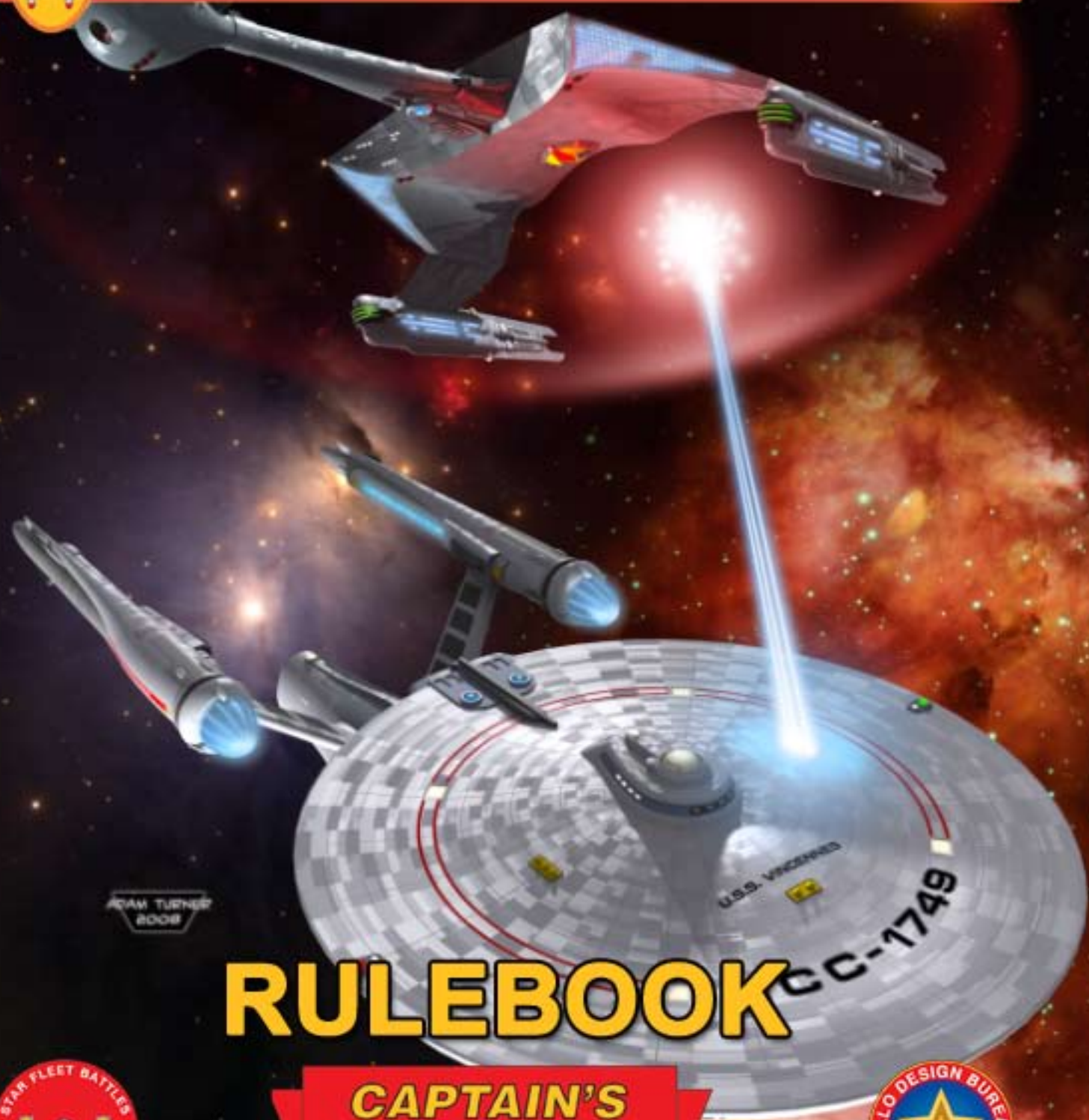


STAR FLEET BATTLES



X-SHIP REINFORCEMENTS



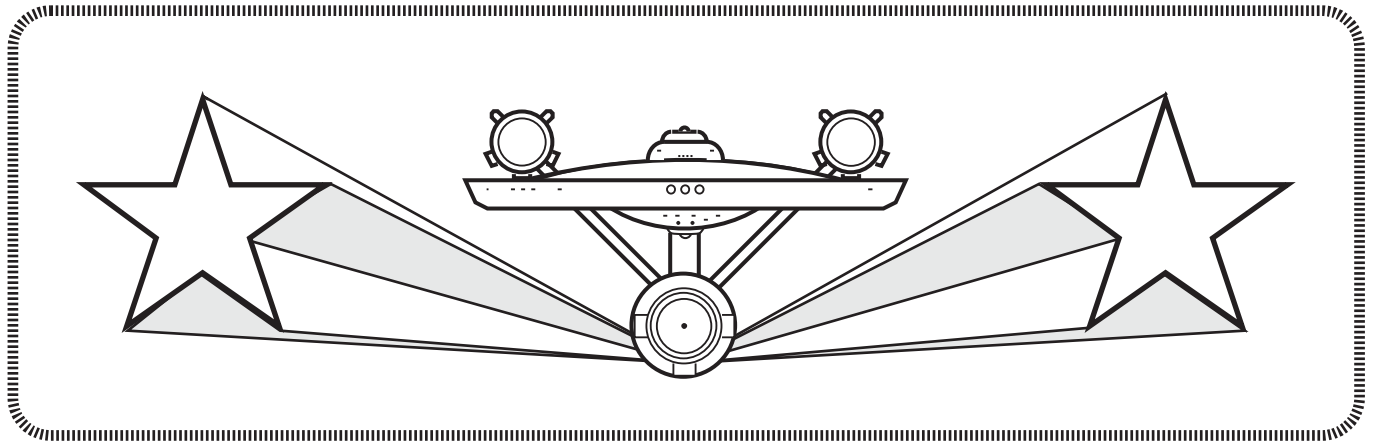
ADAM TURNER
2009

RULEBOOK

**CAPTAIN'S
MODULE X1R**



STAR FLEET BATTLES



CAPTAIN'S MODULE

★ X1R ★

X-SHIP

REINFORCEMENTS

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**(Z39.0) NOTES ON
MODULE X1R X-SHIP REINFORCEMENTS**

(Z39.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE X1R is a modular expansion of the *SFB* game system. You will need the *SFB Basic Set* to use this material, and other products (e.g., *Advanced Missions, C1, C2, C3, K*) to use it to the fullest extent. **Module X1R** includes this 72-page rulebook, 216 counters, and an 96-page SSD book. **JUNE 2008 PRINTING.**

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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.

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(Z39.4) DESIGNER'S INFORMATION

Previous modules were built around five or six new types or classes, but (to a great extent) *Module X1R* treated each empire as a unique challenge, filling in whatever ships it did not have. Players on the BBS spent weeks helping us refine the precise list of ships to be included (and suggested over more for a future module: X1B). Even so, we did add some entirely new categories, if not exactly new classes:

X-ship PF Tenders were part of the theme that the few X-ships in the last days of the General War were used at least partly for deep raids, and X-PFTs were perfect for this given their serious striking power. When the Andromedan RTN system was discovered, these ships excelled in hunting down the bases that were the nodal points of that system.

X-ship carriers are another element of the late-war raiding concept. These were often equipped with heavy mega-fighters, the most powerful type available.

X-ship maulers were requested by you, the players for those situations where you absolutely, positively, have to send the very best in total target destruction. Examples might include that starbase blocking the last offensive of the General War, or those pesky Andromedan RTN nodes.

X-bases of all types (not previously published) were provided, including the advanced technology Sector Base and Base Station, and a sampling of ground bases. We decided not to spend a dozen pages doing unique ground bases for each empire, each just two boxes different from the others.

X-scouts of many types were included to make X-ship squadrons a workable war plan. These would help a group of X-ships intercept an enemy force, and then support it with jamming and counter-jamming when the battle is joined.

X-ship heavy war destroyers provide X-squadrons with those special mission variants you really need to take along on those deep "behind enemy lines" raids — at least when you have time to plan ahead and convert them.

Experimental conversions: We did make an effort to show the various experimental conversions, some of which did not work out as well as they could have.

Lots more ships were added to the product. Some of these were "missing" ships (like the Romulan NovaHawk-X command cruiser and the Klingon D5JX penal cruiser). Others had been published in *Captain's Logs* and deserved to be in a formal product. Some were added from player suggestions. None seem to have been generated by *F&E*.

Blank pages are always a curse of R-modules. Players hate it when we sell them a whole sheet of paper containing two paragraphs of rules, and hate it even more when we combine ships from several empires on the same page. Players get annoyed and confused when we fill empty spots with ship descriptions that were in previous products. Taking the least of the evils, we gave each empire its own page and if that left some blank space, well, we're sorry about that.

Counters for ships from the original *Module X1* were added so you can fly multi-X-ship squadrons.

DEDICATION

This product is dedicated to the United States Army's Fourth Infantry Division, the test and demonstration unit for the advanced technologies which the United States Army will employ, in the defense of America and her allies, against the enemies of tomorrow.

