months of the General War.

As a result of these two problems, plans to build more ships of this type were put on hold until after the General War. The plans were delayed again due to the disruptions of the War of Return (sometimes also called The Second Kzinti Civil War, The WYN-Hegemony War, and The Second Usurper War). Once the War of Return ended, the united Hegemony economy, while still weakened from the results of the Coalition occupation and warfare, was able to provide the funds for more ships of this type to be built, but as with all bombardment platforms, their numbers were limited. The Hegemony never had more than three ships of this type in service, usually under the control of the Patriarch and only "lent" to any of the other fleets for specific missions. The ships were not used to hunt Andromedan rapid transit nodes (R10.1B) (although all of them participated in various attacks on Andromedan bases that were discovered).

Due to the difficulties in keeping bombardment drones supplied at the end of a long logistics chain, none of these ships participated in Operation Unity.

This ship is a variant of the advanced light cruiser (R5.203).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.47) and (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Bombardment: This ship has 200 spaces of spare drones stored in its cargo boxes (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). See also (F3.213). The drone racks on this ship were always type-GX (XFD3.7). This ship could always launch one drone from each rack each turn.

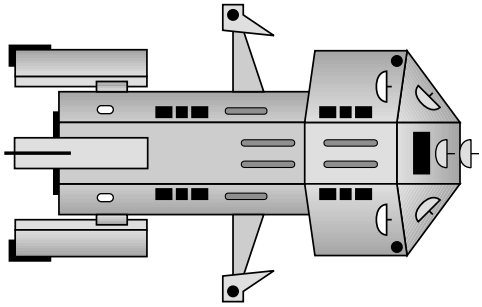
UIM: None; no disruptors.

Refits: None.

SSD and counter are in *Module X1R*.

Known names: *Many Arrows*, *Many Daggers, Many Spears, Sunarrow*, *Sun Quiver*.

(R5.207) ADVANCED TECHNOLOGY MEDIUM SCOUT CRUISER (CMSX): Experience with both the advanced scout drone frigate (R5.204) and the advanced technology drone bombardment cruiser (R5.206) showed that a larger advanced technology scout would be needed to support an advanced technology fleet. Such fleets were but a glimmer in the eyes of the General War's admirals. Most advanced technology ships during the General War were either parceled out in support of the various fleets; or held in small squadrons by the various fleets, there were not enough to form one all advanced technology fleet without leaving too much of Kzinti space vulnerable to attack.



The design lacked the extended drone launching capabilities of the smaller scout drone frigate (or of the advanced technology drone bombardment cruiser), but the ship was well able to stand close to a Kzinti line of battle and provide its own drone fire in addition to electronic warfare support. The advanced technology medium scout cruiser's better power array made it a more effective electronic warfare support platform than the scout drone frigate, if only marginally better than the advanced technology drone bombardment cruiser.

Due to the losses it had suffered during the General War, the Hegemony refused to allow any of its advanced technology medium scout cruisers to be employed on Operation Unity, instead using them as part of the hunt to clear its space of Andromedan rapid transit network nodes. Several ships of this class were destroyed when they found nodes and reinforcements did not reach them in time. The Kzintis had four such ships available in Y195, but by Y203, even though four more had been built, only two were in service.

This ship is a variant of the advanced light cruiser (R5.203).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). See also (F3.213). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

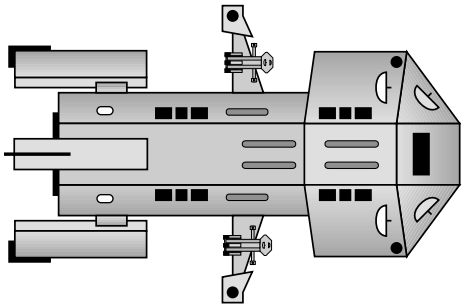
UIM: None; no disruptors.

Refits: None.

SSD and counter are in *Module X1R*.

Known names: *Evileye*, *Flasheye*, *Sparkeye*.

(R5.208) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (CMPX): The Kzintis did not build or convert any advanced light cruisers (R5.203) to this design before the end of the General War. Their economy was too badly strained just trying to build the advanced technology ships they needed to keep the Coalition in check. The various existing Needle fast patrol ship (R5.PF1) tenders were left to soldier on through to the end of the conflict. The Crown Prince sanctioned the construction of the first ship of this class before the Usurper left the Cluster, and after it was completed it was used to raid into the Count's territory to make the point that his treachery (in the Prince's eyes) would not go unpunished.



It is believed the Kzintis opted not to use the collapsible repair bays (K2.63) of other empires because the internal repair bay (K2.62) system allowed them to carry an extra, and concealed, fast patrol ship on some special missions [this seventh fast patrol ship would not be part of the flotilla (K0.33)]. Most other empires regarded this system for repairing fast patrol ships as too clumsy a solution to be truly useful. The Kzintis, as their economy allowed, built several more ships of this type, but usually only had two in service at any one time. The ships were quite adept at hunting Andromedan rapid transit network nodes (R10.1B) after Y195, and sometimes managed to destroy nodes they discovered before their supporting squadron could arrive. Like the advanced technology medium scout cruiser (R5.207), none of these ships were assigned to Operation Unity, instead being retained in the Hegemony to hunt down and destroy the remaining Andromedan rapid transit network nodes.

The advanced technology fast patrol ship tender can take one Needle fast patrol ship (R5.PF1) or Spike Interceptor (R5.PF0) into its internal bay and use its repair systems on it (K2.62). The repair boxes can only be used to repair Needle fast patrol ships or Spike Interceptors, not the ship itself (K2.611), and can only be used on a Needle fast patrol ship or Spike Interceptor in the internal bay.

This ship is a variant of the advanced light cruiser (R5.203).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.0).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). See also (F3.213). Drone racks were always type-GX (XFD3.7). This ship could always launch one drone from each drone rack each turn.

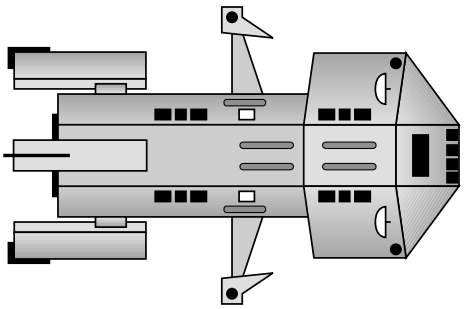
UIM: None; no disruptors.

Refits: None.

SSD and counter are in *Module X1R*.

Known names: *Long Hunter*, *Long Seeker*.

(R5.209) ADVANCED TECHNOLOGY HEAVY FIGHTER CARRIER (CMVX): The Kzintis, for reasons that were never really understood, remained fixated on heavy attack shuttles longer than any other empire. This delayed their adoption of fast patrol ships (R5.PF1) by several years. More than that, rather than constructing an advanced technology fast patrol ship tender, the first attrition unit carrier they applied advanced technology to was the medium carrier (R5.27) design. As part of the conversion, the attack shuttle bay was switched from tactically advanced attack shuttles (R5.F5) to large fast attack shuttles (R5.F9). The design was questionable, having less power than other advanced technology ships of its size, but needing more power to arm the disruptors of the heavy attack shuttles. The reduction in firepower from the base hull was certainly not enough to make up for the energy needs of its heavy attack shuttle group and its own weapons in heavy combat. Yet the ship was clearly intended to engage in close combat (having a full battery of disruptors).



Only one ship of this class was completed during the General War. It was badly damaged during an attempted raid behind Lyran lines in Y185. [The ship only survived because it had the mech-link refit and sacrificed its entire heavy attack shuttle group and two Needle fast patrol ships (R5.PF1) to escape.] The Kzintis, however, apparently thought the ship was a success and built at least two more ships of this design, but both were built after the War of Return.

During the War of Return, the one existing ship was part of the Duke's Fleet, and as such it did not participate in the fighting. No ship of this type is known to have participated in Operation Unity. While ships of this type often operated with no escorts, it was not unusual for one or more escorts to be assigned if available.

This ship is a variant of the advanced light cruiser (R5.203).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one bay with two hatches and is a tunnel deck (J1.58). Multi-role shuttles (J8.0) were fairly common in this class; no more than one would be carried; this is not included in the BPV. There are no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y184+	2xDWA or 2xFKA or 1xDWA, 1xFKA or 1xDWA or 1xFKA or none	6xLFS or 6xLKF

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always type-GX (XFD3.7). The ship could always launch one drone from each drone rack each turn.

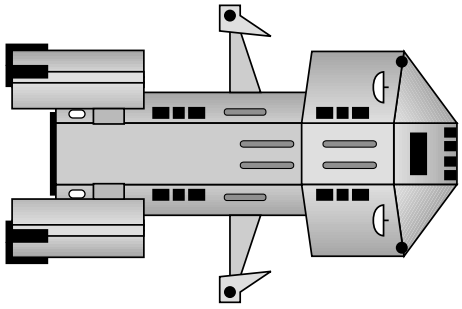
UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counter are in *Module X1R*.

Known name: *Starstalker*.

(R5.210) ADVANCED TECHNOLOGY NEW HEAVY CRUISER (NAX): The Kzinti economy was very badly mauled during the General War, with much of their space overrun and occupied by Coalition forces, and their capital planets reduced to rubble. While their borders had been restored by the General War's end, their economy was still mostly in ruins. Knowing the Coalition empires that bordered it had not suffered similar devastation, and might return to invade the Hegemony again, the Kzintis knew they would need as many advanced technology ships as they could assemble.



Like most of the other empires, the Hegemony turned to its new heavy cruiser (R5.62) design, which could be assembled in more yards than the advanced battlecruiser (R5.201) and advanced command cruiser (R5.202) could. The advanced technology new heavy cruiser was smaller (and thus less resistant to damage), and while it had the same weapons as the battlecruiser, it had somewhat less power and was less able to bring those weapons to bear.

The Kzintis only completed one ship of this class during the waning days of the General War, and like most other empires, suspended production when the General War ended (so they could concentrate on building battlecruisers). The only ship of the class was in the Marquis's Fleet during the War of Return and did not participate in that action.

With the start of the Andromedan Invasion, the Hegemony started producing more ships of this class, but they were never going to replace all production. There were

at least six ships of this class in service in Y195 when the Andromedan rapid transit network (R10.1B) was discovered.

Like all new heavy cruisers, the basis of the ship being an expanded war cruiser resulted in the design's overall operational range being less than advanced technology ships based on a battlecruiser (R5.3). Despite this, the Hegemony proposed to provide a ship of this type for Operation Unity. The other empires refused to accept this and forced the Kzintis to send a battlecruiser to keep the logistics load of the operation as efficient as possible. Such disagreements about what ships to send almost stopped Operation Unity before it could get off the ground.

This ship is a variant of the new heavy cruiser (R5.62) but the changes are so extreme it is considered to be its own base hull. There are no variants.

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

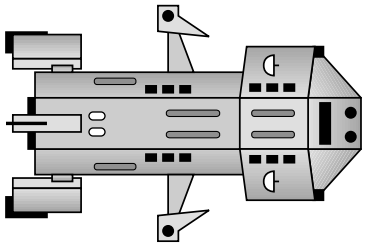
UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counters are in *Module X1R*.

Known names: *Deathstriker*, *Firestriker*, *Shadowstriker*, *Swordstriker*.

(R5.211) ADVANCED TECHNOLOGY WAR DESTROYER (DWX): The basic Hegemony war destroyer (R5.44) was a good ship, and the design adapted well to advanced technology (the initial belief that the design was totally unsuited to X-technology was true, but applied to converting existing ships completely to the new technology). The Hegemony managed to build two ships of the class in Y184, providing one to the Duke's Fleet and one to the Count's Fleet where both gave excellent service. The state of the Hegemony's economy did not allow any further construction for the remainder of the General War. A third ship was completed in Y186, and assigned to the Marquis's fleet just before the Usurper burst from the Cluster. The third ship and the ship assigned to the Duke took no part in the resulting Civil War. The advanced technology war destroyer in the Count's Fleet, however, sought to defect to the Crown Prince. It did not make it, and was destroyed by the Count's forces.



After the confusion of the Civil War, the Hegemony started on a program of producing one advanced technology war destroyer for every two advanced frigates (R5.205), but economic problems and Andromedan raids made that schedule very erratic. By Y195 there were six advanced technology war destroyers in the entire Hegemony.

The Kzinti advanced technology war destroyer, like the advanced technology war destroyers of most empires, had a shorter operational range than a ship built to the pre-General War designs. However, the Hegemony found the advanced technology war destroyer to be a better ship than the combat frigate (even if it could not be built in the same numbers as the combat frigate), and unlike the advanced technology new heavy cruiser (R5.210) did not offer any for use during Operation Unity. (The other empires were unlikely to accept them in any case due to their shorter operational range.)

This ship is a variant of the war destroyer (R5.44) but the changes are so extreme it is considered to be its own base hull. There are no variants.

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

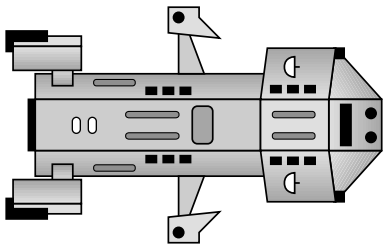
UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

SSD and counters are in *Module X1R*.

Known names: *Streaming Comet*, *Streaming Meteor*, *Streaming Nova*, *Streaming Quasar*.

(R5.212) ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): The Kzintis converted an under-construction heavy war destroyer (R5.69) to to this design in Y184. The reasons for doing so were the same as those of every other empire: too many missions needing advanced technology ships and not enough advanced technology ships to go around. The ship might have contributed to the final battles of the General War, but it was constantly being recalled and fitted for a new mission. When the Usurper exited from the Cluster in Y186, this pattern continued, but the ship finally engaged in a battle with the Usurper's X-squadron where it was destroyed. A second ship was commissioned in Y186, and two more in subsequent years; from that point the numbers fluctuated with between two and three in service at any one time.



Advanced technology heavy war destroyers operating as carriers were less likely than other Hegemony carriers to have an escort simply because the Hegemony lacked the resources to always provide one. Uniquely among the heavy war destroyers, the Kzinti advanced technology heavy war destroyer could be configured as a drone bombardment unit by placing special sensors in its weapon options and using some of its other options as cargo boxes for bombardment drone storage (FD2.445) in addition to the normal rack reloads; see (FD10.671) and (S3.222).

This ship is a variant of the heavy war destroyer (R5.69). Any ship of this class might be operating in any variant mode at one time or another and then be switched to another mode; see (G33.0).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Carrier: This ship is a true carrier if it has eight size-1 or four size-2 attack shuttles; see (J4.75), (J4.93), (J11.13), and (J15.22). This ship is a casual carrier (J4.62) if it has seven or fewer size-1 attack shuttles or fewer than four size-2 attack shuttles. If operating as a true carrier, this ship is authorized a multi-role shuttle (J8.0), but one was not always available and it is not included in the ship's BPV. It has a single shuttle bay [any option boxes used to operate attack shuttles or shuttles are part of the existing shuttle bay (G33.42)] with no balconies (J1.53) or launch tubes (J1.54).

Year	Escorts	Fighters
Y184+	At least one (G33.42). If operating heavy attack shuttles, escorts are not required.	Varies, at least eight size-1 or four size-2 attack shuttles.

Escort ready racks: The ready racks of the escorts were configured for superiority attack shuttles [advanced attack shuttle (R5.F2), streak attack shuttle (R5.F3), highly advanced attack shuttle (R5.F4), tactically advanced attack shuttle (R5.F5), tactically advanced drone shuttle (R5.F6)], never for assault attack shuttles [disruptor attack shuttle (R5.F7)]. Escorts cannot have ready racks for heavy attack shuttles; see (S8.318).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) drone racks and four type-GX (XFD3.7) drone racks. It may have full aegis (D13.0) installed if configured as an escort (G33.43); see also (J15.332). This ship could always launch drones at the maximum rate of the given drone rack, including any drone racks in its weapons option mounts, each turn. Note that drone racks placed in the weapon options might not be type-BX (XFD3.2), type-CX, or type-GX but can also launch drones at the maximum rate of the drone rack, i.e., up to two per turn if a type-CX drone rack or up to four a turn if a type-E drone rack (FD3.5). Note: the weapon options can never be type-DX (XFD3.4) drone racks.

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

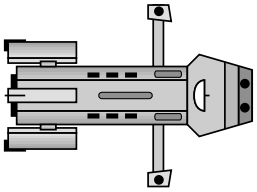
Refits: None.

SSD and counters are in *Module X1R*.

Known name: *Streaming Pulsar*.