(Z39.5) COPYRIGHT & LICENSING

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(XE15.0) WEB BREAKER

(XE15.24) FIRING MODE: The decision whether to fire a given web breaker in web breaker mode (E15.31), in anchor break mode (XE15.40), as a shield cracker (E16.0), or in damage mode (XE16.1), is made at the instant of firing and is announced as part of identifying the target.

(XE15.35) ELECTRONIC WARFARE: This affects web breakers fired in anchor break mode (XE15.4) normally.

(XE15.40) ANCHOR BREAK MODE: This firing mode can only be used against Tholian ships, anchor buoys serving as web anchors, or ships or shuttles that are creating web.

(XE15.41) The web breakers are fired at the Tholian unit, not at the web, and if the damage scored equals or exceeds the strength of the web hex, the Tholian unit loses its ability to serve as a web anchor. Any web strands that Tholian unit was anchoring or spinning immediately collapse as per (G10.113). The unit is otherwise undamaged, and could on any following impulse again act as a web anchor or lay web. Under (G10.1167) there cannot be more than one anchor in a given web hex, but if there is more than one ship in such a hex qualified to serve as an anchor it can immediately assume anchor status under (G10.1161) if the current anchoring unit loses that status.

(XE15.42) If more than one advanced technology web breaker is fired at a given Tholian anchor or spinner (whether ship, buoy, or shuttle) in a given impulse, even if they are all fired by the same unit, they interfere with each other. Total the results of all such fire in a given Marines Activity Stage (6B7) after accounting for any modifiers and then halve the final result rounding any fractions down.

EXAMPLE: A Seltorian CAX and a DDX fire their web breakers at a Neo-Tholian NLX that is anchoring one end of a strength 12 cast web, which will delay the escape of the Hive Ship (which cannot turn in time to avoid the web). The CAX is five hexes away and rolls a four (9 points) and a one (15 points), the DDX is four hexes away and rolls a 6 (7 points). This totals 31 points, half of which is 15 which is three more than the strength of the cast web. The Tholian ship loses its anchor status and the web immediately dissolves, enabling the Hive Ship to continue to flee the Tholian attack.

(XE15.44) This cannot be used against non-Tholian anchors; i.e., it will not cause an asteroid or other terrain feature to lose its anchor status.

(XE16.0) SHIELD CRACKER

Shield crackers were originally designed by Tholian scientists with the sole intention of making it possible for their Seltorian surrogates to capture rebellious targets and merchant ships with a minimum of damage. The economic benefit of reducing the level of destruction so that recaptured ships and other installations could be put back into the service of The Will was obvious, and the deaths of a few Seltorian Marines in combat on such rebellious ships had no meaning since more could be hatched. The Seltorian Tribunal retained the weapon on its ships for this function (Seltorian Sages having similar views about the expendability of Seltorian Marines) and, of course, its ability to function as a web breaker. However, confronted by the new weapons (disruptors, fast patrol ships, fighters, advanced technology, etc.) and resilience of the Holdfast, the Seltorians saw a need to adapt themselves.

The Seltorians were not willing to share the secret of the web breaker with the Klingon Empire, perhaps seeing it as a

political tool to ensure the Klingons would support them. (Giving the technology to the Klingons would make the Tribunal dispensable.) The shield cracker already had two of the things that made a true weapon (a means of projecting energy and of directing that energy at a specific point). The problem was simply to change the manner in which the energy was projected without interfering with what the Tribunal, in actual contact with Tholians, saw as its primary function: breaking webs.

Studying examples and schematics of disruptors provided by their Klingon allies, Seltorian scientist Sages created this improved function which enabled the shield cracker to actually damage structures rather than the energy fields that were shields.

(XE16.1) DAMAGE MODE: Damage mode is another firing mode of the web breaker weapon; see (E15.24). All data from (E15.0), such as firing rates, energy cost, repair cost, technological limitations, etc., applies to the combined cracker/breaker weapon. Note particularly that shield crackers cannot be fired in a nebula (E15.373). **EXCEPTION:** A shield cracker is affected by all EW rules as any other direct-fire weapon is affected (E15.35) no matter what mode it is fired in.

(XE16.43) Damage mode operates as a normal direct-fire weapon, including being fired in the Direct-Fire Weapons Segment (6D) of the Sequence of Play rather than the Marines Activity Stage (6B7). If a shield cracker fired in damage mode hits the target, the listed damage is scored first against shields, if any, and then against the target unit. This damage will fill and degrade Andromedan power absorber panels as any other non-disruptor damage would.

(XE16.53) When fired in damage mode (EX16.1), a shield cracker does not interfere with reinforcement. It scores its four points of damage as show in the table in (D16.3) as normal damage.

(XE17.0) PARTICLE CANNON

(XE17.2) ARMING PROCEDURE

(XE17.212) The cost of each shot fired is as follows:

- Overloaded shot (first shot of turn) 3 points
- Standard shot (first shot of turn) 2 points
- Overloaded shot (second shot of turn) 3 points
- Standard shot (second shot of turn) 1 point

(XE17.22) HOLDING: A particle cannon's capacitor can hold a maximum of seven points of energy at any one time. This can include reserve and allocated power. Reserve power cannot be sent to the capacitor if it exceeds the limit, even if the capacitor is firing at the same instant.

(XE17.222) At WS-0, the capacitor has no energy. It can hold up to three points of power at WS-I, up to five points of power at WS-II, and up to seven points of power at WS-III. A Seltorian player may choose to have less energy in his capacitors than allowed by his weapons status.

(XE17.3) FIRING PROCEDURE

(XE17.33) FIRING RATE: A given advanced technology particle cannon can be fired up to twice per turn but no shot can be within eight impulses of a previous shot. Discharging energy from the capacitor does not reset the eight-impulse delay.

EXAMPLE: A Seltorian advanced technology cruiser begins the scenario at WS-II with five points in each

capacitor. It pays 2.5 points per PC to hold this energy. During Turn #1, another point per PC is provided by allocated power, bringing each particle cannon to six points (the most that can be used in a single turn). The PCs fire an overloaded shot, expending three of the six points in each capacitor. Eight impulses later, it uses one of the remaining three points in each capacitor to fire a standard shot from its PCs, leaving it two points in each capacitor at the start of the following turn.

NOTE: The second shot might have been another overload shot, and might have been fired more than eight impulses since the previous shot.

(XE17.4) OVERLOADS

(XE17.41) POWER: A particle cannon can fire overloaded shots; this requires three points of power per shot fired in this manner. Both the shots fired by an advanced technology particle cannon in a given turn might be overloads. Consecutive shots over a turn break [at the prescribed interval in (XE17.33)] may both be overloaded or non-overloaded or one of each.

(XE17.43) NUMBER OF SHOTS: Advanced technology particle cannons can fire up to two shots a turn (E17.33), but cannot fire a shot within eight impulses of a previous shot, including a shot fired on a previous turn. Both shots in a given turn can be overloaded, and the overload energy can be power that was allocated to the particle cannon's capacitor or drawn from reserve/battery power at the instant the shot is fired. Note that reserve power might be allocated to the capacitor in mid-turn to allow an overload shot later in that turn (H7.132).

(XE20.0) TRANSPORTER ARTILLERY

(XE20.3) CARRIAGE

Transporter artillery rounds are carried by commando ships and troop ships, and can be carried by other ships.

(XE20.31) ADVANCED TECHNOLOGY COMMANDO SHIPS have two rounds of transporter artillery on board for each original boarding party on board. This is included in their BPV.

END OF SECTION (XE0.0)

(XG26.0) THOLIAN WEB ANCHOR BUOY

Tholian advanced technology ships began carrying this device in Y183.

(XG26.1) ASSIGNMENT

(XG26.112) An advanced technology web anchor buoy on the map is destroyed by eighteen points of damage from any source; see (XG26.33).

(XG26.12) AVAILABILITY: Any advanced technology Tholian ship that carries more than one shuttle can replace one of its advanced shuttles with an advanced technology web anchor buoy as a Commander's Option (S3.2). Advanced technology ships that only have one shuttle can only carry web anchor buoys if they are designated as doing so by the scenario or are assigned to carry web anchor buoys in a player-

generated campaign. The cost of the device is fifteen points; see Annex #6. Note, however, the three points received for the removed advanced admin shuttlecraft makes the net cost twelve.

(XG26.2) ENERGY REQUIREMENT

(XG26.21) CHARGING: Advanced technology web anchor buoys included power generation equipment and do not need to be charged before being used.

(XG26.23) HOLDING: Advanced technology web anchor buoys require no holding energy and do not count against the limit on the number of special shuttles at any weapon status.

(XG26.3) OPERATION

(XG26.33) ON-MAP STATUS: Advanced technology web anchor buoys are destroyed by the eighteenth damage point and will be destroyed by (G7.54) if towed at an effective speed of more than twenty hexes.

(XG26.331) The web anchor buoy is considered to have the effect of eight points of built-in ECM operating (D6.3142); it can receive loaned EW points (D6.3144).

(XG26.352) Even if a Tholian unit (whether an advanced technology unit or not) has assumed anchor status from an advanced technology web anchor buoy, the buoy can have anchor status returned to it on a subsequent impulse. It will assume that status automatically under (G10.1161) if the unit that relieved it is destroyed. It does not have to be recovered and re-laid to do this. If a second unit relieves the first unit of anchor status, and is then destroyed, the web anchor buoy will not reassume anchor status. It will only do so if the specific unit that relieved it of anchor status is destroyed while serving as the anchor.

(XG26.353) Recovered advanced technology web anchor buoys can only be repaired by a Tholian advanced technology ship or base. Tholian legendary chief engineers can repair advanced technology web anchor buoys under (G22.45).

(XG26.361) Advanced technology web anchor buoys can be dropped in non-web hexes for later use as the target for a cast web.

(XG26.362) Advanced technology web anchor buoys cannot be carried by non-advanced technology ships, and if recovered by such a ship become inert for the remainder of the scenario.

END OF SECTION (XG0.0)

(XR0.0) PARTIAL X-REFITS

The invention of advanced technology, or "X-technology", was not a single event, but a series of interrelated technological developments over a brief period of time. As this technology came into service, many empires considered various ways to implement it.

The best way was to build ships from the start with the technology built in. Another way was to convert an existing "regular production warship" to use the full range of the new technology.

But by far the most common implementation of this technology was the "partial refit" which included only some systems. This could be added to any ship (including "war production ships" and size class 2 ships which could not absorb the full range of X-technology) and any kind of base

(including size class 5 bases, which have the same limits as size class 4 ships). These were known as “XP-ships”.

During the General War, most (but not all) X-technology went into complete conversions or new construction. Some of it found its way into partial refits. After the General War, however, the changing situation (the ISC cease-fire, then the Andromedan raids that led to a full-scale invasion) caused most empires to accelerate and increase the application of partial X-refits to existing non-X-ships (NX-Ships).

(XR0.1) No XP-ship can have capabilities in excess of an X-ship of similar design operated by the owning empire.

(XR0.2) The cost of XP refits is part of the BPV of the ship and cannot be paid for with Commander’s Option points. They are purchased as part of the battle force, and installed on the selected ships. The installation of XP refits does not increase the points available to the ship to purchase Commander’s Options; these are purchased based on the pre-XP BPV of the ship.

(XR0.3) Tug-pod combinations cannot exceed the limits available for a single ship, and if the combination is a higher size class, e.g., Federation battle tugs, that class applies.

(XR0.4) XP-refits cannot be applied to X-ships, PFs, fighters, drogues, defense satellites, or mines.

(XR0.5) Captured ships cannot receive partial refits unless converted to use the weapons of the gaining empire; any partial refits installed on them by their previous owners no longer function. Ships owned by one empire and transferred to another empire by any means cannot have partial refits, any previously installed partial refits cease to operate.

(XR0.6) Early Years ships (found in *Module Y1* and some *Captain’s Logs*), National Guard ships (found in *Module R8*), and sublight ships cannot be given XP refits.

(XR1.0) PARTIAL X-REFITS: POWER SYSTEMS

(XR1.1) WARP ENGINE UPGRADES

(XR1.11) In simple terms, these did not happen independent of complete X-conversions. XP-ships do not gain additional warp power, and do not have larger or additional warp engines.

(XR1.12) XP-ships do not have any of the maneuver benefits of X-ships. The benefits they do NOT have include Order of Precedence (XC1.313-2), acceleration (XC2.21), turn modes (XC3.64), tactical maneuvers (XC5.0), high energy turns (XC6.0), disengagement (XC7.23), emergency deceleration (XC8.4), positron flywheel (XC9.0), speed changes (XC12.0), docking (XC13.949), or pinwheeling (XC14.211).

(XR1.2) X-BATTERIES

(XR1.21) The most common partial-X refit was to replace the ship’s batteries with the new (XH5.1) X-batteries that held additional power (three points instead of one). These function as other X-batteries given the exceptions listed herein.

(XR1.22) The conversion costs two points per battery. No more than four batteries can be replaced on size class 3 ships (six on size class 2 or size class 1, two on size class 4 or on size class 5 bases).

(XR1.23) The ship’s power grid is still not that of an X-ship, so no X-battery can deliver more than one point of power in any given impulse or during Energy Allocation.

(XR1.24) These batteries can be used for contingent allocation (H7.6) by transferring one point per impulse over several impulses. If some of the needed points are transferred in this way, there is no obligation to complete the contingent event, but any points transferred cannot be redirected. For example, a ship needs five points of power for an HET but commits only two, planning to make up the other three with reserve warp power. It has only one X-battery and

the player determines that an HET will be needed in a few impulses. He transfers one point this impulse and one the next impulse, but then the enemy turns away and he decides to use the third point of power for a tractor beam instead of completing the HET. The two points committed to the HET remain available for that function until the end of the turn, but if the ship has no more reserve power at all they are effectively lost.

(XR1.25) Power can be sent to these X-batteries during Energy Allocation up to their capacity to hold it.

(XR1.26) In the case of X-batteries on a mauler that was not built as an advanced technology ship, each X-battery can only discharge one point per impulse, so in an exception to (E8.321) the bank would still have some power (the extra points in the X-battery in that bank) after firing. This would allow a given bank of mauler batteries on a non-advanced technology mauler to fire more than one “shot”. If an X-battery is in a mauler battery bank and the bank is discharged, the X-battery must discharge one point if it is holding a point. (If holding only a fractional point, it must discharge it even if this does no good.) Note that the limitation on replacing batteries in (XR1.22) applies to maulers. They might upgrade one battery in each of several banks, or several batteries in one bank and one battery in another, and so on. They cannot upgrade more than the allowed number of batteries for their size class.

(XR1.3) X-IMPULSE ENGINES

The impulse engines on X-ships were, in reality, not much different from the impulse engines on non-X-ships so there was no partial refit for this system.

(XR1.4) X-REACTORS

(XR1.41) The additional power requirements of X-technology were considerable, and without any other way to increase power on a partial-X-conversion ship, the engineers turned to the new more powerful and more compact reactors. In fact, the reactors on X-ships were of this type (which was roughly half the size of those on a non-X-ship), but given the power production of the X-warp engines, designers did not install additional reactors, using the surplus space for other functions. For non-X-ships, however, it was possible to replace an existing reactor (APR) with two of the new X-reactors.

(XR1.42) Replacing one APR or AWR with two XPRs costs two points. The owner of the ship can change as many or as few of them as his design requires, up to a maximum of four on a size class 3 ship (two on a size class 4 ship or on a size class 5 base, six on a size class 1 base or size class 2 ship). The box on the SSD produces two points of power, but is still destroyed by a single damage point. If the upgraded auxiliary power system was an AWR, the XPRs will produce warp reactor (not engine) power at no additional BPV cost beyond the two points required.

(XR2.0) PARTIAL X-REFITS: SHIP SYSTEMS

(XR2.1) SHIELDS: The number of shield boxes does not increase, nor do they have larger minimum shields. For a cost, however, the ship gains the following benefits:

(XR2.11) Faster repair of shields (XD9.21) is possible.

(XR2.12) XP shields “leak” normally and do not use (XD3.61). They are X-shields for (XFD14.1).

(XR2.13) XP-ships do not have the critical hit benefit (XD8.1).

(XR2.14) XP-ships do not gain the (XD21.56) catastrophic damage benefit.

(XR2.15) The cost for all of these benefits (as a package) is two points on a size class 4 unit or size class 5 base, four

points on a size class 3 unit, and six points on a size class 2 or size class 1 unit.

(XR2.2) CREW: XP-ships use the normal crew rules and have no higher chance of getting a legendary officer than any other NX-ship. They do not use (XG21.0) or (XG22.0).

(XR2.21) XP-ships have double the minimum crew of NX-ships due to the increased maintenance needed (XG9.41).

(XR2.22) Boarding party combat on XP-ships is the same as on NX-ships, i.e., they do not get the benefits of (XD7.0).

(XR2.23) Klingon XP-ships are no less likely to mutiny than NX-ships and do not get the (XG6.0) benefit.

(XR2.3) FIRE CONTROLS: The better fire controls and EW systems of X-ships could not be installed on XP-ships. The conversion was too extensive and virtually required converting the entire ship into a full X-ship.

(XR2.31) XP-ships do not have the X-aegis system (XD13.0), but if they had aegis originally, retain it (as non-X aegis). XP-ships could buy limited (but not full) non-X-aegis at a cost of one point per phaser, type-GX drone, type-G drone rack, or ADD rack on the ship; this added cost is not paid for other types of drone racks or plasma racks.

(XR2.32) XP-ships do not gain the X-tacintel system (XD17.121).

(XR2.33) XP-ships do not gain the X-benefit (XD20.25) in detecting hidden ships.

(XR2.34) XP-ships do not gain the seeking weapon control increase listed in (XF3.2) but can accept transfers of control of X-technology seeking weapons (XF3.5). This costs a surcharge of two points (three points if the ship has double seeking weapons control). If this cost is not paid, the unit cannot be equipped with advanced technology seeking weapons, i.e., any drone rule beginning XFD and any plasma rule beginning XFP cannot be used by the unit.

(XR2.35) XP-ships do not gain the lab benefit (XG4.12).

(XR2.36) XP-ships cannot be computer controlled (XG11.0).

(XR2.37) XP-ships do not get the (XS4.1) benefits for arming status.