(R5.213) ADVANCED TECHNOLOGY ESCORT FRIGATE (FEX): As the *Goliath* neared completion of its refit to the super space control ship (R5.24) design in Y196, the Kzintis realized that its primary mission would be to hunt down the Andromedan rapid transit network nodes (R10.1B) and destroy them. While the huge ship would be difficult to attack and destroy [given the two Needle fast patrol ship (R5.PF1) flotillas and tactically advanced drone shuttle (R5.F6) squadron it would embark], it would be isolated and alone at least briefly. Further, the Kzintis thought it possible that Orion pirates might be bribed by the Andromedans (or maybe the Klingons, or the Lyrans, or even the Federation ... such was the state of paranoia the Hegemony had fallen into) to attack the ship from ambush. With this view in mind, the Kzintis considered building two or three frigates (R5.8) to this design. The primary advantage was the speed the ships could use to rejoin the *Goliath* and then support it in combat.

Ultimately the Kzintis did not proceed with these designs as their economy, battered by the near total conquest of their space by the Coalition, their own civil war, and Andromedan and Inter-Stellar Concordium raids, simply could not sustain building too many X-ships. (It has even been argued that the *Goliath* herself was a severe waste of limited resources.)



This ship has a ready rack (J4.89) and deck crews (J4.81) to support the attack shuttles from the carrier it is escorting. The deck crews are not in addition to the deck crews provided by (J4.814), but replace them, representing their being retrained to service and arm attack shuttles.

This ship is considered to be a variant of the advanced frigate (R5.205).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has full aegis (D13.0). See also (J15.332). Drone racks were always four type-GX (XFD3.7). This ship could always launch one drone from each drone rack each turn.

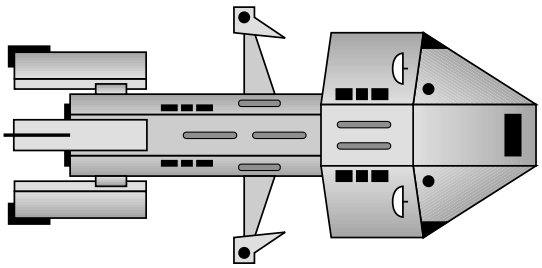
UIM: None; no disruptors.

Refits: None.

SSD and counters are in *Module X1R*.

Known names: Kzinti frigates, even X-frigates, were numbered and not named, although some had informal names. No names are known.

(R5.214) ADVANCED TECHNOLOGY LIGHT CRUISER (CLX): The Kzinti light cruiser (R5.5) design was found seriously deficient in the early days of the General War, and construction was curtailed (it may have stopped altogether, but there are reports of such ships engaging the Andromedans in the Y190s). Looking to increase the numbers of advanced technology ships as rapidly as possible, the Hegemony turned to this hull. This was a design study; it is doubtful if any were constructed. The study indicated that the old light cruiser design would have been greatly improved by the application of the technology, but as the Patriarch's chief engineer noted "what ship would not be?" Ultimately the need for even more specialized engines to make the ship workable doomed the design. None are known to have entered service.



This ship is a variant of the light cruiser (R5.5).

This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (XF3.2) and has X-aegis (XD13.0). Drone racks were always two type-CX (XFD3.3) and four type-GX (XFD3.7). This ship could always launch drones at the maximum rate of the given drone rack each turn.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2) under the limits of (XD6.56).

Refits: None.

Status: Conjectural.

SSD is in *Captain's Log #37;* use any available Kzinti CL counter.

Known names: None known.

END OF KZINTI ADVANCED TECHNOLOGY WARSHIPS

(R1.0-5) KZINTI GENERAL UNITS

General units that can be used by the Kzintis are listed here with appropriate availability, weapons options, attack shuttles, and applicable refits. General units requiring no weapon options or attack shuttles, e.g., small and large freighters, most augmentation modules, etc., or which require no refit data are not listed and simply used as is.

(R1.R-5) REFITS

Kzinti general units use the following refits:

PF MECH-LINKS (R1.R1): The Kzintis use this refit. The Kzintis can apply this refit according to the normal rules and costs under (R1.R1) and in accordance with (S8.23), (S8.32), and (S8.34).

Y158 EARLY BASE REFITS (R1.R2): Prior to Y168 delete DERFACS from Kzinti bases; BPV is not reduced.

Starbases: Prior to Y168 delete DERFACS; the base has a BPV of 600.

Battle stations: Prior to Y168 delete DERFACS. Prior to Y140 the ADD-30 is a type-E drone rack (FD3.5) with one reload; BPV is reduced by two points. This base's BPV is 198.

Base stations: Prior to Y168 delete DERFACS. Prior to Y140 the ADD-12 is a type-E drone rack (FD3.5) with one reload. This base's BPV is unaffected; the base's BPV remains 120.

Civilian base stations: Prior to Y140 the ADD-12 is a type-E drone rack (FD3.5) with one reload, no change in BPV. This base is otherwise unaffected (it has no disruptors); the base's BPV remains 120/90.

CASUAL READY RACKS (R1.R3): This refit does not currently apply to any Kzinti ship, but is mentioned here to confirm that it was not overlooked.

Y170 BASE REFITS: The shields of starbases are 50 boxes (each) prior to Y170, and increased to 70 boxes (each) in this year. Limited aegis (D13.4) is also installed; the starbase has a BPV of 650 in this year.

The shields of battle stations are 30 boxes (each) prior to Y170, and increased to 35 boxes (each) in this year. Limited aegis (D13.4) is also installed; the battle station has a BPV of 215 in this year.

The shields of base stations are 21 boxes (each) prior to Y170, and increased to 30 boxes (each) in this year. Limited aegis (D13.4) is also installed; the base station has a BPV of 138 in this year.

Y175 BASE REFITS: The shields of starbases are 70 boxes (each) prior to Y175, and increased to 80 boxes (each) in this year. Full aegis (D13.0) is also installed; the starbase has a BPV of 675 in this year.

The shields of battle stations are 35 boxes (each) prior to Y175, and increased to 40 boxes (each) in this year. Full aegis (D13.0) is also installed; the battle station has a BPV of 230 in this year.

The shields of base stations are 30 boxes (each) prior to Y175, and increased to 35 boxes (each) in this year. Full aegis (D13.0) is also installed; the base station has a BPV of 148 in this year.

The shields of civilian base stations are 21 boxes (each) prior to Y175, and increased to 30 boxes (each) in this year. Limited aegis (D13.4) is also installed. This refit also upgrades the base's type-A drone racks (FD3.1) to type-B drone racks (FD3.2) and adds a second reload. The civilian base station has a BPV of 138/108 from this year.

Y182 PF SHIELD REFITS (R1.PFR1): All Kzinti fast patrol ships receive shield refits in Y182 just as all non-Kzinti fast patrol ships do; this refit increases the cost of the given Kzinti fast patrol ship by five points. This refit is never applied to Interceptors [(R5.PF0)/(K3.0)], fast patrol ship leaders (R1.PF6), workboats (R1.PF7), or survey fast patrol ships (R1.PF8).

(R1.N3-5) OTHER THINGS USED BY THE KZINTIS

Some other units and rules need definition for use by the Kzintis.

(G34.0) DROGUES: The Kzintis can use seeking weapon drogues, phaser drogues (but not the Hydran phaser-G variant), decoy drogues, sensor drogues, and the type-H drone variant of the heavy weapons drogue only.

Use any available generic drogue counters found in *Module J2*.

(J8.0) MULTI-ROLE SHUTTLES: Kzinti multi-role shuttles are armed with a phaser-3-360° and six anti-drones (E5.0), and can carry up to two spaces of drones (one type-IV, two type-Is, one type-I and two type-VIs, or four type-VIs). RALADS (up to four) could be used in place of one or more of the drone spaces, e.g., a type-I drone, a type-VI drone, and a RALAD.

Generic MRS shuttle counters are in *Module J*.

(M4.0) CAPTOR MINES: The Kzintis use type-A (type-I drones), type-C (disruptors), type-D (phaser-2s), and type-H (type-VI drones) captor mines from Y120. They can use type-J (anti-drones) captor mines from Y140. The Kzintis can also use the variant of the type-A captor [with type-H drones (FD21.6)] from Y168.

(R8.0) ORION PIRATES: For purposes of (G15.44) and (G15.7) the Cluster, Daven and Lion's Heart cartels consider Kzinti space to be part of their operating zone. No cartel considers Kzinti space to be "home territory."

(R1.0-5) KZINTI GENERAL UNITS

(R1.1-5) STARBASE (SB): Weapon #1 is type-H drone racks (FD3.8). Weapon #2 is phaser-3s. Weapon #3 is ADD-30s [(E5.53)/(FD3.86)]. Weapon #4 is disruptors with a range of 40 hexes.

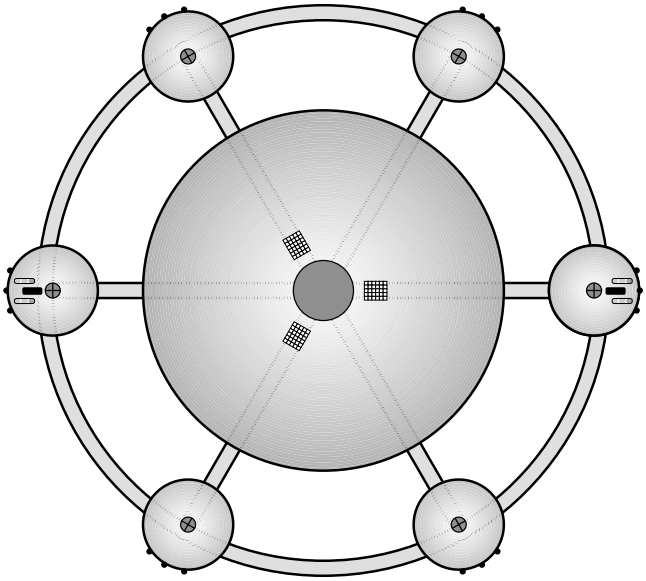
Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). Note: The Kzintis cannot equip a base with hangar bay modules for attack shuttles prior to Y165. If equipped with heavy fighter hangar bay modules (R1.70), it cannot be equipped with PF tender modules (R1.16).

PF tender: If this base is equipped with a PF tender module or modules (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with heavy fighter hangar bay modules (R1.70).

This base has six shuttle bays, each of which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4)

and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the bays of the base, or between the base's bays and the bays of any augmentation module, or between augmentation modules, are not possible.



Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6, 12, 18, or 24 AAS.
Y168-Y171	6, 12, 18, or 24 AAS or SAS or a mix of one squadron of each.
Y172	6, 12, 18, or 24 AAS or SAS or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS.
Y173-Y176	6, 12, 18, or 24 HAAS or one squadron of 12 HAAS and one squadron of 12 DAS.
Y177-Y179	6, 12, 18, or 24 TAAS or one squadron of 12 TAAS and one squadron of 12 DAS.
Y180	6, 12, 18, or 24 TAAS or TADS or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS.
Y181-Y182	6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS.
Y183	6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC.
Y184+	6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC.

Attack shuttles if heavy fighter hangar bay modules (R1.70) are present (note: a Kzinti starbase can have a maximum of two heavy attack shuttle squadrons):

YEAR	FIGHTERS
Y175-Y176	0, 6, 12, 18, or 24 HAAS or one squadron of 12 HAAS and one squadron of 12 DAS, 6 or 12 LAS or LKS or six of each.
Y177-Y179	0, 6, 12, 18, or 24 TAAS or one squadron of 12 TAAS and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y180	0, 6, 12, 18, or 24 TAAS or TADS or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y180-Y182	0, 6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y183	0, 6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC, 6 or 12 LFS or LKF or six of each.
Y184+	0, 6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC, 6 or 12 LFS or LKF or six of each.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

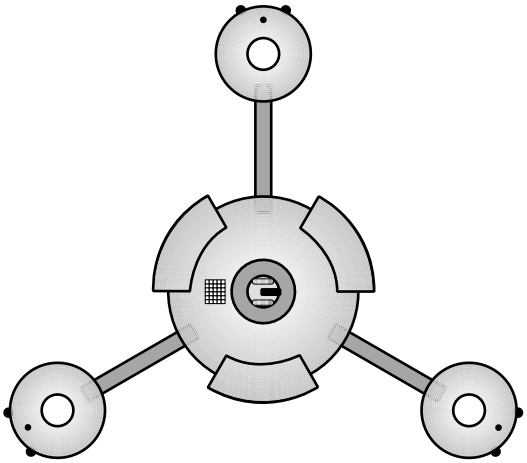
YEAR	FIGHTERS
Y182	0, 6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS.
Y183	0, 6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC.
Y184+	0, 6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). Limited aegis (D13.4) is installed in Y170; full aegis (D13.0), in Y175; see (R1.R-5). This base can always launch one drone from each drone rack each turn.

Refits: See listing under (R1.R-5) above which also provides for installation of DERFACS. From Y161 to Y164 this base can use (R5.R6) to replace up to half of its 12 non-shuttle deck (R1.5G) shuttles with attack shuttles.

A generic SSD and counter are in *Basic Set;* an SSD of the Kzinti starbase is in *Module R1*.

(R1.2-5) BATTLE STATION (BATS): Weapon #1 is a disruptor with a range of 30 hexes in one box and an ADD-30 [(E5.53)/(FD3.86)] in the second box. Weapon #2 is type-D drone racks (FD3.4). Weapon #3 is void.



Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles

(J10.0) or be equipped with a heavy fighter hangar bay module (R1.70).

This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0, 6, or 12 HAAS, 6 LAS or LKS.
Y177-Y179	0, 6, or 12 TAAS, 6 LFS or LKF.
Y180	0, 6, or 12 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0, 6, or 12 TADS, 6 LFS or LKF.
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0, 6, or 12 TADS.
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). Limited aegis (D13.4) installed in Y170; full aegis (D13.0), in Y175; see (R1.R-5) above. This base can always launch one drone from each drone rack each turn.

Refits: Special sensors are under Early Years restrictions (YG24.0) until Y134. Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Prior to Y140 the ADD-30 is a type-E drone rack (FD3.5) with one reload, BPV is reduced by two points. Also see listing under (R1.R-5) above which also provides for installation of DERFACS. From Y161 to Y164 this base can use (R5.R6) to replace up to half of its four non-shuttle deck (R1.5G) shuttles with attack shuttles.

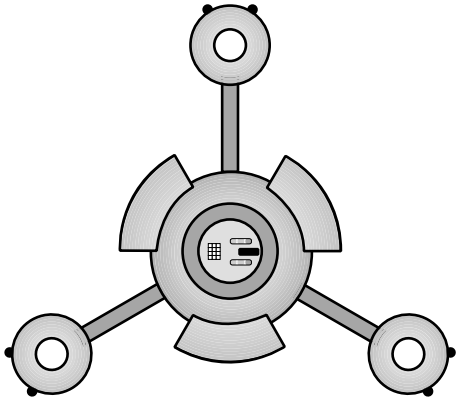
Generic SSD is in *Basic Set;* use the generic base station counter in *Basic Set;* an SSD of the Kzinti battle station and a Kzinti battle station counter are in *Module R1*.

(R1.3-5) BASE STATION (BS): Weapon #1 is a disruptor with a range of 30 hexes. Weapon #2 is type-D drone racks (FD3.4). Weapon #3 is an ADD-12 (E5.52). Weapon #4 is void.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).



This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0, 6, or 12 HAAS, 6 LAS or LKS.
Y177-Y179	0, 6, or 12 TAAS, 6 LFS or LKF.
Y180	0, 6, or 12 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0, 6, or 12 TADS, 6 LFS or LKF.
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0, 6, or 12 TADS.
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

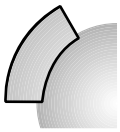
Seeking weapons: This base can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). Limited aegis (D13.4) was installed in Y170; full aegis (D13.0), in Y175; see (R1.R-5) above. This base can always launch one drone from each drone rack each turn.

Refits: Special sensors are under Early Years restrictions (YG24.0) until Y134. Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Prior to Y140 the ADD-12 is a type-E drone rack (FD3.5) with one reload, no change in BPV. Also see listing under (R1.R-5) above which also provides for installation of DERFACS. From Y161 to Y164 this base can use (R5.R6) to replace one of its two non-shuttle deck (R1.5G) shuttles with an attack shuttle.

Generic SSD is in *Basic Set;* use the generic base station counter in *Basic Set;* an SSD of the Kzinti base station is in *Module R1*.

(R1.4-5) HANGAR BAY MODULE (HBM):

Carrier: If a base is equipped with hangar bay modules, it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).



This module has one shuttle bay. Mines cannot be laid from this module (M2.113). Transfers by (J1.59) between this augmentation module and the bays of any other augmentation module or the bay or bays of the base to which it is attached are not possible.

Attack shuttles below are per hangar bay module. Hangar bay modules are class-A augmentation modules and must be docked to a class-A docking station to be operational. See the ship description for the base for the number of class-A docking stations the base has.

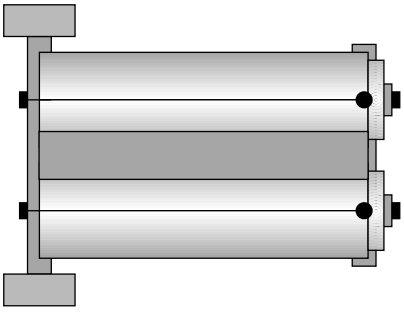
YEAR	FIGHTERS
Y165-Y167	6 AAS.
Y168-Y172	6 AAS or SAS.
Y172	6 AAS or SAS or DAS.
Y173-Y176	6 HAAS or DAS.
Y177-Y179	6 TAAS or DAS.
Y180	6 TAAS or TADS or DAS.
Y181-Y182	6 TADS or DAS.
Y183	6 TADS or TADSC or DAS or DASC.
Y184+	6 TADSC or DASC.