(XR2.38) XP-ships do not gain the benefits of (XD6.34) or (XD6.393).

(XR2.4) OTHER EFFECTS:

(XR2.41) Partial X-refits cannot improve the damage control rating of the ship being refitted, e.g., a damage control rating of “2, 2, 2, 0” (highest box on the ship’s damage control track) does not become a “4, 2, 2, 2, 0”.

(XR2.42) Partial X-refits cannot improve the command rating of the ship being refitted, e.g., a command rating of “8” will not become a command rating of “9”.

(XR2.43) Partial X-refits do not increase the docking cost of the ship or change its explosion strength.

(XR2.44) Ships with partial advanced technology refits cannot be used in the Operation Unity Campaign (U6.0).

(XR3.0) PARTIAL X-REFITS: PHASERS

(XR3.1) CONVERSION: Some or all of the phasers on a given ship can be converted to advanced technology. This cannot result in the ship having more advanced technology phaser-1s than the base hull of the ship had phaser-1s and/or phaser-2s. If a variant of a given hull is being converted, all such advanced phaser-1s must be in the same positions occupied by the phaser-1s and/or phaser-2s of the base hull. Other phasers on a variant cannot be upgraded to advanced technology, exception (XP3.12).

EXAMPLE: If a Gorn HDA is converting its phasers to advanced technology, the resulting ship cannot have more

advanced phaser-1s than the standard HDD, i.e., five, and only one can be in a 360° mount.

(XR3.11) Some, all, or none of the phaser-1s on an XP-ship ship can be converted into phaser-1Xs at a cost of one point per phaser, but as noted the ship cannot have more phaser-1Xs than the base hull has phaser-1s and/or phaser-2s.

(XR3.12) Pairs of phaser-3s (with identical firing arcs) can be converted to a single phaser-1X at a cost of one point for each pair of phaser-3s converted to one phaser-1X. Exception: If the ship is a variant of another hull, e.g., an AD5 variant of the D5, the resulting conversion of phaser-3s to advanced technology phaser-1s cannot exceed the number of phaser-1s a conversion of a base hull would provide. For example in the case of a conversion of the phaser-3s on an AD5 the result would be identical to the conversion of a standard D5, the eight phaser-3s would become four phaser-1Xs, one in each wing position and one in each waist position.

(XR3.13) Some or all of the phaser-2s on the XP-ship can be but do not have to be, converted to phaser-1Xs at a cost of two points per phaser, or into phaser-1s at a cost of one point per phaser. Phaser-2s cannot be upgraded to phaser-2Xs. Phaser-1Xs can be hastily repaired (G17.5) as phaser-2Xs or phaser-3Xs.

(XR3.14) All phaser-Gs on an XP-ship remain as phaser-Gs and gain no X-capabilities.

(XR3.15) All phaser-4s on an XP base remain as phaser-4s and gain no X-capabilities.

(XR3.16) Phaser-3s cannot be upgraded to phaser-3Xs.

(XR3.2) CAPABILITY

(XR3.21) All phaser-1Xs on an XP-ship are capable of rapid pulse (XE2.43). However, as XP-ships do not have aegis (unless they had it before their conversion or bought it) they would not be able to re-engage a given target (firing multiple volleys during the same impulse). A phaser-1X on an XP-ship could fire two phaser-3X shots at the same target, but this would be simultaneous. Rapid pulse fire is limited to targets which can be engaged by non-X-aegis (size-6/7) even if the ship doesn’t have aegis.

(XR3.22) X-phasers on XP-ships have the larger phaser capacitor of X-ships (XH6.1). Note that phaser-Gs and phaser-4s and any other unconverted phasers do not have larger capacitors.

(XR3.23) Phaser-1X is the best type of phaser on the ship for purposes of (D4.3221).

(XR4.0) PARTIAL X-REFITS: HEAVY WEAPONS

(XR4.1) GENERAL: XP-ships did not gain additional weapons, but did often replace the weapons they had with the X-version of those weapons, for example, X-photons replacing photons, X-disruptors replacing disruptors. XP-ships could not use X-scout systems.

The following ships cannot have their heavy weapons [anything covered by (XR4.1)] upgraded to X-technology: Size class 1 or size class 2 units, pods, and “war production ships” (CW, DW, HDW, and HCW). The Romulan SparrowHawk and SkyHawk, the Gorn BDD, and all NCAs, are not “war production” ships for this purpose. The Klingon F6 and E6 cannot have the added disruptors improved but could improve the original (F5, E4) disruptors.

(XR4.2) REPLACEMENT COST: The cost is paid on a per-weapon basis. The owner of an XP-ship can replace any or all or none of the heavy weapons.

(XR4.21) Replacement of each photon costs six points. This includes increasing the range to 40.

(XR4.22) Replacement of each disruptor costs two points. This includes increasing the disruptors on a size class 3 ship to Range 40 and a size class 4 ship to Range 30. X-disruptors on XP-ships are not penalized by UIM burnout (XD6.54), assuming they have UIMs or bought them normally. XP-ships, of any empire armed with disruptors (whether original equipment or installed in an optional weapons box) can buy UIMs if they have upgraded at least one of their disruptors to an X-disruptor. Any such UIM can control any disruptor on the ship. Non-X disruptors are still penalized by UIM burnout.

(XR4.23) Replacement of each hellbore costs six points. No more than one hellbore can be upgraded on a size class 4 ship or size class 5 base, and no more than two can be upgraded on a size class 3, size class 2, or size class 1 unit.

(XR4.24) Replacement of each fusion beam costs two points.

(XR4.25) Replacement of each plasma-S with a plasma-M costs four points, cannot be done on size class 4 ships.

Replacement of each plasma-F with a plasma-L costs two points; plasma-Ls can use the carronade rules.

Replacement of plasma-G with plasma-S costs three points; the only size class 4 ships able to have S-torpedoes are X-ships and XP-ships. (This is also allowed for size class 5 bases.)

X-plasmas use the X-plasma rules whether launched by an X-ship or an XP-ship, but note that an XP-ship cannot be equipped with or use advanced plasma torpedoes unless its fire control has been improved (XR2.34).

The cost of the conversion includes the extra PPTs for the converted plasma launchers (L, S, or M).

Plasma-Rs cannot be converted to plasma-RX, not even the plasma-Rs of a base.

Plasma-D racks can be converted to plasma-DX racks; this adds two rack spaces (a total of six plasma-Ds) and a third reload and costs one point per rack.

The refit costs do not include the Sabot Refit (L-torp and plasma-D rack cost 1, S-torp costs 2, M-torp costs 3) which must be purchased separately, but can be purchased with Commander's Option Points.

(XR4.26) Replacement of each plasmatic pulsar device costs four points.

(XR4.27) Replacement of each web caster costs five points.

(XR4.28) Replacement of each web snare costs two points.

(XR4.29) Replacement of each expanding sphere generator costs three points.

(XR4.3) OTHER HEAVY WEAPONS

(XR4.31) Replacement of each particle cannon costs three points.

(XR4.32) Replacement of each web breaker/shield cracker costs two points.

(XR4.33) Replacement of each warp augmented railgun costs six points.

(XR4.34) Replacement of each medium warp augmented railgun costs three points.

(XR4.35) Replacement of each ion cannon costs six points.

(XR4.36) Replacement of each ion pulse generator costs five points.

(XR4.37) Ion storm generators, whether large or small, cannot be upgraded in a partial refit.

(XR5.0) PARTIAL X-REFITS: DRONES

(XR5.1) GENERAL: XP-ships can use any X-drones, but this requires replacement of the drone racks themselves as well as changes to the fire control (XR2.34). XP-ships do not gain additional drone racks, just as they do not gain additional phasers or additional heavy weapons.

(XR5.11) The owner of an XP-ship can replace some, all, or none of the drone racks with X-drone racks. Only the X-racks can use X-drones. Each X-rack has a defined reload storage (in the X-ship rules) and comes with those reloads.

(XR5.12) The reloads for fighters and PFs cannot be replaced by X-drones as these units cannot use X-drones.

(XR5.13) Replacement of each ADD with X-ADD costs two points, but these could alternatively be converted to GX racks for ten points.

(XR5.2) COST OF DRONES: The cost converting a drone rack is given in (XR5.3) and includes a full load of type-IF (type-I fast, i.e., speed 32) drones. XP-ships fill their X-racks (and the associated reloads) with type-VII drones by exchanging the type-IF drones for them and paying any additional costs for such exchanges given in Annex #6. General reloads (e.g., on a bombardment ship) or extra drones bought with commander's options are not X-drones unless the higher cost of X-drones is paid. Note that the conversion of an ADD rack to an X-ADD rack includes a full load of standard ADDs, there are no X-ADDs, X-ADD racks use standard ADDs.

(XR5.3) COST OF CONVERSION

Original type	X-rack	Cost of conversion (each)
A, B, C	CX	6 (limit 2 per ship)
A, B, G	GX	10
A, B	BX	8
D, H	Not convertible	
E	GX	10
E	BX	8
ADD	GX	10
ADD	X-ADD	2

(XR5.4) AVAILABILITY: Special rules apply to the availability of X-drones for purchase as Commander's Options. They are Restricted until Y184 and Limited until Y187. X-drones in X-racks are general availability (although certain warheads might be under specific limitations already in the rules). The limits on special drones under (FD10.6) apply.

(XR5.5) OTHER: X-drones cannot be loaded on non-X shuttles, scatter packs, fighters, or PFs. Exception: X-drones could be loaded on (but not fired from) a non-X shuttle only for the purpose of transporting them to another ship.

(XR6.0) PARTIAL X-REFITS: OTHER SYSTEMS

(XR6.1) CLOAKS: XP-conversions of ships that normally had cloaks could (but did not have to) include the conversion of the ship's cloak to an X-cloak (XG13.0). The BPV cost of this is a 15-point surcharge.

(XR6.2) REPAIRS: XP-ships treat their X-systems as do X-ships and their NX-systems as do NX-ships. Thus, an XP-ship uses rule (XD9.7) for its X-systems. Rule (XD14.0) remains in force.

(XR6.3) MINES: XP-ships do not get the (XM7.0) or (XM8.0) benefits regarding mines, and do not carry extra T-bombs (XM3.13).

(XR6.4) TACTICAL INTELLIGENCE: XP weapons (other than drone racks) are detected at tactical intelligence Level K (or, of course, when they fire in a way to display this refit). Other XP refits are detected only when their actions are observed (e.g., limited aegis at Level E, paired phaser-3s replaced by a phaser-1 at Level G, plasma-L/M at Level G,

etc.) or non-standard power systems are detected at Level J or any XP change at Level K.

(XR7.0) PARTIAL X-REFITS: FIGHTERS

(XR7.1) X-FIGHTERS did not exist except for the Hydran Stinger-X. Hydran XP-ships can be converted to use Stinger-X fighters but this costs three points per fighter replaced and launch tube converted to launch a Stinger-X. Players may replace the fighters and not the launch tubes and use the landing hatches for a slower launch. No XP-ship can have more than 1/3 of its Stingers replaced by Stinger-Xs, and must replace Stinger-Hs before other types.

(XR7.2) X-MRS: XP-ships cannot operate X-MRS shuttles.

(XR7.3) X-MEGAFIGHTERS: It proved impossible to create X-technology megafighter packs for non-X fighters despite billions of credits in engineering experiments. (Hydran Stinger-X fighters could and did use their own special megapacks.)

(XR8.0) AVAILABILITY LIMITS

For purposes of fleets built under (S8.0) limits, the number of XP-ships that can be in any force is based on the year:

- Y181 one ship Y182 two ships
- Y183 three ships Y184 four ships
- Y185 five ships Y186 six ships
- Y187 seven ships Y188 entire force

For purposes of this rule, auxiliaries and monitors count as two XP-ships. After Y188, including an XP auxiliary or monitor would mean one command slot had to be used for a non-X unit or left empty.

(XR9.0) SUMMARY OF PARTIAL X REFITS TABLE

ITEM CONVERTED	RULE #	COST EACH	SC1-2 LIMIT	SC3 LIMIT	SC4 LIMIT	Small Ground Bases
Add Limited Aegis	XR2.31	Rule	varies	varies	varies	varies
ADD X-Aegis	XR2.31	NA	NA	NA	NA	
APR to X-APR	XR1.42	2	6	4	2	2
AWR to X-AWR	XR1.42	2	6	4	2	2
Battery to X-Battery	XR1.22	2	6	4	2	2
Cloak to Cloak-X	XR6.1	15	Once	Once	Once	Once
Disruptor to Disruptor-X	XR4.22	2	NA	All	All	All
Drone Rack A-B-C to CX	XR5.3	6	2	2	2	2
Drone Rack A-B-G to GX	XR5.3	10	All	All	All	All
Drone Rack A-B to BX	XR5.3	8	All	All	All	All
Drone Rack ADD to X-ADD	XR5.3	2	All	All	All	All
Drone Rack ADD to GX	XR5.3	10	All	All	All	All
Drone Rack D, H to ?	XR5.3	NA	NA	NA	NA	NA

Drone Rack E to GX	XR5.3	10	All	All	All	All
Drone Rack E to BX	XR5.3	10	All	All	All	All
ESG to X-ESG	XR4.29	3	All	All	All	NA
Fusion to Fusion-X	XR4.24	2	NA	All	All	All
Hellbore to Hellbore-X	XR4.23	6	NA	2	1	1
Impulse to X-Impulse	XR1.3	NA	NA	NA	NA	NA
Ion Cannon to Ion Cannon-X	XR4.35	6	NA	All	All	All
Ion Storm Generator	XR4.37	NA	NA	NA	NA	NA
IPG to IPGX	XR4.36	5	All	All	All	All
Med-WARG to Med-WARGX	XR4.34	3	NA	All	NA	All
PC to PCX	XR4.31	3	NA	All	All	All
Phaser-1 to Phaser-1X	XR3.11	1	rule	rule	rule	rule
Phaser-2 to Phaser-1	XR3.13	1	rule	rule	rule	rule
Phaser-2 to Phaser-1X	XR3.13	2	rule	rule	rule	rule
Phaser-2 to Phaser-2X	XR3.13	NA	NA	NA	NA	NA
Phaser-3 (x2) to Phaser-1X	XR3.12	1	rule	rule	rule	rule
Phaser-3 to Phaser-3X	XR3.12	NA	NA	NA	NA	NA
Phaser-4 to Phaser-4X	XR3.15	NA	NA	NA	NA	NA
Phaser-G to Phaser-GX	XR3.14	NA	NA	NA	NA	NA
Photon to Photon-X	XR4.21	6	NA	All	All	All
Plasma-D to Plasma-DX	XR4.25	1	All	All	All	All
Plasma-F to Plasma-L	XR4.25	2	NA	All	All	All
Plasma-G to Plasma-M	XR4.25	5	NA	All	NA	All
Plasma-G to Plasma-S	XR4.25	3	NA	All	All	All
Plasma-R to Plasma-RX	XR4.25	NA	NA	NA	NA	NA
Plasma-S to Plasma-M	XR4.25	4	NA	All	NA	All
PPD to PPDx	XR4.26	4	NA	All	NA	All
Seeking-X Weapon Control	XR2.34 XR5.1	2	Once	Once	Once	Once
Seeking-X Weapon Double Control	XR2.34 XR5.1	3	Once	Once	Once	Once
Shields to X-Shields	XR2.1	XR2.15	—	—	—	—
WARG to WARGX	XR4.33	6	NA	All	NA	All
Warp to X-Warp	XR1.11	NA	NA	NA	NA	NA

WB to WBX	XR4.32	2	NA	All	All	All
Web Caster to Web Caster-X	XR4.27	5	NA	All	All	All
Web Snare to Web Snare-X	XR4.28	2	All	All	All	All
Web to Web Snare-X	XR4.28	5	All	All	All	All

CHANGES TO THE ADVANCED TECHNOLOGY RULES SINCE MODULE X1 WAS PUBLISHED

(X0.0) Any rule not explicitly changed below is unchanged from the original version in *Module X1*. Note specifically that phasers still have “double capacitors”.

(XD6.34) EW Effect: Due to its advanced fire control, if an X-ship has more ECCM than its target’s ECM, it gets a special -1 modifier to its fire. This modifier obeys all rules relating to negative shifts (i.e., it may not cause a column shift for a phaser). This is cumulative with a legendary gunner but not with an outstanding crew.

(XD6.393) All X-ships may generate EW (total ECM and/or ECCM) up to their sensor rating plus two. For undamaged ships, this would mean the ability to buy up to eight total points of ECM and ECCM.

(XD6.622) No change from non-X rules.

(XD9.21) Shield Repair: X-ships repair one shield box per point of power in damage control.

(XD11.3) CHAFF: X-drones (types-VII, -VIII, and -IX) add 1 to the roll to lose lock-on as a result of chaff, i.e., they are only distracted by chaff on a roll of 3 or less. If X-drones and non-X-drones are targeted on the shuttle, the non-X-drones use the unmodified die roll. X-drones roll normally against chaff dropped by X-shuttles. Standard admin shuttles, even those on X-ships, do not have chaff (XJ2.1) although advanced admin shuttles in *Module J2* do.

(XD13.0) Aegis Fire Control: X-aegis has a maximum range of fifteen hexes.

(XD17.222) CLOAKED OBSERVER: No change from non-X rules.

(XD17.26) No change from non-X rules.

(XD19.31) Note that an X-ship has this bonus.

(XE1.25) Misfire: All rules pertaining to weapons misfires are deleted; all references to such rules are to be ignored. NOTE: Players found the misfire rules made the game a frustrating die-rolling contest where tactics and strategy were irrelevant, only avoiding a misfire die roll mattered, and there was nothing one could do to avoid it. In place of this penalty, fast-loaded heavy weapons are limited to a range of fifteen (even if held to a later turn), reflecting their instability.

(XE1.7) Small Targets: X-ships ignore the small target modifier.

(XE2.42) Overloaded Phasers: All rules pertaining to overloaded phasers are deleted; all references to such rules are to be ignored.

(XE2.43) Rapid-Pulse Phasers: These rules are unchanged, but all references to overloaded phasers are deleted.

(XE2.4323) A phaser-4 can be fired as four phaser-3s; this costs 2 points of power (1/2 point per shot).