Note: Hangar bay modules which operate disruptor attack shuttles (R5.F7) replace cargo with APR.

Note: Modules of this type were actually in service before attack shuttles were developed. Prior to attack shuttles being developed they were commonly used to add additional shuttles to a base depending on the base's mission, e.g., a prospecting platform (R1.40) might have additional prospecting shuttles (R1.F12) or heavy transport shuttles (R1.F5) in such a module. The shuttles can have been of any type of size 2 or size 1.

SSD appears on base SSDs in *Basic Set* and in *Module R1,* and on base SSDs in other modules; there is no counter as the unit cannot function if it is not attached to a base. If in transit (being carried by a freighter or a tug), it is inactive; use a pod counter if a module in transit is dropped by a tug during a scenario.

(R1.7A-5) LARGE Q-SHIP (L-Q): The large Q-ship presented here became common after the introduction of attack shuttles. An earlier "Middle Years" large Q-ship was in service from Y130 and is presented in *Captain's Log #45.* [It is included below as the L-Q(M).] If playing a scenario set before Y164 use that large Q-Ship. Either may be used between Y164 and Y179.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has two shuttle bays each with a single hatch and holding one admin shuttle and two attack shuttles; transfers by (J1.59) are not possible. This ship is not authorized a multi-role shuttle (J8.0). There are no balconies (J1.53) or launch tubes (J1.54).

Attack shuttles:

YEAR	FIGHTERS
Y164-Y167	4 AAS.
Y168-Y172	4 AAS or SAS.
Y173-Y176	4 HAAS.
Y177-Y179	4 TAAS.
Y180	4 TAAS or TADS.
Y181-Y182	4 TADS.
Y183	4 TADS or TADSC.
Y184+	4 TADSC.

Even when escorts were available, the Kzintis never assigned an escort to this class of carrier. The ships sometimes operated on a specific mission with one or more other police ships (or even fleet ships), but were never given a formal escort.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

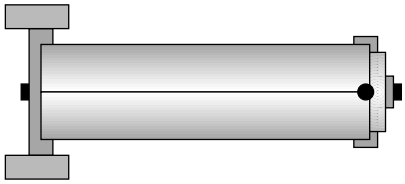
Refits: The Y175 refit was installed in Y175.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A Kzinti L-Q SSD is in *Advanced Missions;* use a generic large freighter counter. A generic L-Q counter (labeled Q L) is in *Module R1*.

Known name: *Phantom*.

(R1.7B-5) SMALL Q-SHIP (S-Q): The small Q-ship presented here became common after the introduction of attack shuttles. An earlier "Middle Years" small Q-ship was in service from Y130 and is presented in *Captain's Log #45.* [It is included below as the S-Q(M).] If playing a scenario set before Y164 use that small Q-Ship. Either may be used between Y164 and Y179.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has two shuttle bays each with a single hatch and holding one admin shuttle and one attack shuttle. This ship is not authorized a multi-role shuttle (J8.0). There are no balconies (J1.53) or launch tubes (J1.54).

Attack shuttles:

YEAR	FIGHTERS
Y164-Y167	2 AAS.
Y168-Y172	2 AAS or SAS.
Y173-Y176	2 HAAS.
Y177-Y179	2 TAAS.
Y180	2 TAAS or TADS.
Y181-Y182	2 TADS.
Y183	2 TADS or TADSC.
Y184+	2 TADSC.

Even when escorts were available, the Kzintis never assigned an escort to this class of carrier. The ships sometimes operated on a specific mission with one or more other police ships (or even fleet ships), but were never given a formal escort.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were type-A (FD3.1) until the Y175 refit, which converted them to type-C (FD3.3). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit was installed in Y175.

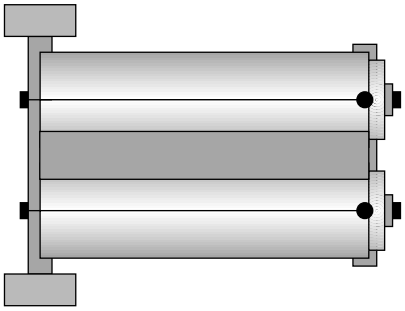
Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A Kzinti S-Q SSD is in *Advanced Missions;* use a generic small freighter counter. A generic S-Q counter (labeled Q S) is in *Module R1*.

THE LOST KZINTI Q-SHIPS OF THE MIDDLE YEARS

These ships use the standard Q-ship rules found in (R1.7).

(R1.7) MIDDLE YEARS LARGE Q-SHIP (L-Q(M)): This Q-ship design entered service about Y130, replacing the Early Years large Q-ships (YR1.7B) which had all been scrapped by this time. The Hegemony still felt the need for Q-ships, but the design was optimized to combat other Kzinti ships. Ships of this type served into the General War years, and some may have still been in service as late as Y179.



Two shuttle bays; transfers by (J1.59) are not possible.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were two type-A (FD3.1) drone racks and one type-E (FD3.5) drone rack. In Y140 the type-E drone rack was replaced with a six-round anti-drone (E5.0) rack. In Y175 the two type-A drone racks were replaced with type-C (FD3.3) drone racks and the anti-drone rack was increased to 12 rounds. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. After Y140 a six-round anti-drone rack replaces the type-E drone rack (FD3.5), no change in BPV. The Y175 refit was installed in Y175.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

SSD is in *Captain's Log #45;* use any available large freighter counter.

Known names: None known.

(R1.7) MIDDLE YEARS SMALL Q-SHIP (S-Q(M)): This Q-ship design entered service about Y130, replacing the Early Years small Q-ships (YR1.7A) which had all been scrapped by this time. The Hegemony still felt the need for Q-ships, but the design was optimized to combat other Kzinti ships. Ships of this type served into the General War years, and some may have still been in service as late as Y175.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). The drone racks on this ship were two type-A (FD3.1) drone racks. In Y175 the two type-A drone racks were replaced with type-C (FD3.3) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

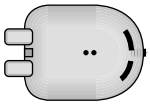
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The Y175 refit was installed in Y175.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

SSD is in *Captain's Log #45;* use any available counter.

Known names: None known.

(R1.9-5) FREE TRADER (FT): Free Traders in Kzinti space from Y125 will normally have a phaser-2, phaser-3, or type-A drone rack (FD3.1) in the option mount. From Y140 an ADD-6 (E5.51) might be in the option mount of Free Traders operating near Kzinti space.



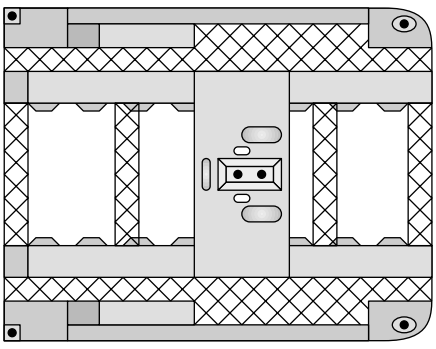
Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if equipped with a drone rack, otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Free Traders with type-A drone racks upgraded these to type-B (FD3.2) in Y175. Free Traders with ADD-6 upgraded these to ADD-12 (E5.52) in Y175.

A generic SSD and counter are in *Advanced Missions.*

(R1.10-5): FLEET REPAIR DOCK (FRD): Weapon #1 is phaser-1s. Weapon #2 is phaser-3s. Weapon #3 is type-B drone racks (FD3.2). Weapon #4 is deleted.



Carrier: If this unit is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy

fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this unit is equipped with a PF tender module (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This unit has one shuttle bay. Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the bay of this unit and the bay of any augmentation module, or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0 or 6 HAAS, 6 LAS or LKS.
Y177-Y179	0 or 6 TAAS, 6 LFS or LKF.
Y180	0 or 6 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0 or 6 TADS, 6 LFS or LKF.
Y183	0 or 6 TADS or TADSC, 6 LFS or LKF.
Y184+	0 or 6 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0 or 6 TADS.
Y183	0 or 6 TADS or TADSC.
Y184+	0 or 6 TADSC.

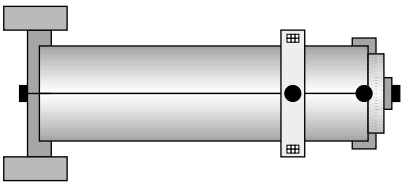
Seeking weapons: This unit can control a number of seeking weapons equal to its sensor rating (F3.21). This unit can always launch one drone from each drone rack each turn.

Refits: The Y175 refit was installed in Y175.

Maneuver: This unit can only move by sublight (Speed 1) unless towed by other ships; see (R1.10B).

A generic SSD and counter are in *Advanced Missions.*

(R1.13A-5) SMALL AUXILIARY CARRIER (AxCVL): Weapon-A is 2xphaser-1-360°s. Weapon-B is 2xADD-6.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay. This ship cannot operate disruptor-armed attack shuttles.

Attack shuttles [note: auxiliary carriers cannot operate heavy attack shuttles (J10.0), only auxiliary heavy fighter carriers can]:

YEAR	FIGHTERS
Y165-Y167	12 AAS.
Y168-Y172	12 AAS or SAS.
Y173-Y176	12 HAAS.
Y177-Y179	12 TAAS.
Y180	12 TAAS or TADS.
Y181-Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating despite the fact that it does not have any drone racks of its own.

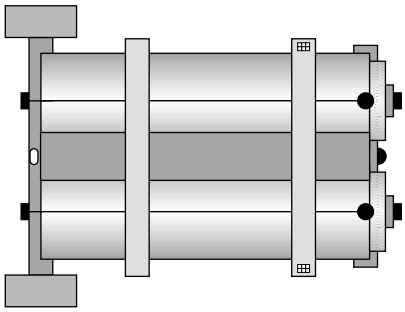
Refits: Y175 refit installed in Y175 replaces ADD-6s with ADD-12s.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A generic AxCVL SSD is in *Basic Set*. A Kzinti AxCVL SSD is in *Module J*. Use the generic AxCVL counter from *Module J*.

Known names: Kzinti small auxiliary carriers were numbered and not named, although some had informal names; *FV26*, *FV41*.

(R1.13B-5) LARGE AUXILIARY CARRIER (AxCVA): Weapon-A is 3xphaser-1-360°s. Weapon-B is 2xADD-6. Weapon-C is a type-A drone rack (FD3.1).



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has two shuttle bays; each bay holds 12 attack shuttles and three admin shuttles; transfers by (J1.59) between the bays are not possible. This ship cannot operate disruptor-armed attack shuttles.

Attack shuttles [note: auxiliary carriers cannot operate heavy attack shuttles (J10.0), only auxiliary heavy fighter carriers can]:

YEAR	FIGHTERS
Y165-Y167	24 AAS.
Y168-Y172	24 AAS or SAS or 12 of each.
Y173-Y176	24 HAAS.
Y177-Y179	24 TAAS.
Y180	24 TAAS or TADS or 12 of each.
Y181-Y182	24 TADS.
Y183	24 TADS or TADSC or 12 of each.
Y184+	24 TADSC.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating despite the fact that it does not have any drone racks of its own.

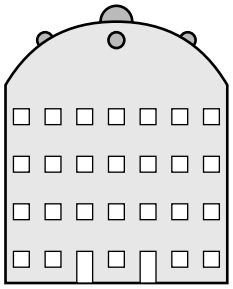
Refits: Y175 refit installed in Y175 replaces ADD-6s with ADD-12s and the type-A drone rack with a type-B (FD3.2) drone rack.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

There is currently no generic large auxiliary carrier SSD. A Kzinti AxCVA SSD is in *Module J*. Use the generic AxCVA counter from *Module J*.

(R1.14-5) GROUND-BASED DEFENSE STATIONS: The Kzintis use the ground-based defense phaser-4 (GBDP), ground-based defense phaser-1 (GBD1), ground-based defense phaser-2 (GBD2), and ground-based defense

disruptor (GBDD). Disruptors on ground-based defense stations always have a range of 40 hexes.

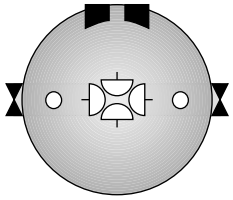


Seeking weapons: These stations can control a number of seeking weapons equal to half their sensor rating (F3.211).

Refits: The DERFACS refit was installed on all Kzinti ground-based defense disruptor stations in Y168.

Generic SSDs for these ground bases are in *Advanced Missions*. Generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.15-5) DEFENSE SATELLITES: The Kzintis use the disruptor variant (2xphaser-2s + 2xdisruptors + 2xphaser-3s), drone variant (2xphaser-2s + 1xtype-B drone rack + 2xphaser-3s), and the phaser variant (2xphaser-2s + 2xphaser-2s + 2xphaser-3s).

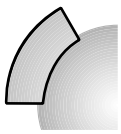


Range: Defense satellites in automatic mode, i.e., operating as a captor mine, have a maximum range for direct-fire weapons of five hexes true range. Direct-fire weapons on defense satellites operating under command control have a maximum range of 15 hexes true range.

Generic SSDs for these defense satellites are in *Advanced Missions*. Generic defense satellite counters are in *Advanced Missions*.

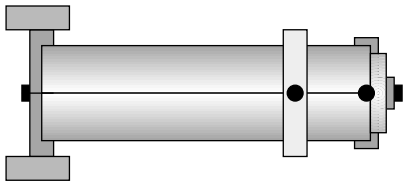
(R1.16-5) PF DOCKING MODULE (PFM):

PF tender: If a base is equipped with a PF tender module or modules (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with heavy fighter modules (R1.70). The repair boxes of this module can only be used to repair Needle fast patrol ships or Spike Interceptors docked to it (K2.116), they cannot be used to repair other units.



SSD is in *Module K* and in *Module R1;* there is no counter as the unit cannot function if it is not attached to a base. If in transit (being carried by a freighter or a tug), it is inactive; use a pod counter if the module is dropped by a tug during a scenario.

(R1.20-5) SMALL ARMED FREIGHTER (F-AS): The Kzintis use the phaser-armed, drone-armed, and disruptor-armed versions.



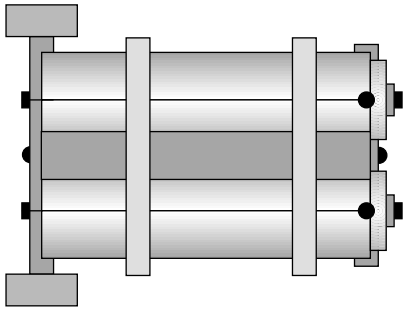
Seeking weapons: Small drone-armed freighters can control a number of seeking weapons equal to their sensor rating (F3.21); small phaser-armed freighters and small disruptor-armed freighters can control a number of seeking weapons equal to half their sensor rating (F3.211). Small drone-armed freighters can always launch one drone from its drone rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Kzinti drone-armed freighters had a type-A drone rack (FD3.1) with a single reload until the Y175 refit, which converted the drone rack to a type-B drone rack (FD3.2) and added a second reload.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

SSDs for these small armed freighters and generic F-AS counters are in *Advanced Missions*.

(R1.21-5) LARGE ARMED FREIGHTER (F-AL): The Kzintis use the phaser-armed, drone-armed, and disruptor-armed versions.



Seeking weapons: Large drone-armed freighters can control a number of seeking weapons equal to their sensor rating (F3.21); large phaser-armed freighters and large disruptor-armed freighters can control a number of seeking weapons equal to half their sensor rating (F3.211). Large drone-armed freighters can always launch one drone from each drone rack each turn.

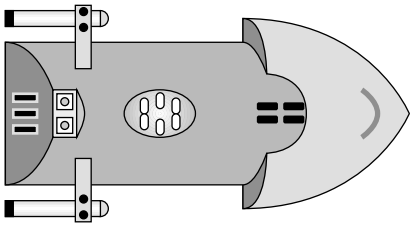
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Kzinti drone-armed freighters had type-A drone racks (FD3.1) each with a single reload until the Y175 refit, which converted the drone racks to a type-B drone racks (FD3.2) and added a second reload to each rack.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

SSDs for these large armed freighters and generic F-AL counters are in *Advanced Missions*.

(R1.22-5) MONITOR (MON): Weapon A is 4xdisruptor-40-FX. Weapon B is 6xtype-A drone racks (FD3.1). Weapon C is 2xphaser-1-LS. Weapon D is 2xphaser-1-RS.

Carrier: If equipped with a fighter pallet (R1.22E) or a space control pallet (R1.22E), it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).



PF tender: If equipped with a PF pallet (R1.22E), it is a true PF tender (K2.111). If equipped equipped with a space control pallet it cannot operate heavy attack shuttles (J10.0), but is a true PFT under (K2.113). The repair boxes on these pallets can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

The monitor with the fighter pallet has two bays: the monitor's bay and the fighter pallet's bay. The fighter pallet has two launch tubes (J1.54). Mines cannot be laid from the fighter pallet's bay (M2.113). Transfers by (J1.59) between the two bays are not possible.

Attack shuttles if using a fighter pallet:

YEAR	FIGHTERS
Y165-Y167	12 AAS.
Y168-Y172	12 AAS or SAS.
Y173-Y174	12 HAAS.
Y175-Y176	12 HAAS or 6 LAS or LKS.
Y177-Y179	12 TAAS or 6 LFS or LKF.
Y180	12 TAAS or TADS or 6 LFS or LKF.
Y181-Y182	12 TADS or 6 LFS or LKF.
Y183	12 TADS or TADSC or 6 LFS or LKF.
Y184+	12 TADSC or 6 LFS or LKF.

The monitor with the space control pallet has two bays: the monitor's bay and the space control pallet's bay. The space control pallet has two launch tubes (J1.54). Mines cannot be laid from the space control pallet's bay (M2.113). Transfers by (J1.59) between the two bays are not possible.

Attack shuttles if using a space control pallet:

YEAR	FIGHTERS
Y185+	12 TADSC.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). This ship can always launch one drone from each drone rack each turn.

Refits: DERFACS was installed on all Kzinti monitors in Y168. The Y175 refit was added in Y175 converting the six type-A (FD3.1) drone racks to type-B (FD3.2) drone racks and adding a second reload of drones to the type-B drone racks.

Maneuver: This ship cannot disengage by acceleration or use emergency deceleration.

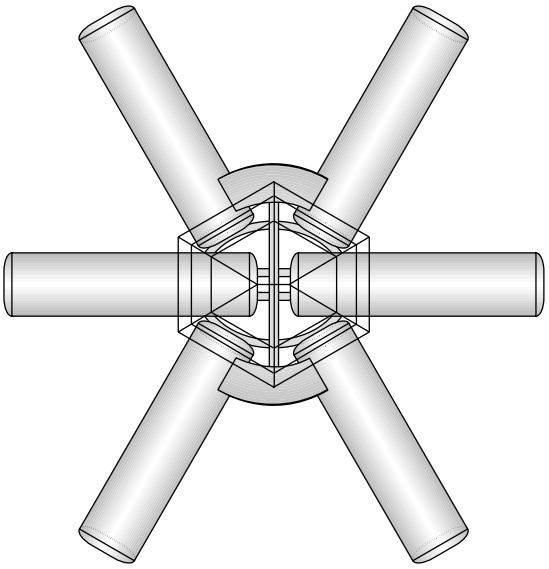
A generic monitor SSD and counter are in *Advanced Missions;* a Kzinti specific monitor SSD is in *Module R1*. SSDs for the pallets are found on the monitor pallets page of the *Advanced Missions* SSD book.

(R1.24-5) MOBILE BASE (MB): The Kzinti mobile base has phaser-1s.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).



This base has two shuttle bays, which may have shuttle decks (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the bays of the base, or between the base's bays and the bays of any augmentation module, or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0 or 6 HAAS, 6 LAS or LKS.
Y177-Y179	0 or 6 TAAS, 6 LFS or LKF.
Y180	0 or 6 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0 or 6 TADS, 6 LFS or LKF.
Y183	0 or 6 TADS or TADSC, 6 LFS or LKF.
Y184+	0 or 6 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0 or 6 TADS.
Y183	0 or 6 TADS or TADSC.
Y184+	0 or 6 TADSC.

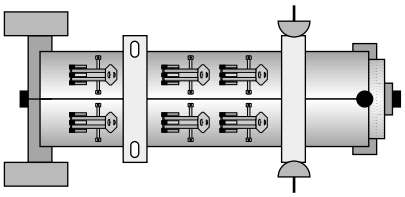
Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (F3.211). See also (F3.213).

A generic mobile base SSD with phaser-1s and a generic MB counter are in *Module R1*.

(R1.27A-5) SMALL AUXILIARY PF TENDER (AxPFS): Weapon #1 is 1xphaser-1-360° and Weapon #2 is type-B (FD3.2) drone racks.

The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.



PF tender: This ship is a true PF tender (K2.111).

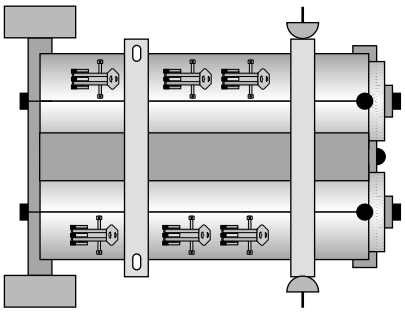
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). This ship can always launch one drone from each drone rack each turn.

Refits: None, the Y175 refit is included in the design.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A generic AxPFS SSD and counter are in *Module K;* a Kzinti specific AxPFS SSD is in *Module R1*.

(R1.27B-5) LARGE AUXILIARY PF TENDER (AxPFL): Weapon #1 is 3xphaser-1-360°s and Weapon #2 is type-B (FD3.2) drone racks.



The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.111).

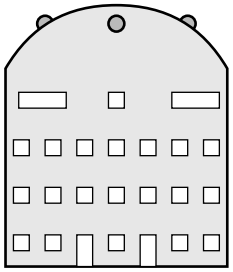
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). This ship can always launch one drone from each drone rack each turn.

Refits: None, the Y175 refit is included in the design.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A generic AxPFL SSD and counter are in *Module K;* a Kzinti specific AxPFL SSD is in *Module R1*.

(R1.28A-5) SMALL GROUND FIGHTER BASE (FGB-S): Bases of this type were operated by the Kzintis.



Carrier: This base is a true carrier; see (J4.93), (J11.13), and (J15.22). Rule (J4.75) is modified by (R1.28A).

Note: This base cannot operate heavy attack shuttles (J10.0), only heavy fighter ground bases (R1.48) can.

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

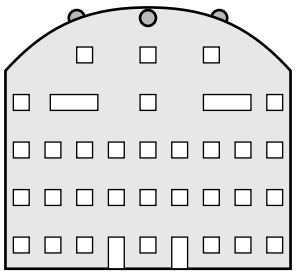
Attack shuttles:

YEAR	FIGHTERS
Y161-Y164	6 AS.
Y165-Y167	6 AAS.
Y168-Y172	6 AAS or SAS.
Y173-Y176	6 HAAS.
Y177-Y179	6 TAAS.
Y180	6 TAAS or TADS.
Y181-Y182	6 TADS.
Y183	6 TADS or TADSC.
Y184+	6 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A).

A generic FGB-S SSD is in *Module R1;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.28B-5) MEDIUM GROUND FIGHTER BASE (FGB-M): Bases of this type were operated by the Kzintis.



Carrier: This base is a true carrier; see (J4.93), (J11.13), and (J15.22). Rule (J4.75) is modified by (R1.28B).

Note: This base cannot operate heavy attack shuttles (J10.0), only heavy fighter ground bases (R1.48) can.

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

Attack shuttles:

YEAR	FIGHTERS
Y161-Y164	12 AS.
Y165-Y167	12 AAS.
Y168-Y172	12 AAS or SAS.
Y173-Y176	12 HAAS.
Y177-Y179	12 TAAS.
Y180	12 TAAS or TADS.
Y181-Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28B).

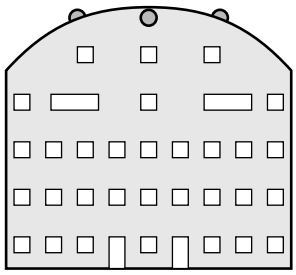
A generic FGB-M SSD is in *Module R1;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.28C-5) GROUND MISSILE BASE (GMB): Bases of this type were operated by the Kzintis.

Bombardment: This base has two hundred spaces of spare drones stored in its cargo boxes but is not a "bombardment" unit.

Seeking weapons: This base can control a number of seeking weapons equal to its sensor rating (F3.21). This base

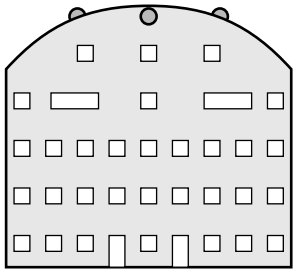
could always launch one drone from each drone rack each turn.



Refits: This base originally had type-A drone racks (FD3.1) (one reload) which were upgraded to type-B drone racks (FD3.2) (two reloads) in Y175.

A generic GMB SSD is in *Module R1;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.28C2-5) GROUND MISSILE DEFENSE BASE (GME): The Kzintis deployed bases of this type, usually in tandem with ground missile bases (R1.28C). Initially these were deployed on planets, moons, or in asteroid fields on the Klingon border. Beginning in Y168 in response to the increasing use of drones by the Federation the Kzintis deployed bases of this type on the Federation border.



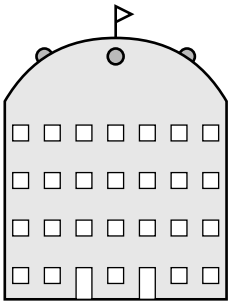
Bombardment: This base has two hundred spaces of spare type-VI drones stored in its cargo boxes but is not a "bombardment" unit.

Seeking weapons: This base can control a number of seeking weapons equal to its sensor rating (F3.21). This base could always launch drones at the maximum rate of a given drone rack each turn.

Refits: This base originally had type-E drone racks (FD3.5) (one reload) until the Y175 refit added a second reload.

A generic GME SSD is in *Module R1;* generic ground base counters are in *Advanced Missions* and *Module R1*.

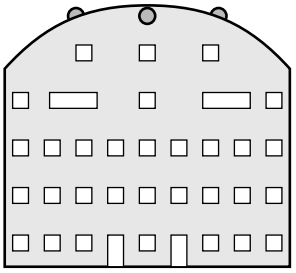
(R1.28G-5) SMALL MILITARY GARRISON (GMG): The Kzinti version uses the phaser-1.



Refits: Transporters increased from Range 4 to Range 5 in Y140.

A generic GMG SSD is in *Module R1;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.28J-5) SMALL PF GROUND BASE (GPF): Bases of this type were operated by the Kzintis.



The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the base itself (K2.611).

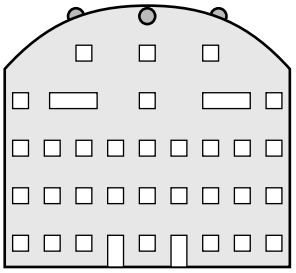
Scout: It can use all scout functions (G24.0). Special sensors are destroyed as any other system on the base in accordance with (R1.14A2).

PF tender: This base is a true PF tender (K2.112). See (R1.28J) for PF supplies.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (F3.211). See also (F3.213).

A generic GPF SSD and generic GPF counter are in *Module K;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.28K-5) PLANETARY CONTROL BASE (GPC): Bases of this type were operated by the Kzintis.



The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the base itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed as any other system on the base in accordance with (R1.14A2).

Carrier: This base is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: This base is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0). See (R1.28K) for PF and attack shuttle supplies.

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

Attack shuttles:

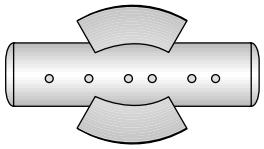
YEAR	FIGHTERS
Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A). See also (F3.213).

A generic GPC SSD is in *Module K;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.29-5) COMMERCIAL PLATFORM (CPL):

Carrier: If the platform is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).



PF tender: If the platform is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This platform has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the platform's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0 or 6 HAAS, 6 LAS or LKS.
Y177-Y179	0 or 6 TAAS, 6 LFS or LKF.
Y180	0 or 6 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0 or 6 TADS, 6 LFS or LKF.
Y183	0 or 6 TADS or TADSC, 6 LFS or LKF.
Y184+	0 or 6 TADSC, 6 LFS or LKF.

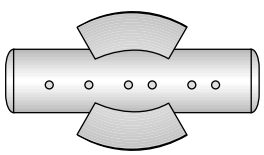
If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0 or 6 TADS.
Y183	0 or 6 TADS or TADSC.
Y184+	0 or 6 TADSC.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140.

A generic CPL SSD and counter are in *Module R1*.

(R1.30-5) SYSTEM ACTIVITY MAINTENANCE STATION (SAM): WPN is either 2xtype-A drone racks (FD3.1) or 2xdisruptors with a range of 22 hexes. Phaser-X is always phaser-1-360°s.



Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If the station is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If the station is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This station has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the station's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0 or 6 HAAS, 6 LAS or LKS.
Y177-Y179	0 or 6 TAAS, 6 LFS or LKF.
Y180	0 or 6 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0 or 6 TADS, 6 LFS or LKF.
Y183	0 or 6 TADS or TADSC, 6 LFS or LKF.
Y184+	0 or 6 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0 or 6 TADS.
Y183	0 or 6 TADS or TADSC.
Y184+	0 or 6 TADSC.

Seeking weapons: This station can control a number of seeking weapons equal its sensor rating if it has drone racks (F3.21), otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211); see also (F3.213). This base can always launch one drone from each drone rack each turn.

Refits: Special sensors are under Early Years restrictions (YG24.0) until Y134. Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Bases armed with type-A (FD3.1) drone racks converted them to type-B (FD3.2) drone racks with two reloads under the Y175 refit.

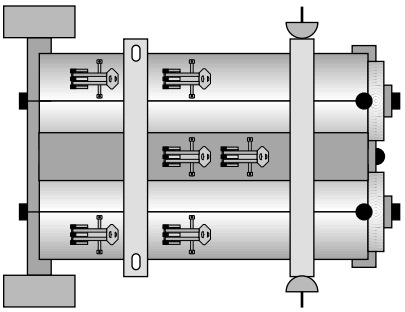
A generic SAM SSD and counter are in *Module R1*.

(R1.31-5) AUXILIARY SPACE CONTROL SHIP (AxSCS): Weapon #1 is 3xphaser-1-360°s and Weapon #2 is type-B drone racks (FD3.2).

The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).



PF tender: This ship is a true PF tender (K2.111) and cannot operate heavy attack shuttles (J10.0). See (R1.31) for fast patrol ship and attack shuttle supplies.

This ship has two shuttle bays; transfers by (J1.59) between the bays are not possible. This ship cannot operate disruptor-armed attack shuttles.

Attack shuttles:

YEAR	FIGHTERS
Y181-Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

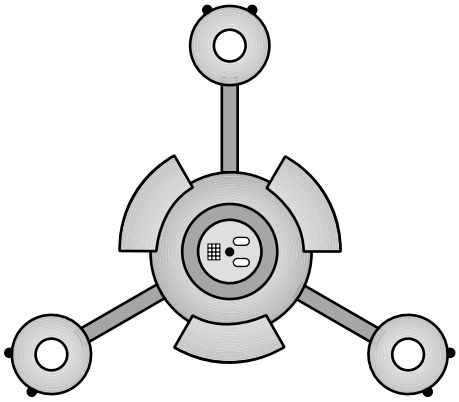
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). This ship can always launch one drone from each drone rack each turn.

Refits: None, the Y175 refit is included in the design.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A generic AxSCS SSD and counter are in *Module K*.

(R1.35-5) CIVILIAN BASE STATION (BSC): Weapon #1 is a type-A drone rack (FD3.1). Weapon #2 and the heavy phasers (PH-) are all phaser-1s. Weapon #3 is a type-A drone rack. Weapon #4 is an ADD-12 (E5.53).



Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16) to operate Kzinti Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y165-Y167	6 or 12 AAS.
Y168-Y172	6 or 12 AAS or SAS.
Y173-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0, 6, or 12 HAAS, 6 LAS or LKS.
Y177-Y179	0, 6, or 12 TAAS, 6 LFS or LKF.
Y180	0, 6, or 12 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0, 6, or 12 TADS, 6 LFS or LKF.
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

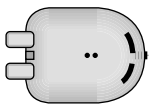
YEAR	FIGHTERS
Y182	0, 6, or 12 TADS.
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). Limited aegis (D13.4) was installed in Y175; see (R1.R-5) above. This base can always launch one drone from each drone rack each turn.

Refits: Special sensors are under Early Years restrictions (YG24.0) until Y134. Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Prior to Y140 the ADD-12 is a type-E drone rack (FD3.5) with one reload, no change in BPV. In Y175 the type-A drone racks are upgraded to type-B drone racks (FD3.2) with two reloads. Also see listing under (R1.R-5) above.

A generic civilian base station SSD is in *Module C3*. The ship description is in *Module R1;* use the generic base station counter from *Basic Set*.

(R1.38-5) FREE PROSPECTOR (FTP): A Free Prospector in Kzinti space from Y130 might have a phaser-2 or a phaser-3 or a type-A drone rack (FD3.1) or a prospecting cannon in the option mount. From Y140 it might mount an ADD-6 (E5.51) in the option mount rather than any of the other systems.



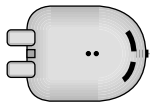
Landing: Can land on planets using the powered landing system (P2.434) and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if equipped with a drone rack, otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Free Prospectors with type-A drone racks had one reload until Y175 when the drone rack was upgraded to type-B (FD3.2) with two reloads. Free Prospectors with ADD-6 in Y175 upgrade them to ADD-12 (E5.52).