(XE4.5) Fast-Load Photons: Warhead strength of a fast-loaded photon is limited to 12, but there is no chance of discharge or misfire. Fast-Loaded Photons are limited to a range of fifteen. Note that a nine-point warhead is still an overload and is still limited to range 8.

(XE4.51) This rule is deleted.

(XE4.52) This rule is deleted.

(XE4.53) Replace all “Misfire” or “discharge” results with “Safe”, which of course means there is no die roll for this at all.

(XE7.22) Treat “Misfire” results as “operates normally” (i.e., don’t even bother rolling the die). If fired without a cooling turn, the fusion beam is limited to a range of 15 hexes.

(XE10.2) Hellbore Fastloads: Fast-loading a hellbore no longer risks discharge or misfire; ignore the Misfire Table. Fast-loaded hellbores are limited to a range of 15 hexes.

(XE11.21) PPD Fastload: Fast-loading a PPD no longer risks discharge or misfire; ignore the Misfire Table. Fast-loaded PPDs are limited to a range of 15 hexes.

(XFD2.1) The type-VIII drone has two payload spaces, but occupies only 1.5 spaces in the drone rack.

(XFD3.8) The type-HX rack used by large bases can handle any mixture of drones including the type-VIII one and a half space drones.

(XFD10.1) The type-VIII is drone has two payload spaces but takes up only one and a half rack spaces (XFD2.1).

(XFD10.2) The type-VIII is drone has two payload spaces but is only a one and a half space frame (XFD2.1) taking up only 1.5 rack spaces.

(XFD10.4) The type-VIII drone has two payload spaces.

(XFP1.252) Plasma Fastload: Fast Plasma Torpedo Arming no longer risks misfire; all misfire results are treated as functioning normally (i.e., do not roll for misfires at all).

(XFP1.262) Plasma Rapid Load: Rapid Torpedo Arming no longer risks misfire; all misfire results are treated as functioning normally (i.e., do not roll for misfires at all).

(XFP11.0) Note that under (FP11.13), all X-ships already have the Sabot Refit.

(XFP12.0) Note that X-ships automatically have the (FP12.4) Late War ECP Upgrade.

(XFP11.13) All X-ships have the Sabot Refit.

(XFP12.4) All X-ships automatically have the (FP12.4) Late War ECP Upgrade.

(XFP13.0) There are no changes to plasma-Ks on X-ships.

(XFP14.0) Plasma carronades are available to all X-ships with plasma-F or plasma-L launchers.

(XH6.1) PHASER CAPACITORS: The phaser capacitor on an X-ship is equal to the total energy required to fire each phaser twice. See (XE2.421). The destruction of each phaser reduces the capacitor by the amount required to fire that phaser twice.

(XJ4.0) The publication of *Module X1R* introduces more advanced technology ships that operate fighters, however only the Hydrans operated X-fighters.

(XJ8.531) Drone-armed X-MRS shuttles include the same drone spaces as non-X-MRS shuttles. These can be exchanged for advanced technology drones as part of the Commander's Options and are otherwise slow drones unless upgraded to faster speeds. For plasma-D-armed X-MRS shuttles these spaces constitute 14 plasma-Ds and 12 plasma-K torpedoes.

(XS4.12) WS-II: Phasers energized, capacitors at 50% of maximum capacity. (This is enough energy to fire all of the phasers.)

(XS4.13) WS-III: Phasers energized, capacitors full. (Every phaser could be fired twice with the energy in the capacitors. There is, of course, no requirement to do so.)

(R7.202) THOLIAN CPX SSD: The photons on this ship should show a maximum range of forty hexes, not thirty.

(R7.207) THOLIAN DPX SSD: The photons on this ship should show a maximum range of forty hexes, not thirty.

REVISIONS TO BPVs IN MODULE X1

The following revisions are made to BPVs for published X-ships. Any ships not listed are unchanged.

GENERAL UNITS including Bases:
Unchanged.

FEDERATION

(R2.201) CX = 240.
(R2.202) DDX = 170.
(R2.204) GSX 270/200.

KLINGON

(R3.201) DX = 250.
(R3.202) FX = 130.
(R3.203) DXD = 260.

ROMULAN

(R4.203) SKX = 160.
(R4.207) K5X = 150.
(R4.209) KEX = 240.

KZINTI

(R5.201) BCX = 245.
(R5.202) CCX = 250.

GORN

(R6.201) CCX = 260.
(R6.202) CMX = 260.
(R6.204) BDX = 150.

THOLIAN

(R7.210) CCX = 220.
(R7.202) CPX = 225.
(R7.205) NCX = 240.

ORION:

Unchanged.

HYDRAN (all include fighters):

(R9.201) LBX = 290.
(R9.202) RNX = 300.
(R9.203) DGX = 280.
(R9.204) LNX = 180.
(R9.206) SCX = 220/150.

LYRAN

(R11.201) CCX = 240.

WYN

(R12.202) FZX = 150.

ISC

(R13.202) CLX = 210.
(R13.203) CSX = 225.

LDR

(R14.201) CCX = 252.

(R1.0) GENERAL UNITS

(R1.200) BASES

(R1.206) ADVANCED TECHNOLOGY SECTOR BASE (STX): With the advent of practical advanced technologies used in X-ships came the need for bases better able to support the X-ships. In the initial years (from near the end of the General War until the close of the Andromedan War), converting existing starbases to advanced technology (much less constructing new ones) was impossible. In this period, several battle stations in critical sectors were converted (and new ones constructed), but their capabilities were not truly adequate to support the operations of the advanced technology squadrons. Most empires adopted a compromise and constructed several bases of this type (in most cases by upgrading an existing advanced technology battle station, although some were entirely new construction).

The heavier shielding, larger power reserves, and modest increase in firepower made these bases all but impervious to raids by non-advanced technology squadrons, and a daunting task for an advanced technology squadron.

Due to their high value, the Federation normally provided a squadron of F-14s and a squadron of F-111s to such bases. All other empires normally assigned a flotilla of PFs and a fighter squadron.

This base uses the rules for the sector base (R1.47) except as modified by the X-technology rules.

An SSD is provided for a generic advanced technology sector base; use the following data to produce the SSD for a STX of any empire.

EMPIRE	W1	W2	W3
Federation	Photon-40	ADD/Drone‡	Void
Klingon	Disr-40	ADD/Drone‡	Scty
Romulan	Plasma-R/L‡	PI-D¥	Void
Kzinti	Disr-40/ADD‡	Drone	Void
Gorn	Plasma-R/L‡	PI-D¥	Void
Tholian	Ph-4	Ph-1	Snare
Hydran	Hellbore	Fusion	Void
Lyran	Disr-40	Ph-1/ESG‡	ESG
WYN	Option	Drone	Void
ISC	PPD/Plas-L‡	PI-D¥	Ph-1
LDR	Disr-40	ESG†	ESG
Seltorian	PC	Ph-1	WB
Vudar*	Ion Cannon	Ph-1	Void

‡ One weapon of each type.

† One weapon, second box is void.

¥ One plasma rack is LS, the other is RS.

* Vudar STX replaces the six phaser-4s with six ion storm generators with the following arcs: #1 LF, #2 RF, #3 R, #4 RR, #5 LR, and #6 L.

Tholian snares have 120° arcs (FA, L+LR, R+RR).

Hydran and LDR STX have one Ph-G replacing each pair of Ph-1s on each of the three docking modules.

Void boxes are not present; they do not absorb damage.

All non-plasma-D torpedo launchers have two PPTs.

Each plasma-D rack has three magazines holding six plasma-Ds each.

Disruptor-armed STXs have three UIMs total (D6.56); Each UIM can control all of the disruptors on the base.

Drone racks are type-DX; see (FD3.8). Anti-drones are ADD-30s (FD3.86) and (XFD3.86).

The hangar bay modules can be used if you have *Module J* or *Advanced Missions*, or you can approximate the effect by allowing other empires to use the Kzinti fighters.

Crew: The SSD provides a large crew unit table. Determine the actual number of crew units for the base and its modules from the Master Ship Chart.

Bases of this type were not used by the Orions, Neo-Tholians, Andromedans, WYN, LDR, Seltorians, Jindarians, or Vudar, but data is provided for the WYN, LDR, Seltorians, and Vudar for campaign use.

NOTES: The STX includes positional stabilizers (G29.0) and full aegis (D13.0). STXs armed with seeking weapons can control seeking weapons equal to double their sensor rating. STXs not armed with seeking weapons can control seeking weapons equal to their sensor rating. STXs have no internal docking capability, but can be docked to externally by normal rules. STXs have three augmentation module stations for type-A modules, and three augmentation module stations for type-B modules.

DAMAGE: Damage to STXs is resolved as if they were ships, with the exception of AWRs; see (H4.32). Damage that penetrates the shields is scored on armor (D4.12) until that is all destroyed, then distributed by the DAC.

ADVANCED BASE RULES: If using (R1.1G), all rules apply normally except as noted below:

SUPPORT FLOTILLA: This will be the same as a BATS (R1.1G4).

SHUTTLE DECK: If using the Optional Shuttle Deck Rule (R1.1G5), STXs have a shuttle deck holding two MSSs, two MLSs, two HTSs, and four empty slots, i.e., same as a BATS.