Generic SSD is in *Module F1;* use a generic Free Trader counter from *Advanced Missions*.

(R1.43-5) FREE TROOPER (FTR): Free Troopers in Kzinti space from Y125 will normally have a phaser-2, phaser-3, or type-A drone rack (FD3.1) in the option mount. From Y140 an ADD-6 (E5.51) might be in the option mount.



Landing force: 24 boarding parties (D7.0) plus two commando squads (D15.84), four heavy-weapons squads (D15.81), and four ground combat vehicles (D15.82). This was roughly a weak battalion of troops (R5.M1) (two companies and supporting elements) and is included in the ship's BPV.

Shuttles: Three ground assault shuttles (R1.F4) and one admin shuttle [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

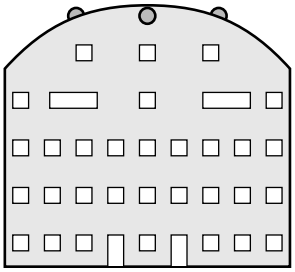
Landing: Can land on planets using the powered landing system (P2.434) and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if equipped with a drone rack, otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Some of these ships were fitted with the larger (eight box) engines of the Prime Trader (R1.67) beginning about Y140, increasing their BPV by 16 points; this refit was never standard or even common. Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. Free Troopers with type-A drone racks upgraded these to type-B (FD3.2) in Y175. Free Troopers with ADD-6 upgraded these to ADD-12 (E5.52) in Y175.

Generic SSD and FTR counter are in *Module M*.

(R1.46A-5) MEDIUM BOMBER BASE (BMB): Kzinti medium bombers use this base.



Carrier: This base is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). This base cannot operate size-1 or size-2 attack shuttles except as provided in (J4.899).

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

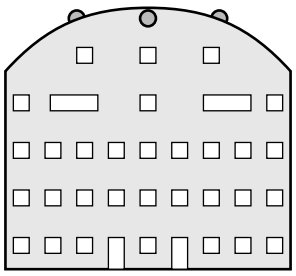
Bombers:

YEAR	BOMBERS
Y165-Y171	6 BMR.
Y172-Y175	6 BMR or AMR.
Y176-Y179	6 AMR.
Y180-Y183	6 AMR or VMR.
Y184+	6 VMR.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A).

A generic SSD is in *Module J2;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.46B-5) HEAVY BOMBER BASE (BHB): Kzinti heavy bombers use this base.



Scout: It can use all scout functions (G24.0). Special sensors are destroyed as any other system on the base in accordance with (R1.14A2).

Carrier: This base is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). This base cannot operate size-1 or size-2 attack shuttles except as provided in (J4.899).

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

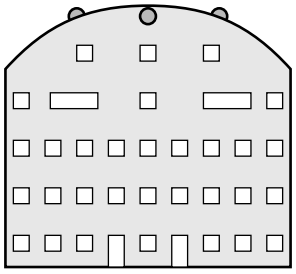
Bombers:

YEAR	BOMBERS
Y181+	6 HMR.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A). See also (F3.213).

A generic SSD is in *Module J2;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.46C-5) TYPE-H DRONE BASE (GHD): The Kzintis deployed bases of this type in Y165.



Seeking weapons: This base can control a number of seeking weapons equal to its sensor rating (F3.21). This base can always launch up to six type-H drones in a given turn.

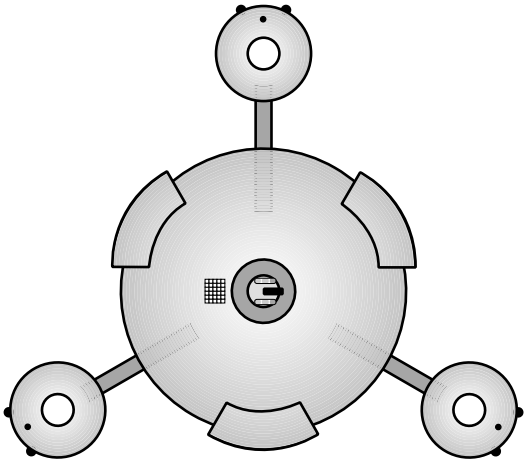
A generic SSD is in *Module J2;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.47-5) SECTOR BASE (STB): Weapon #1 is 1xdisruptor with a range of 30 hexes in one box and an ADD-30 [(E5.53)/(FD3.86)] in the second box. Weapon #2 is two type-D (FD3.4) drone racks. Weapon #3 is void.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).



This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y175-Y176	6 or 12 HAAS.
Y177-Y179	6 or 12 TAAS.
Y180	6 or 12 TAAS or TADS.
Y181-Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y175-Y176	0, 6, or 12 HAAS, 6 LAS or LKS.
Y177-Y179	0, 6, or 12 TAAS, 6 LFS or LKF.
Y180	0, 6, or 12 TAAS or TADS, 6 LFS or LKF.
Y180-Y182	0, 6, or 12 TADS, 6 LFS or LKF.
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

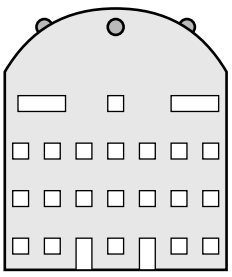
YEAR	FIGHTERS
Y182	0, 6, or 12 TADS.
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). It has full aegis (D13.0). This base can always launch one drone from each drone rack each turn.

Refits: None, bases of this type included DERFACS in their design.

A generic SSD and counter are in *Module R8*.

(R1.48A-5) SMALL HEAVY FIGHTER BASE (HFB-S): Kzinti heavy attack shuttles use these bases.



Carrier: This base is a true carrier; see (J4.93), (J11.13), and (J15.22). Rule (J4.75) is modified by (R1.28A).

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

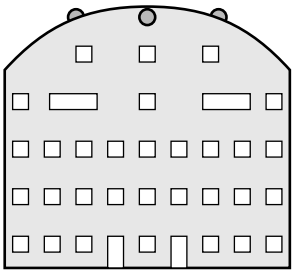
Attack shuttles:

YEAR	FIGHTERS
Y175-Y176	3 LAS or LKS.
Y177-Y178	3 LAS or LFS or LKS or LKF.
Y179+	3 LFS or LKF.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A).

A generic SSD is in *Module R8;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.48B-5) LARGE HEAVY FIGHTER BASE (HFB): Kzinti heavy attack shuttles use these bases.



Carrier: This base is a true carrier; see (J4.93), (J11.13), and (J15.22). Rule (J4.75) is modified by (R1.28B).

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

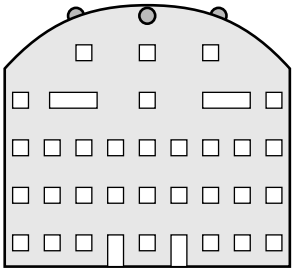
Attack shuttles:

YEAR	FIGHTERS
Y175-Y176	6 LAS or LKS.
Y177-Y178	6 LAS or LFS or LKS or LKF.
Y179+	6 LFS or LKF.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A).

A generic SSD is in *Module R8;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.48C-5) HEAVY FIGHTER PLANETARY CONTROL BASE (HFC): Kzinti heavy attack shuttles use these bases.



Scout: It can use all scout functions (G24.0). Special sensors are destroyed as any other system on the base in accordance with (R1.14A2).

Carrier: The base is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). See (R1.28K) for additional supplies.

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

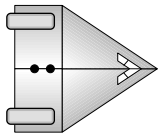
Attack shuttles:

YEAR	FIGHTERS
Y175-Y176	12 HAAS, 6 LAS or LKS.
Y177-Y178	12 TAAS, 6 LAS or LKS or LFS or LKF.
Y179	12 TAAS, 6 LFS or LKF.
Y180-Y182	12 TAAS or TADS, 6 LFS or LKF.
Y183	12 TADS or TADSC, 6 LFS or LKF.
Y184+	12 TADSC, 6 LFS or LKF.

Seeking weapons: This base can control a number of seeking weapons equal to half its sensor rating (R1.28A). See also (F3.213).

A generic SSD is in *Module R8;* generic ground base counters are in *Advanced Missions* and *Module R1*.

(R1.53-5) SECURITY SKIFF (SSK): Security skiffs in Kzinti service always have a type-A drone rack (FD3.1).



This ship is nimble (C11.0).

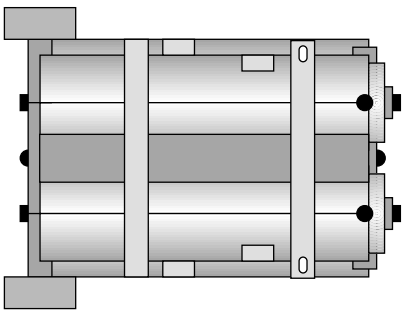
Landing: Can land on planets using the gravity landing system (P2.432), aerodynamic landing system (P2.433), or powered landing system (P2.434); it has the crash landing bonus (P2.4311).

Seeking weapons: Kzinti security skiffs can control a number of seeking weapons equal to their sensor rating (F3.21).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The Y175 refit upgrades the type-A drone rack on some (but not all) security skiffs to a type-B drone rack (FD3.2) with two reloads; skiffs that did not receive the type-B drone rack did receive a second reload for their type-A drone rack.

A generic SSD and counter are in *Module R8*.

(R1.55-5) HEAVY AUXILIARY CARRIER (HAV): Weapon #1 is phaser-1s, Weapon #2 is type-C drone racks (FD3.3), Weapon #3 is phaser-3-RA, Weapon #4 is type-B drone racks (FD3.2), and Weapon #5 is phaser-3-360°s.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has two shuttle bays, each holding 12 attack shuttles and three admin shuttles. Transfers by (J1.59) between the bays are not possible. This ship cannot operate disruptor-armed attack shuttles.

Attack shuttles [note: auxiliary carriers cannot operate heavy attack shuttles (J10.0), only auxiliary heavy fighter carriers (R1.75) & (R1.76) can]:

YEAR	FIGHTERS
Y165-Y167	24 AAS.
Y168-Y172	24 AAS or SAS or 12 of each.
Y173-Y176	24 HAAS.
Y177-Y179	24 TAAS.
Y180	24 TAAS or TADS or 12 of each.
Y181-Y182	24 TADS.
Y183	24 TADS or TADSC or 12 of each.
Y184+	24 TADSC.

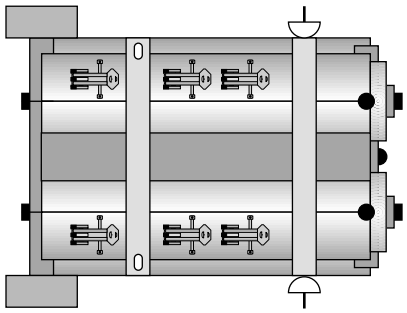
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit adds a second set of reloads to the drone racks.

Maneuver: The heavy auxiliary carrier can accelerate by no more than five movement points or double its current speed. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R8*.

(R1.56-5) HEAVY AUXILIARY PF TENDER (HAP): Weapon #1 is phaser-1s, Weapon #2 is type-C drone racks (FD3.3) with two reloads, Weapon #3 is deleted, Weapon #4 is type-B drone racks (FD3.2) with two reloads, and Weapon #5 is phaser-3-360°s.



The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.111).

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the Y175 refit was included in the design.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R8*.

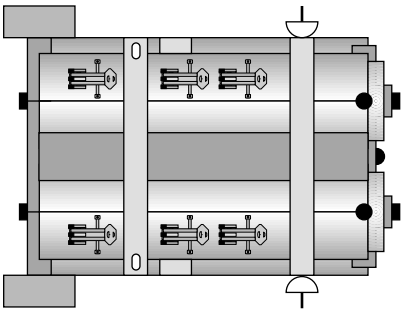
(R1.57-5) HEAVY AUXILIARY SPACE CONTROL SHIP (HSC): Weapon #1 is phaser-1s, Weapon #2 is type-C drone racks (FD3.3) with two reloads, Weapon #3 is deleted, Weapon #4 is type-B drone racks (FD3.2) with two reloads, and Weapon #5 is phaser-3-360°s.

The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.111) and cannot operate heavy attack shuttles (J10.0). See (R1.31) for PF and attack shuttle supplies.



This ship has two shuttle bays each holding six attack shuttles and two admin shuttles. Transfers by (J1.59) between the bays are not possible.

Attack shuttles:

YEAR	FIGHTERS
Y181-Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

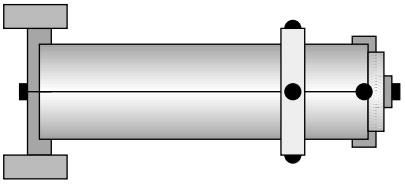
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the Y175 refit was included in the design.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R8*.

(R1.58-5) SMALL AUXILIARY CRUISER (SAC): Weapon options are disruptor-FA with a range of 15 hexes, or phaser-1-FA, type-A drone rack (FD3.1), or type-C drone rack (FD3.3) or one of any two.



Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if armed with one or more drone racks; otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211). This ship could always launch drones at the maximum rate of the given drone rack each turn.

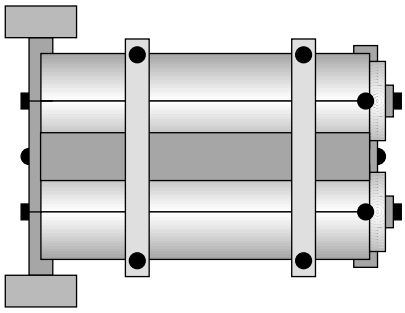
Refits: The Y175 refit upgrades any type-A drone racks to type-B (FD3.2) drone racks with two reloads and adds a second reload to any type-C drone racks.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

A generic SSD and counter are in *Module R8*.

(R1.59-5) LARGE AUXILIARY CRUISER (LAC): Weapon options are disruptor-FAs with a range of 15 or 22 hexes, or phaser-1-FAs, or type-A drone racks (FD3.1) or type-C drone racks (FD3.3) or two of one and one of another, or one each of any three.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if armed with one or more drone racks; otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211). This ship could always launch drones at the maximum rate of the given drone rack each turn.

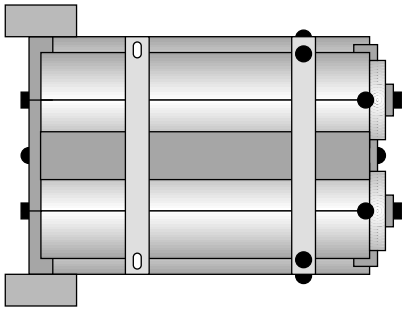


Refits: The Y175 refit upgrades any type-A drone racks to type-B (FD3.2) with two reloads and adds a second reload to any type-C drone racks.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

A generic SSD and counter are in *Module R8*.

(R1.60-5) HEAVY AUXILIARY CRUISER (HAC): Weapon options are disruptor-FAs with a range of 15 or 22 hexes, or phaser-1-FAs, or type-B drone racks (FD3.2) with two reloads or type-C drone racks (FD3.3) with two reloads or two of one and one of another, or one of any three. Rear hull weapons are: Weapon #1 is phaser-1s, Weapon #3 is a phaser-3-RA, Weapon #4 is type-B drone racks with two reloads, and Weapon #5 is phaser-3-360°s.



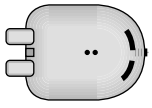
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit is included in the design.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R8*.

(R1.65-5) CIVILIAN LUXURY FAST TRANSPORT (FTT): Civilian luxury fast transports in Kzinti space will normally have a phaser-2, phaser-3, or type-A drone rack (FD3.1) in the option mount. From Y140 an ADD-6 (E5.51) might be in the option mount of civilian luxury fast transports operating near Kzinti space.



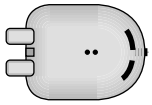
Landing: Can land on planets using the powered landing system (P2.434) and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if equipped with a drone rack, otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The Y175 refit replaces any type-A drone rack with a type-B drone rack (FD3.2) with two reloads, or increases any ADD-6 to an ADD-12.

A generic SSD and counter are in *Module R8*.

(R1.67-5) PRIME TRADERS (PT): Prime Traders in Kzinti space will normally have phaser-1s, phaser-2s, phaser-3s, type-A drone racks (FD3.1), or (sometimes) disruptor-15s, or one of any two in the option mounts. From Y140 an ADD-6 (E5.51) might be in the option mount of Prime Traders operating near Kzinti space.



Landing: Can land on planets using the powered landing system (P2.434) and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21) if equipped with a drone rack, otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The Y175 refit replaces any type-A drone rack with a type-B drone rack (FD3.2) with two reloads, or increases any ADD-6 to an ADD-12 (E5.52).

A generic SSD and counter are in *Module R8*.

(R1.68T-5) SELF-DEFENSE SKID TYPE-I (SDS1): The Kzintis used this skid.

Seeking weapons: This skid does not increase the drone control rating of the freighter to which it is attached and has no inherent drone control rating of its own if it is not attached to a freighter. This skid could always launch one drone from each drone rack each turn.

Refits: This skid had type-A drone racks (FD3.1) with one reload until Y175 when the drone racks were upgraded to type-B (FD3.2) with two reloads.

A generic SSD is in *Module R11;* there is no separate counter.

(R1.68U-5) SELF-DEFENSE SKID TYPE-II (SDS2): The Kzintis used this skid.

A generic SSD is in *Module R11;* there is no separate counter.

(R1.68V-5) SELF-DEFENSE SKID TYPE-III (SDS3): The Kzintis used this skid.

A generic SSD is in *Module R11;* there is no separate counter.

(R1.68W-5) FIGHTER SKID (FTRS): These were not available to the Kzintis prior to Y170. The attack shuttles on this skid will, of course, be whatever is borrowed from the Kzinti ground base the skid is supporting as per the rules for this skid type.

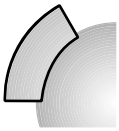
Carrier: This skid does not make the freighter that it is attached to a "carrier" for any purpose, not even as a casual (J4.62) carrier. See (R1.68) for the operations of this skid.

The skid has a single bay. Transfers by (J1.59) between this skid and any shuttle bays on the freighter, on other skids carried by the freighter, or on any ducktails carried by the freighter, are not possible.

A generic SSD is in *Module R11;* there is no separate counter.

(R1.70-5) HEAVY FIGHTER HANGAR BAY MODULE (HFM):

Carrier: If a base is equipped with a heavy fighter hangar bay module, it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). A base equipped with a heavy fighter hangar bay module cannot be equipped with a PF tender module (R1.16).



Attack shuttles below are per heavy fighter hangar bay module if heavy fighter hangar bay modules are present. Heavy fighter hangar bay modules are class-A augmentation modules and must be docked to a class-A docking station to be operational. See the ship description for the base for the number of class-A docking positions the base has. Only one heavy fighter hangar bay module can be on a base, except a starbase (R1.1) or stellar fortress (R1.89), which can have two such augmentation modules. If a PF docking module (R1.16) is being used by the base, the base is a true PF tender and cannot operate heavy attack shuttles (J10.0) and would have no use for this module:

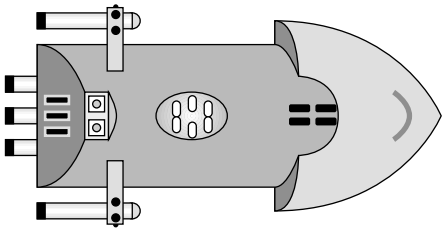
Attack shuttles:

YEAR	FIGHTERS
Y175-Y176	6 LAS or LKS.
Y177-Y178	6 LAS or LFS or LKS or LKF.
Y179+	6 LFS or LKF.

Transfers by (J1.59) between this augmentation module and the bays of any other augmentation module or the bay or bays of the base to which it is attached are not possible.

A generic SSD is in *Module R8;* there is no counter as the unit cannot function if it is not attached to a base. If in transit (being carried by a freighter or a tug), it is inactive; use a pod counter if the module is dropped by a tug during a scenario.

(R1.71-5) FAST MONITOR (MNF): Weapon A is 4xdisruptor-40-FX. Weapon B is 6xtype-A drone racks (FD3.1). Weapon C is 2xphaser-1-LS. Weapon D is 2xphaser-1-RS.



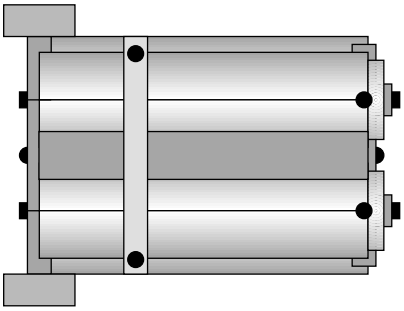
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship could always launch one drone from each rack each turn.

Refits: DERFACS was included in the design. The Y175 refit converts the type-A drone racks to type-B (FD3.2) drone racks and adds a second reload. This ship could always launch one drone rack from each rack each turn.

Maneuver: This ship cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R9*.

(R1.74-5) HEAVY AUXILIARY TROOP TRANSPORT (FTH): Weapon #1 is phaser-1s, there is no Weapon #2, Weapon #3 is phaser-3-RA, Weapon #4 is type-B drone racks (FD3.2), and Weapon #5 is phaser-3-360°s.



Landing force: 114 boarding parties (D7.0) plus four commando squads (D15.84), 12 heavy-weapons squads (D15.81), and eight ground combat vehicles (D15.82). This was roughly two battalions of troops (R5.M1) and is included in the ship's BPV. Note: Ten of the boarding parties are not part of the landing force, but are assigned to defend the ship. They are, however, Marines and could be used to support the landing force.

This ship has two shuttle bays each holding two ground assault shuttles (R1.F4) and two heavy transport shuttles (R1.F5). Transfers by (J1.59) between the bays are not possible.

Shuttles: Four ground assault shuttles (R1.F4) and four heavy transport shuttles (R1.F5); these shuttles are included in the ship's BPV.

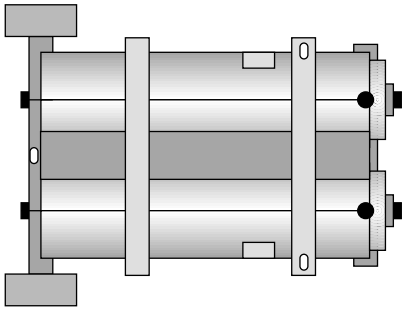
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship could always launch one drone from each rack each turn.

Refits: None, the design included the Y175 refit

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R11*.

(R1.75-5) LARGE AUXILIARY HEAVY FIGHTER CARRIER (LAH): Weapon-A is 3xphaser-1-360°s. Weapon-B is 2xADD-12 (E5.52). Weapon-C is a type-B (FD3.2) drone rack.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has two shuttle bays; each bay holds six size-1 attack shuttles, three size-2 attack shuttles, and three admin shuttles; transfers by (J1.59) between the bays are not possible. This ship cannot operate size-1 disruptor-armed attack shuttles.

Attack shuttles:

YEAR	FIGHTERS
Y175-Y176	12 HAAS, 6 LAS or LKS.
Y177-Y178	12 TAAS, 6 LAS or LKS or LFS or LKF.
Y179	12 TAAS, 6 LFS or LKF.
Y180-Y182	12 TAAS or TADS, 6 LFS or LKF.
Y183	12 TADS or TADSC, 6 LFS or LKF.
Y184+	12 TADSC, 6 LFS or LKF.

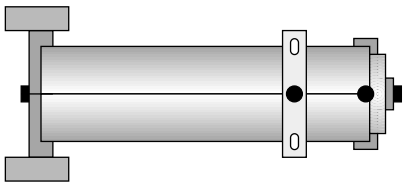
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). This ship could always launch a drone from its drone rack each turn.

Refits: None, the Y175 refit was included in the design.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A generic SSD and counter are in *Module R11*.

(R1.76-5) SMALL AUXILIARY HEAVY FIGHTER CARRIER (SAH): Weapon-A is 2xphaser-1-360°s, Weapon-B 2xADD-12s (E5.52).



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has a single shuttle bay.

Attack shuttles:

YEAR	FIGHTERS
Y175-Y176	6 LAS or LKS.
Y177-Y178	6 LAS or LFS or LKS or LKF.
Y179+	6 LFS or LKF.

Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating despite the fact that it has no drones racks of its own.

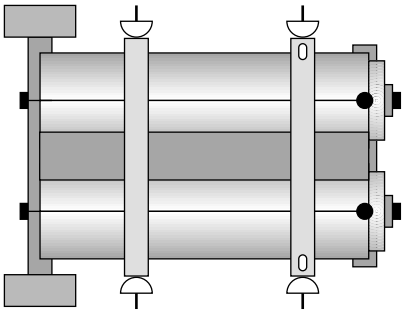
Refits: None, the Y175 refit was included in the design.

Maneuver: This ship can accelerate by no more than five

movement points per turn. It can disengage by acceleration.

A generic SSD and counter are in *Module R11*.

(R1.77-5) LARGE AUXILIARY SCOUT (LAS): Weapon #1 is phaser-1s, Weapon #2 is type-A drone racks (FD3.1), and Weapon #3 is a phaser-3-RA.



Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

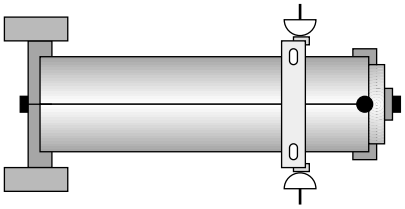
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). This ship could always launch one drone from each rack each turn.

Refits: The Y175 refit converts two of the type-A drone racks to type-B (FD3.2) drone racks with two reloads and two of the type-A drone racks to type-C (FD3.3) drone racks with two reloads.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

A generic SSD and counter are in *Module R11*.

(R1.78-5) SMALL AUXILIARY SCOUT (SAS): Weapon #1 is phaser-1s and Weapon #2 is type-A drone racks (FD3.1).



Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). This ship could always launch one drone from each rack each turn.

Refits: The Y175 refit converts the type-A drone racks to type-C (FD3.3) drone racks with two reloads.

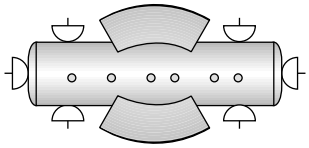
Maneuver: The small auxiliary scout can accelerate by no more than five movement points per turn. It can disengage by acceleration.

A generic SSD and counter are in *Module R11*.

(R1.79-5) COMMUNICATIONS RELAY STATION (CCS): WPN is either 2xtype-A drone racks (FD3.1) or 2xdisruptors with a range of 22 hexes. Phaser-X is always phaser-1-360°s.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

This base has one shuttle bay, which may have a shuttle deck (R1.1G5). The augmentation modules on this base cannot be changed as they are integral to its operations.

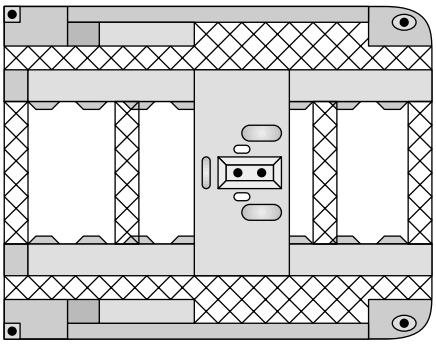


Seeking weapons: This station can control a number of seeking weapons equal to its sensor rating if it has drone racks (F3.21); otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211). See also (F3.213).

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The Y175 refit upgrades any type-A drone racks to type-B (FD3.2) drone racks with two reloads.

A generic SSD and counter are in *Module R11*.

(R1.81-5) ADVANCED TECHNOLOGY FLEET REPAIR DOCK (FRX): Weapon #1 is phaser-1Xs, Weapon #2 is phaser-1Xs, Weapon #3 is type-BX drone racks (XFD3.0), and Weapon #4 is void.



This unit is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Carrier: If this unit is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this unit is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This unit has one shuttle bay. Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the bay of this unit and the bays of any augmentation module or between augmentation modules, are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y182	0 or 6 TADS, 6 LFS or LKF.
Y183	0 or 6 TADS or TADSC, 6 LFS or LKF.
Y184+	0 or 6 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0 or 6 TADS.

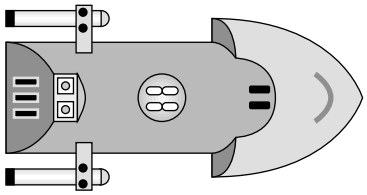
Y183 0 or 6 TADS or TADSC.
Y184+ 0 or 6 TADSC.

Seeking weapons: This unit can control a number of seeking weapons equal to double its sensor rating [(F3.21) and (XF3.2)]. It has X-aegis (XD13.0). This unit could always launch one drone from each rack each turn.

Maneuver: This unit can only move by sublight (Speed 1) unless towed by other ships; see (R1.10B).

A generic SSD and counter are in *Module R11*.

(R1.83-5) LIGHT MONITOR (LMN): Weapon A is 2xdisruptors-FA with a range of 30 hexes, Weapon B is 4xtype-A drone racks (FD3.1), Weapon C is 2xphaser-1-RS and Weapon D is 2xphaser-1-LS.



Carrier: If the light monitor is equipped with a fighter pallet (R1.22E), it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: If the light monitor is equipped with a PF pallet (R1.22E), it is a true PF tender (K2.113). The repair boxes on this pallet can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

The light monitor with the fighter pallet has two bays: the light monitor's bay and the fighter pallet's bay. The fighter pallet has two launch tubes (J1.54). Mines cannot be laid from the fighter pallet's bay (M2.113). Transfers by (J1.59) between the two bays are not possible.

Attack shuttles if using a fighter pallet:

YEAR	FIGHTERS
Y165-Y167	12 AAS.
Y168-Y172	12 AAS or SAS.
Y173-Y174	12 HAAS.
Y175-Y176	12 HAAS or 6 LAS or LKS.
Y177-Y179	12 TAAS or 6 LFS or LKF.
Y180	12 TAAS or TADS or 6 LFS or LKF.
Y181-Y182	12 TADS or 6 LFS or LKF.
Y183	12 TADS or TADSC or 6 LFS or LKF.
Y184+	12 TADSC or 6 LFS or LKF.

The light monitor can operate a PF or support pallet, but cannot operate a space control pallet.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship could always launch one drone from each rack each turn.

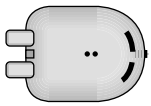
Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. DERFACS was installed on all Kzinti monitors in Y168. The Y175 refit was added in Y175 and converted the type-A drone racks to type-B (FD3.2) drone racks and added a second reload.

Maneuver: This ship cannot disengage by acceleration or use emergency deceleration.

A generic SSD and counter are in *Module R11*. SSDs for the pallets are found on the monitor pallets page of the *Advanced Missions* SSD book.

(R1.84-5) FREE ESCORT CARRIER (FEV): Free escort carriers in Kzinti space will normally have phaser-2s, phaser-3s, or type-A drone racks (FD3.1), or ADD-6s (E5.51), or one of any two, in the option mounts.

Carrier: This ship is a casual carrier; see (J4.62).



This ship has two shuttle bays each holding one admin shuttle and three attack shuttles; transfers by (J1.59) between the bays are not possible. Carriers of this type often operated mixed squadrons, but cannot operate assault (disruptor-armed) attack shuttles or attack shuttles larger than size 1.

Attack shuttles:

YEAR	FIGHTERS
Y167+	6 varies.

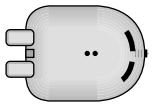
Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating if it has a drone rack (F3.21); otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211). This ship could always launch one drone from each rack each turn.

Refits: The Y175 refit converts any type-A drone racks to type-B (FD3.2) with two reloads, and any ADD-6s to ADD-12s (E5.52).

A generic SSD and counter are in *Module R11*.

(R1.85-5) PRIME CORVETTE (PTC): The option mounts are disruptors with a range of 15 hexes or type-A drone racks (FD3.1), or one of each. Phaser options are phaser-1s, unless the ship is being operated by a civilian agency, in which case they are phaser-2s.



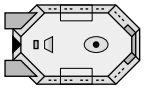
Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating if it has a drone rack (F3.21); otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211). This ship could always launch one drone from each rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. The Y175 refit converts any type-A drone racks to a type-B (FD3.2) drone rack with two reloads.

A generic SSD and counter are in *Module R11*.

(R1.86-5) ARMED CUTTER (CUT): Phaser-X is always a phaser-1; drone racks are 1xphaser-2-LS and 1xphaser-2-RS.

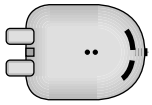


Seeking weapons: This ship can control a number of seeking weapons equal to half its sensor rating (F3.211) prior to Y165; after the refit in Y165 it can control a number of seeking weapons equal to its sensor rating. This ship could always launch one drone from each rack each turn.

Refits: Transporters increased from Range 4 to Range 5 in Y140. Tractors increased from Range 2 to Range 3 in Y140. In Y165 the phaser-2s in the drone rack positions are converted to type-A drone racks (FD3.1); the Y175 refit then converts them to type-B (FD3.2) with two reloads.

A generic SSD and counter are in *Module R11*.

(R1.88-5) FREE Q-SHIP (FTQ): Free Q-ships in Kzinti space will normally have phaser-1s, but might have phaser-2s or phaser-3s or type-A drone racks (FD3.1), or ADD-6s (E5.51).