ROTATION: If using the Rotation rule (R1.1G6), an STX can modify its rotation rate at a cost of sixteen energy points.

NOTE: BPV was revised between first publication in *Captain's Log #30* and *Module G2*.

SSD and counter are in *Module X1R*.

(R1.207) ADVANCED TECHNOLOGY BASE STATION (BSX): Bases of this type were extremely rare. Not every empire built one, and the reasons for building them varied. In most cases it was a simple matter of need, economics, and risk. A base was needed, the funds available were not sufficient to build a larger base, and the risk was not such that a larger base was definitely needed, but a smaller base was more likely to be destroyed. There were exceptions in that some empires upgraded a few "research installations" to this standard. There are indications that a few of the larger merchant corporations upgraded a few of their own facilities to serve their slowly expanding (although still very small in number) advanced technology transports, i.e., for much the same reason the various empires were building advanced technology bases.

The heavier shielding, larger power reserves and modest increase in firepower made these bases tough targets for Andromedans and small squadrons of Orions and a difficult target for a small raiding force of advanced technology ships.

An SSD for a generic advanced technology base station is included. Players must make the following modifications to create the specific base station for each empire.

EMPIRE	W1	W2	W3	W4
Federation	Photon-40	Void	Drone	ADD
Klingon	Disruptor-40	Security	Drone	ADD
Romulan	Plas-M	PI-D¥	Void	Void
Kzinti	Disruptor-40	Drone	ADD	Void
Gorn	Plas-M	PI-D¥	Void	Void
Tholian	Ph-4	Ph-1	Web	Void
Hydran	Hellbore	Fusion	Void	Void
Lyrans	Disruptor-40	ESG	Void	Void
WYN	Option	Drone	ADD	Void
ISC	PPD	PI-D¥	Void	Void
LDR	Disruptor-40	ESG	Void	Void
Seltorian	PC	WB	Void	Void
Vudar*	Ion Cannon	Ph-1	Void	Void

¥ One plasma rack is LS, the other is RS.

* Vudar BSX replaces the six phaser-4s with six ion storm generators with the following arcs: #1 LF, #2 RF, #3 R, #4 RR, #5 LR, and #6 L.

Tholian web generator could not be fitted with a snare.

Hydran and LDR BSX replace each Ph-1 in the three docking modules with one Ph-G.

Void boxes are not present; they do not absorb damage.

All non-plasma-D torpedo launchers have two PPTs.

Each plasma-D rack has three magazines holding six plasma-Ds each.

Disruptor-armed BSXs have three UIMs total (D6.56).

Drone racks are type-DX; see (FD3.8). Anti-drones are ADD-30s (FD3.86) and (XFD3.86).

The hangar bay modules can be used if you have *Module J* or *Advanced Missions*, or you can approximate the effect by allowing other empires to use the Kzinti fighters.

Crew: The SSD provides a large crew unit table. Determine the actual number of crew units for the base and its modules from the Master Ship Chart.

Bases of this type were not used by the Orions, Neo-Tholians, Andromedans, WYN, LDR, Seltorians,

Jindarians, or Vudar, but data is provided for the WYN, LDR, Seltorians, and Vudar for campaign use.

NOTES: The BSX includes positional stabilizers (G29.0) and full aegis (D13.0). BSXs armed with seeking weapons can control seeking weapons equal to double their sensor rating. BSXs not armed with seeking weapons can control seeking weapons equal to their sensor rating. BSXs have no internal docking capability, but can be docked to externally normally. BSXs have three augmentation module stations for type-A modules, and three augmentation module stations for type-B modules.

DAMAGE: Damage to BSXs is resolved as if they were ships with the exception of AWRs; see (H4.32). Damage that penetrates the shields is scored on armor (D4.12) until that is all destroyed, then distributed by the DAC.

ADVANCED BASE RULES: If using (R1.1G), all rules apply normally except as noted below.

SUPPORT FLOTILLA: This will be the same as a BATS (R1.1G4).

SHUTTLE DECK: If using the Optional Shuttle Deck Rule (1.1G5) BSXs have a shuttle deck holding two MSS, two MLS, two HTS, and four empty slots, i.e., same as a BATS.

ROTATION: If using the Rotation rule (R1.1G6), an BSX can modify its rotation rate at a cost of eight energy points.

SSD and counter are in *Module X1R*.

(R1.207A) CIVILIAN ADVANCED TECHNOLOGY BASE STATION (BSCX): The BSX SSD can also be used to simulate an advanced technology civilian base station (BSCX) by replacing all Ph-4s (and the ISGs on the Vudar version) with Ph-1s. (Each docking module will have three Ph-1s, the Vudar version will have the same phaser firing arcs as the non-Vudar versions.) Install the following systems in the weapon options of the base:

EMPIRE	W1	W2	W3	W4
Federation	Drone-BX	Ph-1-360°	Drone-BX	ADD
Klingon	Drone-BX	Ph-1-360°	Drone-BX	ADD
Romulan	PI-D-LS	Ph-1-360°	PI-D-RS	Void
Kzinti	Drone-BX	Ph-1-360°	Drone-BX	ADD
Gorn	PI-D-LS	Ph-1-360°	PI-D-RS	Void
Hydran	Ph-1-LS	Ph-1-360°	Ph-1-RS	Void
Lyrans	Ph-1-LS	Ph-1-360°	Ph-1-RS	Void
ISC	PI-D-LS	Ph-1-360°	PI-D-RS	Void
LDR	Ph-1-LS	Ph-1-360°	Ph-1-RS	Void
Seltorian	Ph-1-LS	Ph-1-360°	Ph-1-RS	Void
Vudar	Ph-1-LS	Ph-1-360°	Ph-1-RS	Void

Also replace the repair boxes in two of the docking modules with cargo boxes.

Advanced technology civilian base stations operate like other advanced technology base stations except that they can never have T-bombs or an X-MRS shuttle (or a non-X MRS shuttle). In addition, if using the advanced base rules (R1.1G) it uses the same rules as the BSX above, except:

SUPPORT FLOTILLA: A civilian base would only have PFs or a support flotilla if it had been militarized for some reason. It might have a PF docking module for workboats.

The Tholians, Orions, Andromedans, WYNs, LDR Seltorians, Jindarians, and Vudar did not use advanced technology civilian base stations, but data for advanced technology base stations is provided for the LDR, Seltorians and Vudar for use in campaigns.

(R1.200) SMALL AND MEDIUM GROUND BASES**NOTE: ALL SMALL ADVANCED GROUND STATIONS:**

The Year in Service for these different bases varied, but can generally be tied to the year when the empire deployed its first advanced technology ship in regular service. For this reason, all have a year in service date of "XSID" (X-Ship Introduction Date). A given empire might have deployed one or two advanced technology ground bases up to two years prior to that date at some critical colonies. No empire would have more than one or two advanced technology planetary defense battalions outside of its capital system before the end of the General War, and even then, only if it was protecting a critical logistics node.

There is no improvement in the abilities of these bases to resist ground assaults under (P2.75). All advanced technology small ground bases or stations that include seeking weapons can control a number of seeking weapons equal to double their sensor rating. All other small ground stations not armed with seeking weapons can control a number of seeking weapons equal to their sensor rating.

(R1.208) ADVANCED TECHNOLOGY SMALL GROUND BASED DEFENSE STATIONS (GBDX-): Data indicates that the first advanced technology units in all empires were small ground bases. This is because the various systems that would eventually be included in the advanced technology ships were first developed in various laboratories and tested on such small bases. (The exceptions of course were the advanced technology warp engines, which were the last system to be developed and tested.)

Between when they were first deployed and the end of the Andromedan Invasion, very few ground based defense stations were upgraded to advanced technology. This lack of upgrade was due to shortages of critical advanced technology supplies and the need for those supplies on other X-ships and X-bases. Outside of the capital systems of an empire, it was rare, but not unusual, for a planetary defense unit to have a single advanced technology base, often co-located with the most important thing the colony had to defend. Even rarer, although almost every empire created a few, was for an entire planetary defense unit to be composed of advanced technology defense stations. The deployment of these stations at all was part of the eternal struggle between politicians and soldiers. Politicians wanted tangible fixed defenses they could point to as demonstrations of their efforts to "protect the people", and the soldiers wanted ships to go after those who would attack the people. As a military philosopher once said: "Fixed defenses are a monument to the stupidity of man."

The design of advanced technology small ground stations was not radically different from the small ground bases that had existed before them. The phaser-3s were generally replaced with a pair of phaser-1s. (Hydran and LDR small ground bases retained their phaser-Gs.) This added some longer-range punch (phaser-1s could reach out further than the phaser-3s), but did not detract from the close-in defensive fire (since the pulse capability of the phasers resulted in the same energy output as the four replaced phaser-3s), and there was some slight improvement in the shields. The more efficient size of the systems allowed the most radical change: the addition of an advanced technology battery system.

The battery radically changed the way the small ground bases operated. There was the obvious value in being able to reinforce the shields with a bit more power, but the largest effect was in the operations of the primary weapons and in the uses of electronic warfare.