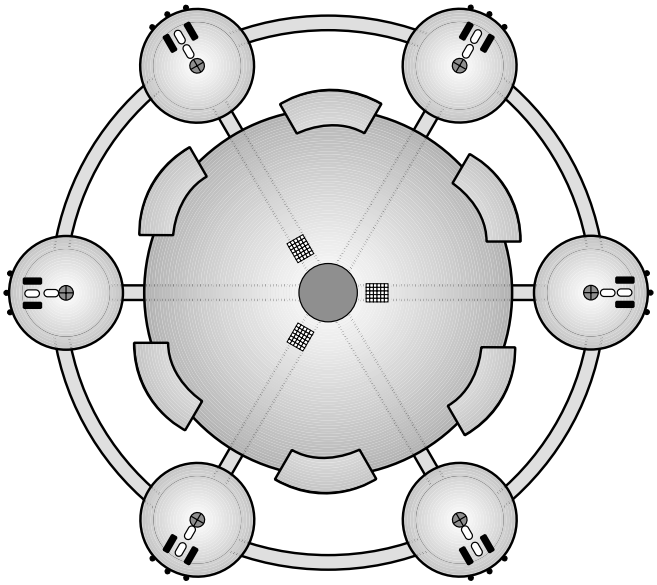
Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating if it has a drone rack (F3.21); otherwise it can control a number of seeking weapons equal to half its sensor rating (F3.211). This ship could always launch one drone from each rack each turn.

Refits: The Y175 refit converts any type-A drone racks to type-B (FD3.2) drone racks with two reloads, and any ADD-6s to ADD-12s (E5.52).

A generic SSD and counter are in *Module R12*.

(R1.89-5) STELLAR FORTRESS (STF): Weapon #1 is type-H drone racks (FD3.8). Weapon #2 is phaser-3s. Weapon #3 is ADD-30s [(E5.53)/(FD3.86)]. Weapon #4 is disruptors with a range of 40 hexes.



Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with heavy fighter hangar bay modules (R1.70), it cannot be equipped with PF tender modules (R1.16).

PF tender: If this base is equipped with a PF tender module or modules (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with heavy fighter modules (R1.70).

This base has six shuttle bays, each of which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the bays of the base, or between the base's bays and the bays of any augmentation module, or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y179	6, 12, 18, or 24 TAAS or one squadron of 12 TAAS and one squadron of 12 DAS.
Y180	6, 12, 18, or 24 TAAS or TADS or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS.
Y181-Y182	6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS.
Y183	6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC.
Y184+	6, 12, 18, or 24 TADSC, or one squadron of TADSC of and one squadron of 12 DASC.

Attack shuttles if heavy fighter hangar bay modules (R1.70) are present (note: a Kzinti stellar fortress can have a maximum of two heavy attack shuttle squadrons):

YEAR	FIGHTERS
Y179	0, 6, 12, 18, or 24 TAAS or one squadron of 12 TAAS and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y180	0, 6, 12, 18, or 24 TAAS or TADS or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y180-Y182	0, 6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y183	0, 6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC, 6 or 12 LFS or LKF or six of each.
Y184+	0, 6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC, 6 or 12 LFS or LKF or six of each.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

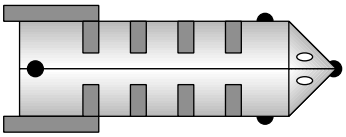
YEAR	FIGHTERS
Y182	0, 6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS.
Y183	0, 6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC.
Y184+	0, 6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (F3.212). See also (F3.213). It has full aegis (D13.0). This base could always launch one drone from each rack each turn.

Refits: None, the base included DERFACS in its design.

A generic SSD and counter are in *Module R12*. An SSD containing only the weapon tables and ammunition tracks needed to operate the generic stellar fortress SSD as a Kzinti stellar fortress is included in *Module R12*.

(R1.95-5) FAST NAVAL TRANSPORT (FNT): Phaser-Xs are phaser-1s.



Maneuver: This ship can accelerate by no more than five

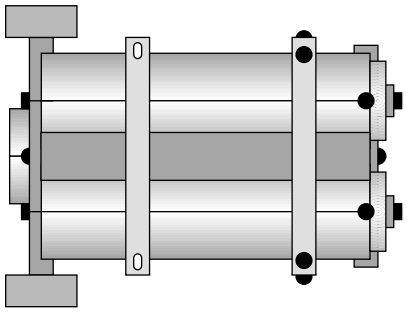
movement points per turn. It can disengage by acceleration.

A generic SSD is in *Module R12;* a generic counter is in *Module R11*.

END OF KZINTI MAIN ERA GENERAL UNITS

(R1.0A-5) KZINTI GENERAL UNITS IN *CAPTAIN'S LOG*

(R1.A23-5) JUMBO AUXILIARY CRUISER (JAC): Weapon options are disruptor-FA with a range of 22 hexes, or phaser-1-FA, or type-A drone rack (FD3.1) or two of one and one of another, or one of each. Rear hull weapons are: Weapon #1 is phaser-1s, Weapon #3 is phaser-3-RA, Weapon #4 is type-A drone racks, and Weapon #5 is phaser-3-360°s.



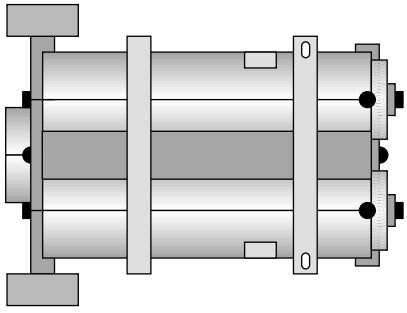
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21).

Refits: The Y175 refit upgrades any type-A drone racks in the weapon options to type-C (FD3.3) drone racks with two reloads, and the type-A drone racks in the rear hull to type-B (FD3.2) drone racks. This ship could always launch drones at the maximum rate of the given drone rack each turn.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A24-5) JUMBO AUXILIARY HEAVY CARRIER (JAV): Weapon #1 is phaser-1s, Weapon #2 is type-A drone racks (FD3.1), Weapon #3 is phaser-3-RA, Weapon #4 is type-A drone racks, and Weapon #5 is phaser-3-360°s.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has two shuttle bays each holding 12 attack shuttles and three admin shuttles, Transfers by (J1.59) between the bays are not possible. This ship cannot operate disruptor-armed attack shuttles.

Attack shuttles [note: auxiliary carriers cannot operate heavy attack shuttles (J10.0], only auxiliary heavy fighter carriers (R1.75) and (R1.76) can]:

YEAR	FIGHTERS
Y170-Y172	24 AAS or SAS or 12 of each.
Y173-Y176	24 HAAS.
Y177-Y179	24 TAAS.
Y180	24 TAAS or TADS or 12 of each.
Y181-Y182	24 TADS.
Y183	24 TADS or TADSC or 12 of each.
Y184+	24 TADSC.

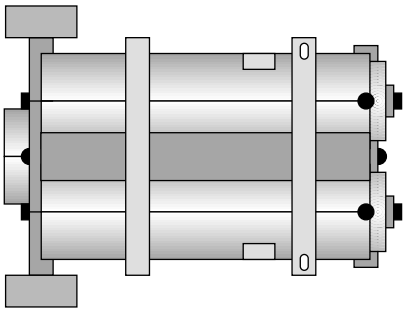
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit converts two of the type-A drone racks to type-B drone racks (FD3.2) with two reloads, and the other two type-A drone racks to type-C (FD3.3) drone racks with two reloads.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A25-5) JUMBO AUXILIARY BATTLE CARRIER (JBV): Weapon #1 is phaser-1s, Weapon #2 is type-A drone racks (FD3.1), Weapon #3 is phaser-3-RA, Weapon #4 is type-A drone racks, and Weapon #5 is phaser-3-360°s.



Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay. This ship cannot operate disruptor-armed attack shuttles.

Attack shuttles [note: auxiliary carriers cannot operate heavy attack shuttles (J10.0), only auxiliary heavy fighter carriers (R1.75) & (R1.76) can]:

YEAR	FIGHTERS
Y170-Y172	12 AAS or SAS.
Y173-Y176	12 HAAS.
Y177-Y179	12 TAAS.
Y180	12 TAAS or TADS.
Y181-Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

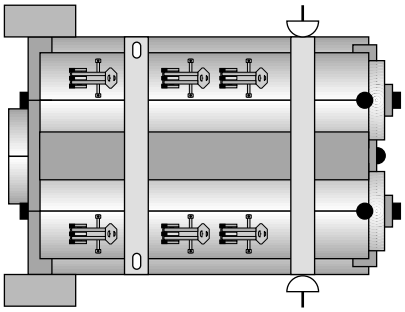
Seeking weapons: This ship can control a number of seeking weapons equal to double its sensor rating (F3.212). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: The Y175 refit converts four of the type-A drone racks to type-B drone racks (FD3.2) with two reloads, and the other two type-A drone racks to type-C (FD3.3) drone racks with two reloads.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A26-5) JUMBO AUXILIARY PF TENDER (JAP): Weapon #1 is phaser-1s, Weapon #2 is type-C drone racks (FD3.3) with two reloads, Weapon #3 is deleted, Weapon #4 is type-B drone racks (FD3.2) with two reloads, and Weapon #5 is phaser-3-360°s.



The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

PF tender: This ship is a true PF tender (K2.111).

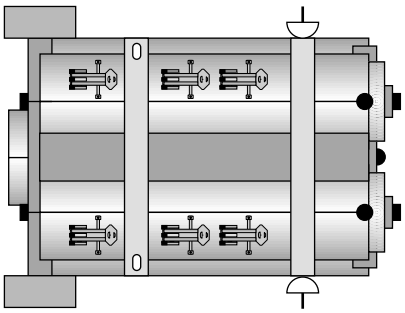
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the Y175 refit was included in the design.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A27-5) JUMBO AUXILIARY SPACE CONTROL SHIP (JSC): Weapon #1 is phaser-1s, Weapon #2 is type-C drone racks (FD3.3) with two reloads, Weapon #3 is deleted, Weapon #4 is type-B drone racks (FD3.2) with two reloads, and Weapon #5 is phaser-3-360°s.



The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the ship itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "torpedo" damage points. See (G24.35) when purchasing this unit as part of a battle force.

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: This ship is a true PF tender (K2.111) and cannot operate heavy attack shuttles (J10.0). See (R1.31) for PF and attack shuttle supplies.

This ship has two shuttle bays each holding six attack shuttles and two admin shuttles. Transfers by (J1.59) between the bays are not possible.

Attack shuttles:

YEAR	FIGHTERS
Y181-Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

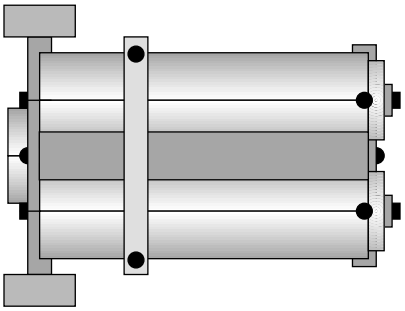
Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). See also (F3.213). This ship could always launch drones at the maximum rate of the given drone rack each turn.

Refits: None, the Y175 refit was included in the design.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A28-5) JUMBO AUXILIARY TROOP TRANSPORT (FTJ): Weapon #1 is phaser-1s, there is no Weapon #2, Weapon #3 is phaser-3-RA, Weapon #4 is type-A drone racks (FD3.1), and Weapon #5 is phaser-3-360°s.



Landing force: 114 boarding parties (D7.0) plus four commando squads (D15.84), 12 heavy-weapons squads (D15.81), and eight ground combat vehicles (D15.82). This was roughly three battalions of troops (R5.M1) and is included in the ship's BPV.

This ship has two shuttle bays each holding two ground assault shuttles (R1.F4) and two heavy transport shuttles (R1.F5). Transfers by (J1.59) between the bays are not possible.

Shuttles: Four ground assault shuttles (R1.F4) and four heavy transport shuttles (R1.F5); these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship could always launch one drone from each rack each turn.

Refits: The Y175 refit converts the type-A drone racks to type-B drone racks (FD3.2) with two reloads.

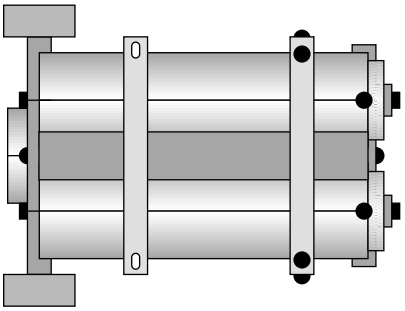
Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A29-5) VARIANT JUMBO AUXILIARY CRUISER (JACB): Weapon options are disruptor-FA with a range of 22 hexes, or phaser-1-FA, or type-A drone rack (FD3.1) or two of one and one of another, or one of each. Rear hull weapons are: Weapon #1 is phaser-1s, there is no Weapon #2, Weapon #3 is phaser-3-RA, Weapon #4 is type-A drone racks, and Weapon #5 is phaser-3-360°s.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship

could always launch drones at the maximum rate of the given drone rack each turn.

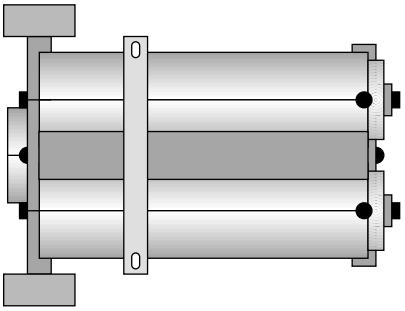


Refits: The Y175 refit converts the type-A drone racks in the weapon options to type-C drone racks (FD3.3), all other type-A drone racks are converted to type-B drone racks (FD3.2) with two reloads.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44;* use any available large or heavy freighter or auxiliary counter.

(R1.A31-5) VARIANT JUMBO AUXILIARY ASSAULT TRANSPORT (FTJB): Weapon #1 is phaser-1s, there is no Weapon #2, Weapon #3 is phaser-3-RA, Weapon #4 is type-A drone racks (FD3.1), and Weapon #5 is phaser-3-360°s.



Landing Force: 62 boarding parties (D7.0) plus two commando squads (D15.84), six heavy-weapons squads (D15.81), and five ground combat vehicles (D15.82). This was roughly two battalions of troops (R5.M1) and is included in the ship's BPV.

Shuttles: Two ground assault shuttles (R1.F4) and two heavy transport shuttles (R1.F5); these shuttles are included in the ship's BPV.

Seeking weapons: This ship can control a number of seeking weapons equal to its sensor rating (F3.21). This ship could always launch one drone from each rack each turn.

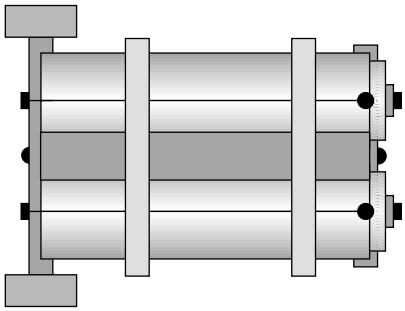
Refits: The Y175 refit converts the type-A drone racks to type-B drone racks (FD3.2) with two reloads.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration or use emergency deceleration.

A generic SSD is in *Captain's Log #44 Supplement;* use any available large or heavy freighter or auxiliary counter.

(R1.A34-5) JUMBO ARMED-FREIGHTER (F-AJ): The Kzintis use the phaser-armed, drone-armed, and disruptor-armed versions.

Seeking weapons: Jumbo drone-armed freighters can control a number of seeking weapons equal to their sensor rating (F3.21); jumbo phaser-armed freighters and jumbo disruptor-armed freighters can control a number of seeking weapons equal to half their sensor rating (F3.211). This ship could always launch one drone from each rack each turn.

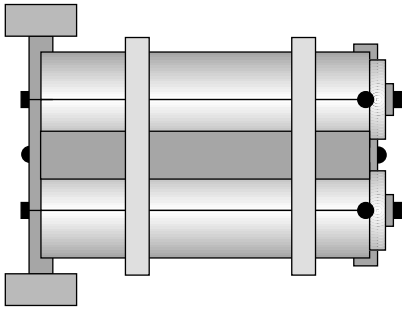


Refits: Kzinti jumbo drone-armed freighters had type-A drone racks (FD3.1) each with a single reload until the Y175 refit, which converted the drone racks to a type-B drone racks (FD3.2) and added a second reload to each rack.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration.

A combined SSD for all variants of the jumbo armed-freighter is in *Captain's Log #52;* use the generic F-AL counters in *Advanced Missions*.

(R1.A35-5) HEAVY ARMED-FREIGHTER (F-AH): The Kzintis use the phaser-armed, drone-armed, and disruptor-armed versions.



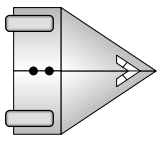
Seeking weapons: Heavy drone-armed freighters can control a number of seeking weapons equal to their sensor rating (F3.21); heavy phaser-armed freighters and heavy disruptor-armed freighters can control a number of seeking weapons equal to half their sensor rating (F3.211). This ship could always launch one drone from each rack each turn.

Refits: Kzinti heavy drone-armed freighters had type-A drone racks (FD3.1) each with a single reload until the Y175 refit, which converted the drone racks to type-B drone racks (FD3.2) and added a second reload to each rack.

Maneuver: This ship can accelerate by no more than five movement points per turn. It cannot disengage by acceleration.

A combined SSD for all variants of the heavy armed-freighter is in *Captain's Log #52;* use the generic F-AL counters in *Advanced Missions*.

(R1.A36-5) SMASHER LARGE SECURITY SKIFF (LSK): Smasher large security skiffs operated by the Kzintis always had type-B drone racks (FD3.2) with two reloads.



This ship is nimble (C11.0).

Landing: A Smasher large security skiff can land on planets using the gravity landing system (P2.432), aerodynamic landing system (P2.433), or powered landing system (P2.434); it has the crash landing bonus (P2.4311).

Seeking weapons: Kzinti Smasher large security skiffs can control a number of seeking weapons equal to their sensor rating (F3.21). This ship could always launch one drone from each rack each turn.

Refits: None.

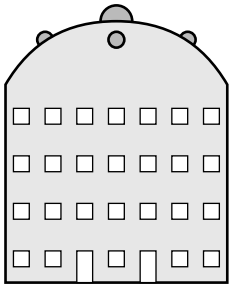
A generic SSD is in *Captain's Log #52;* use the generic skiff counters in *Module R8*.

END OF KZINTI GENERAL UNITS IN *CAPTAIN'S LOG*

(YR1.0-5) KZINTI EARLY YEARS GENERAL UNITS

Early Years general units that can be used by the Kzintis are listed here with appropriate weapons options. General units requiring no changes, e.g., early space dock, early small and large freighters, early augmentation modules, etc., are not listed and are simply used as is.

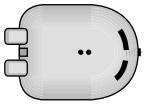
(YR1.8-5) EARLY GROUND-BASED DEFENSE STATIONS: The Kzintis use the early ground based drone (YGMBD), early ground missile defense base (YGME), early ground-based defense phaser-1 (YGBD1), early ground-based defense phaser-2 (YGBD2), and early ground-based defense disruptor (YGBDD).



The range of disruptors on stations of this type is 30 hexes; they were never fitted with DERFACS.

For all early ground-based defense stations use the generic SSD on the Small Ground Bases Sheet #2 in *Module Y2;* use any generic small ground base counter.

(YR1.11-5) EARLY YEARS FREE TRADER (YFT): Early Years Free Traders in Kzinti space had a phaser-2, or a phaser-3, or two phaser-3s in the option mounts.



Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

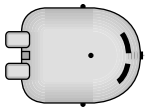
Refits

Transporters: Range 1; extended to Range 2 at no cost in Y80; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80; refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

A generic SSD and counters are in *Module Y3*.

(YR1.12-5) EARLY YEARS PRIME CORVETTE (YCT): Kzinti Early Years prime corvettes might have a disruptor with a range of 10 hexes, phaser-2, or phaser-3 in the option mount. Early Years prime corvettes operated by civilian agencies would never have the disruptor option.



Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

Refits

Transporters: Range 1; extended to Range 2 at no cost in Y80; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80; refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

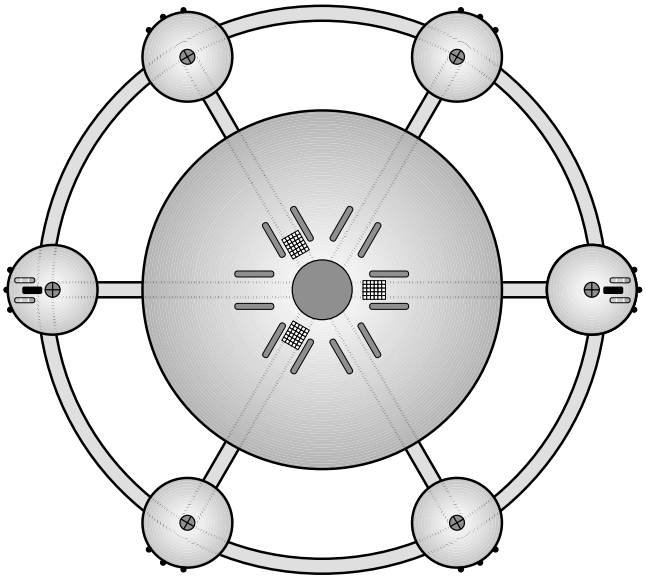
A generic SSD and counters are in *Module Y3*.

END OF KZINTI EARLY YEARS GENERAL UNITS

(R1.200-5) KZINTI ADVANCED TECHNOLOGY GENERAL UNITS

Advanced technology general units that can be used by the Kzintis are listed here with appropriate weapons options and attack shuttles. General units requiring no changes, e.g., Kzinti X-Express, Armed Priority X-Transport, etc., are not listed and are simply used as is.

(R1.201-5) ADVANCED TECHNOLOGY STARBASE (SBX):
This base is a first generation X-ship; see (X0.0).



Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with heavy fighter hangar bay modules (R1.70), it cannot be equipped with PF tender modules (R1.16).

PF tender: If this base is equipped with a PF tender module or modules (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with heavy fighter modules (R1.70).

This base has six shuttle bays, each of which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the bays of the base, or between the base's bays and the bays of any augmentation module, or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y182	6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS.
Y183	6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC.
Y184+	6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC.

Attack shuttles if heavy fighter hangar bay modules (R1.70) are present (note: a Kzinti advanced technology starbase can have a maximum of two heavy attack shuttle squadrons):

YEAR	FIGHTERS
Y182	0, 6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS, 6 or 12 LFS or LKF or six of each.
Y183	0, 6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC, 6 or 12 LFS or LKF or six of each.
Y184+	0, 6, 12, 18, or 24 TADSC, or one squadron of TADSC of and one squadron of 12 DASC, 6 or 12 LFS or LKF or six of each.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

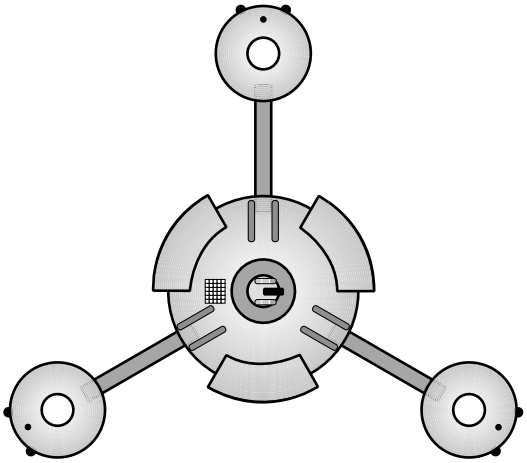
YEAR	FIGHTERS
Y182	0, 6, 12, 18, or 24 TADS or one squadron of 12 TADS and one squadron of 12 DAS.
Y183	0, 6, 12, 18, or 24 TADS or TADSC or a mix of one squadron of each, or one squadron of either of these and one squadron of 12 DAS or DASC.
Y184+	0, 6, 12, 18, or 24 TADSC, or one squadron of TADSC and one squadron of 12 DASC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (XF3.2). See also (F3.213). It has full aegis (XD13.0). This base can launch one drone from each rack each turn.

DERFACS and six UIMs were included in the design and are included in the BPV.

SSD is in *Module X1;* use the generic SBX counter in *Module X1*.

(R1.202-5) ADVANCED TECHNOLOGY BATTLE STATION (BTX):
This base is a first generation X-ship; see (X0.0).



Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y182	0, 6, or 12 TADS, 6 LFS or LKF.
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

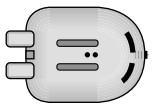
YEAR	FIGHTERS
Y182	0, 6, or 12 TADS.
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (XF3.2). See also (F3.213). It has full aegis (XD13.0). This base can launch one drone from each rack each turn.

DERFACS and three UIMs were included in the design and are included in the BPV.

SSD is in *Module X1;* use the generic BTX counter in *Module X1*.

(R1.205-5) ADVANCED TECHNOLOGY FREE TRADER-X (FTX): Advanced technology Free Trader-Xs in Kzinti space from Y183 will normally have a phaser-1X or phaser-3X or type-GX drone rack (XFD3.7) in the option mount.



This ship is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Landing: Can land on planets using the powered landing system (P2.434), and has the crash landing bonus (P2.4311).

Seeking weapons: If not armed with a drone rack, this ship can control a number of seeking weapons equal to its sensor rating (XF3.2). If armed with a drone rack, this ship can control a number of seeking weapons equal to double its sensor rating (XF3.2). It has X-aegis (XD13.0). If equipped with a drone rack, this ship can launch one drone from its drone rack each turn.

A generic SSD and counters are in *Module X1*.

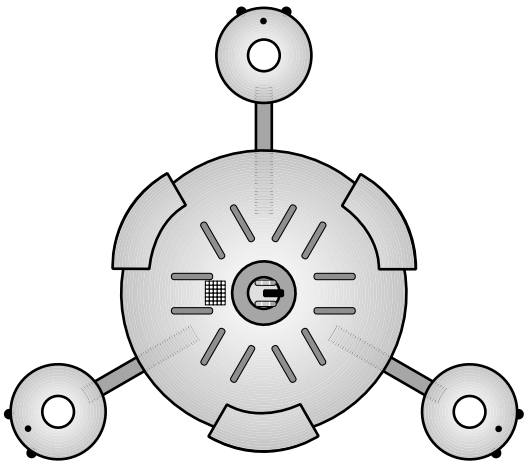
(R1.206-5) ADVANCED TECHNOLOGY SECTOR BASE (STX): Weapon #1 is disruptor-X with a range of 40 hexes in one box and one ADD-30 (XFD3.86) in the second box. Weapon #2 is two type-DX drone racks (XFD3.4). Weapon #3 is void.

This base is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If the base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).



PF tender: If this base is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (XF3.2). See also (F3.213). It has full aegis (XD13.0). This base can launch one drone from each rack each turn.

DERFACS and three UIMs were included in the design and are included in the BPV.

A generic SSD and counter are in *Module X1R*.

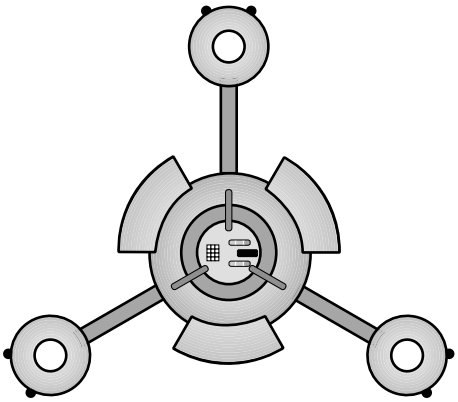
(R1.207-5) ADVANCED TECHNOLOGY BASE STATION (BSX): Weapon #1 is a disruptor-X with a range of 40 hexes. Weapon #2 is two type-DX drone racks (XFD3.4). Weapon #3 is an ADD-30 (XFD3.86). Weapon #4 is void.

This base is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).



PF tender: If this base is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).

This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y182	6 or 12 TADS.
Y183	6 or 12 TADS or TADSC.
Y184+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y182	0, 6, or 12 TADS, 6 LFS or LKF.
Y183	0, 6, or 12 TADS or TADSC, 6 LFS or LKF.
Y184+	0, 6, or 12 TADSC, 6 LFS or LKF.

If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y182	0, 6, or 12 TADS.
Y183	0, 6, or 12 TADS or TADSC.
Y184+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (XF3.2). See also (F3.213). It has full aegis (XD13.0). This base can launch one drone from each rack each turn.

DERFACS and three UIMs were included in the design and are included in the BPV.

A generic SSD and counter are in *Module X1R*.

(R1.207A-5) CIVILIAN ADVANCED TECHNOLOGY BASE STATION (BSCX): Weapon #1 is a type-BX drone rack (XFD3.0), Weapon #2 and the heavy phasers (phaser-4X) are all phaser-1Xs, Weapon #3 is a type-BX drone rack, and Weapon #4 is an ADD-30.

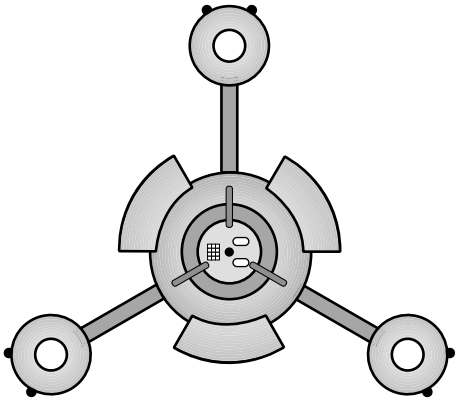
This base is a first generation X-ship; see (X0.0).

Deployment: See (S8.48) for deployment restrictions and conditions.

Scout: It can use all scout functions (G24.0). Special sensors are destroyed by "phaser" damage points.

Carrier: If this base is equipped with hangar bay modules [(R1.4) and/or (R1.70)], it is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22). If equipped with a heavy fighter hangar bay module (R1.70), it cannot be equipped with a PF tender module (R1.16).

PF tender: If this base is equipped with a PF tender module (R1.16), it is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0) or be equipped with a heavy fighter module (R1.70).



This base has one shuttle bay, which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers by (J1.59) between the base's bay and the bays of any augmentation module or between augmentation modules are not possible.

Attack shuttles if hangar bay modules (R1.4) are present:

YEAR	FIGHTERS
Y189+	6 or 12 TADSC.

Attack shuttles if a heavy fighter hangar bay module (R1.70) is present:

YEAR	FIGHTERS
Y189+	0, 6, or 12 TADSC, 6 LFS or LKF.

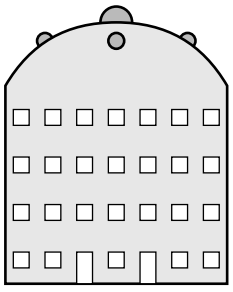
If using the Kzinti Needle fast patrol ships, the attack shuttles will be:

YEAR	FIGHTERS
Y189+	0, 6, or 12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating (XF3.2). See also (F3.213). It has full aegis (XD13.0). This base can launch one drone from each rack each turn.

No SSD is provided; the SSD of the advanced technology base station in *Module X1R* is modified as above; use any base counter.

(R1.208-5) ADVANCED TECHNOLOGY SMALL GROUND-BASED DEFENSE STATIONS (GBDX-): The Kzintis use the advanced technology small ground-based phaser-4 defense station (GBDX-4), advanced technology small ground-based phaser-1 defense station (GBDX-1), and advanced technology small ground-based disruptor defense station (GBDX-D); disruptors have a range of 40 hexes.



These stations are first generation X-ships; see (X0.0).

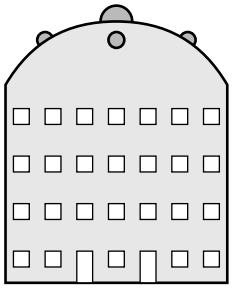
Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: These stations can control a number of seeking weapons equal to their sensor ratings (XF3.2). They have full aegis (XD13.0).

UIM: Advanced technology small ground-based disruptor defense stations include DERFACS and one UIM in their design and BPV.

A generic advanced technology small ground-based defense station SSD is in *Module X1R;* use any small ground base counter.

(R1.209-5) ADVANCED TECHNOLOGY GROUND MISSILE BASES (GMBX-): The Kzintis use both the advanced technology ground missile base (GMBX-B) and the advanced technology ground missile base (GMBX-G).



These bases are first generation X-ships; see (X0.0).

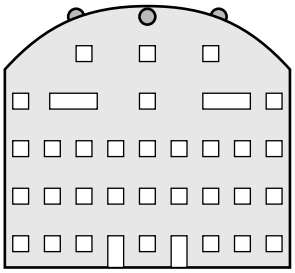
Deployment: See (S8.48) for deployment restrictions and conditions.

Seeking weapons: These bases can control a number of seeking weapons equal to double their sensor ratings (XF3.2). They have full aegis (XD13.0). These bases can launch one drone from each rack each turn.

A generic advanced technology ground missile stations SSD is in *Module X1R;* use any small ground base counter.

(R1.212-5) ADVANCED TECHNOLOGY PLANETARY CONTROL BASE (GPCX):

This base is a first generation X-ship; see (X0.0).



Deployment: See (S8.48) for deployment restrictions and conditions.

The repair boxes can only repair Needle fast patrol ships (R5.PF1) or Spike Interceptors (R5.PF0), not the base itself (K2.611).

Scout: It can use all scout functions (G24.0). Special sensors are destroyed as any other system on the base in accordance with (R1.14A2).

Landing force: This base includes three ground combat vehicles (D15.82) for local patrols.

Carrier: This base is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

PF tender: This base is a true PF tender (K2.112) and cannot operate heavy attack shuttles (J10.0). See (R1.212) for fast patrol ship and attack shuttle supplies.

The bay is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions (D12.0), and (of course) cannot lay T-bombs (R1.28A).

Attack shuttles:

YEAR	FIGHTERS
Y182	12 TADS.
Y183	12 TADS or TADSC.
Y184+	12 TADSC.

Seeking weapons: This base can control a number of seeking weapons equal to double its sensor rating despite the fact that it has no seeking weapons of its own. See also (F3.213). It has full aegis (XD13.0).

Generic SSD is in *Module X1R;* use any small ground base counter.

ADDITIONAL KZINTI GENERAL X-UNIT

(R1.81-5) ADVANCED TECHNOLOGY FLEET REPAIR DOCK (FRX)

END OF KZINTI ADVANCED TECHNOLOGY GENERAL UNITS

END OF (R5.0) *KZINTI HEGEMONY MASTER STARSHIP BOOK*