Most small ground bases armed with heavy direct-fire weapons had to try to determine if the enemy were going to close to overload range or not. If the enemy did not close, the base could find itself unable to fire because it had loaded an overload. By the same token, if the enemy did close at an unanticipated time the base would be limited to the standard load it had available. The advanced battery enabled the base to quickly dump reserve power to overload its weapon.

Small bases could also hedge their bets on their use of electronic warfare, using the reserve power to change from an offensive to a defensive posture.

This was also a benefit to bases armed with plasma torpedoes, which were no longer tied to the long arming cycle, but could avail themselves of their reserve power to fast load the plasmas if the enemy came near.

Previously, such ground bases had to be part of a power grid that included a power station, and such stations had little in the way of reserve power, meaning that out of three such bases only one would be able to use the base's battery power. The advanced technology batteries allowed any small ground based defense station to respond to the movements of an enemy ship.

While the battery power was available, these bases continued to suffer from a general shortage of power (and trying to recharge the battery only made that worse). They worked best when combined in power grids (R1.28P), but most bases on isolated colonies seldom had the luxury of being included in such a grid.

There is one SSD provided on the Advanced Technology Ground Bases sheet. Each of the base types presented here uses that standard base format with (in most cases) simply labeling the primary weapon (the unlabeled box with the letter "A" in it).

All direct-fire weapons on these stations have FH arcs if deployed on a planet or moon, and 360° arcs if deployed on a large asteroid. All plasma torpedoes on these stations have FP launching arcs if deployed on a planet or moon, and 360° launching arcs if deployed on a large asteroid. All plasma torpedoes on these stations have two PPTs.

It should be noted that there was never a phaser-2, plasma-F, or plasma-G version of an advanced technology small ground based defense station, although hasty repairs sometimes resulted in a near approximation of such a base. There was also never a web caster, shield cracker/web breaker, light rail gun, medium rail gun, ion storm generator, or ion pulse generator version of an advanced technology small ground based defense station.

The advanced technology version of a "defense battalion" was no different in organization from a non-advanced technology battalion, although there was some variation between battalions. By the time advanced technology became available, a planetary defense battalion normally consisted of three ground weapons bases (one might be replaced by a ground missile base), a ground warning station, a ground military garrison, two medium ground fighter bases (or four small ground fighter bases, or one medium and two small ground fighter bases), and (after they became available) a ground PF base. The battalion could, possibly, be augmented by a power station if the battalion was all located in the same general area. An advanced technology battalion simply replaced each unit with the advanced technology version, except that there initially was no advanced technology version of a fighter base or PF base (these may be in later products). If two or more battalions were co-located they might have combined their fighter and PF bases into a Planetary Control Base, and if so, this could also be replaced by the advanced technology version.

SSD is in *Module X1R*; use any small ground base counter.

The different types of defense stations are listed here:

(R1.208) ADVANCED TECHNOLOGY SMALL GROUND WEAPON STATIONS

(R1.208A) ADVANCED TECHNOLOGY SMALL GROUND BASED PHASER-4 DEFENSE STATION (GBDX-4): The second most common type of advanced technology small ground base, used by all empires. The primary weapon is a phaser-4. This is sometimes found linked in a power grid with a photon station on some Federation and Tholian colonies so that it provides extra power for arming the photon base. This is done by using some of its battery capacity to hold warp power, generated by the photon base's AWRs, so that the photon base can use reserve power to fully overload its photon torpedo if opportunity presents.

(R1.208B) ADVANCED TECHNOLOGY SMALL GROUND BASED PHASER-1 DEFENSE STATION (GBDX-1): The most common type of advanced technology small ground base. All empires except the Andromedans used bases of this type. These bases were obviously cheaper, but less effective, than bases with heavier weapons.

(R1.208C) ADVANCED TECHNOLOGY SMALL GROUND BASED PHOTON DEFENSE STATION (GBDX-P): This type of advanced technology small ground based defense station was used only by the Federation and (to a much lesser extent) the Tholians. The photon torpedo has a range of 40 hexes, and the APRs are AWRs on this base. The battery provides enough reserve power for a 75% overload, and the base would need to be connected to a power grid (R1.28P) in order to have the reserve capacity for a full overload.

(R1.208D) ADVANCED TECHNOLOGY SMALL GROUND BASED DISRUPTOR DEFENSE STATION (GBDX-D): The disruptors on bases of this type had a range of 40 hexes and included DERFACS, but there was only one UIM system on any given base. (As with other fire control systems, the base cannot fire the disruptor using the UIM or DERFACS of another small ground base.) The Klingons, Kzintis, Tholians, Lyrans, WYNs, and LDR used this type of advanced technology small ground based defense station.

(R1.208E) ADVANCED TECHNOLOGY SMALL GROUND BASED PLASMA-L DEFENSE STATION (GBDX-L): The Romulans, Gorns, and ISC used this type of advanced technology small ground based defense station. It was relatively rare due to the short range of the plasma-L torpedo when launched through an atmosphere. It was more widely used to defend valuable asteroid mining sites. The launcher can fire in carronade mode.

(R1.208F) ADVANCED TECHNOLOGY SMALL GROUND BASED PLASMA-S DEFENSE STATION (GBDX-S): Probably the most common of the advanced technology plasma stations as the plasma-S torpedo had good range (even when launched from under an atmosphere) and good punch. Stations of this type were considered a good bargain compromise. The Romulans, Gorns, and ISC used this type of advanced technology small ground based defense station.

(R1.208G) ADVANCED TECHNOLOGY SMALL GROUND BASED PLASMA-M DEFENSE STATION (GBDX-M): Somewhat rarer than the plasma-S station, the plasma-M station had better range on its plasma torpedo, and somewhat more punch (as what plasma-M did not). Plasma-S stations were considered adequate as the attacker had to come close to engage the stations. They would be deployed

with several phaser-4 bases on particularly important worlds. The theory was that the threat of the plasma torpedoes would keep the enemy ships at range. The phaser-4s (together with the degradation of the atmosphere on the attackers' weapons forcing them to be closer to bombard the planet) would keep them from randomly damaging the planet from long range. The Romulans, Gorns, and ISC used this type of advanced technology small ground based defense station.

(R1.208H) ADVANCED TECHNOLOGY SMALL GROUND BASED PLASMA-R DEFENSE STATION (GBDX-R): Perhaps the rarest of the plasma defense stations, only the Romulans and Gorns used it. It was generally found (as with the non-advanced technology version) on truly valuable planets, rarely elsewhere.

(R1.208J) ADVANCED TECHNOLOGY SMALL GROUND BASED HELLBORE DEFENSE STATION (GBDX-H): This station was used only by the Hydrans. On most such stations the phaser-1s are replaced by phaser-Gs, but some stations did use the phaser-1s for their greater range versus the shorter-range punch. There is no change in BPV if phaser-1s are used.

(R1.208K) ADVANCED TECHNOLOGY SMALL GROUND BASED FUSION BEAM DEFENSE STATION (GBDX-F): Another station used only by the Hydrans. The Hydrans continued using stations of this type all through the Andromedan Invasion and beyond. This was because the stations were immune to attack unless the attacker came in close, where the fusion beam became effective. The atmosphere degradation on the attacker's weapons would force him in closer.

(R1.208L) ADVANCED TECHNOLOGY SMALL GROUND BASED PLASMATIC PULSAR DEVICE DEFENSE STATION (GBDX-PD): Only the Inter-Stellar Concordium used advanced technology small ground bases of this type. They were very rare, as the myopic zone was considered a major drawback when defending a planet if there were no other defenses to keep an attacker back. They were mostly deployed on the core worlds of the Concordium, but a few were (perhaps through bureaucratic snafus) deployed on some outer defenses.

(R1.208M) ADVANCED TECHNOLOGY SMALL GROUND BASED PARTICLE CANNON DEFENSE STATION (GBDX-PC): Only the Seltorians would have used stations of this type. Records are unclear on whether or not the Seltorians actually deployed (or upgraded any existing) stations to this design. If they had, they would doubtless have supported the Hive Ship when it came under attack by Inter-Stellar Concordium advanced technology ships. The records of the Inter-Stellar Concordium, that are available in the files, are unclear on just what the Seltorians had in that battle, perhaps because much of the Concordium records for the period are confused as a result of their rapid advance, and then rapid collapse under the Andromedan Invasion.

(R1.208N) ADVANCED TECHNOLOGY SMALL GROUND BASED ION CANNON DEFENSE STATION (GBDX-IC): The Vudar deployed at least a few stations of this type, and they were the only empire who used them.

(R1.208P) ADVANCED TECHNOLOGY SMALL GROUND BASED WARP RAILGUN DEFENSE STATION (GBDX-RG): The Jindarian Caravans deployed at least a few stations of this type, and they are the only empire who used them.

(R1.208Q) ADVANCED TECHNOLOGY SMALL GROUND BASED MEDIUM WARP RAILGUN DEFENSE STATION (GBDX-MG): The Jindarian Caravans deployed at least a few stations of this type, and they are the only empire who used them.

(R1.209) ADVANCED TECHNOLOGY SMALL GROUND MISSILE BASES

(R1.209) ADVANCED TECHNOLOGY GROUND MISSILE BASES (GMBX-): Various empires employed stations of this type. They were fairly rare because keeping them supplied with advanced technology seeking weapons was more difficult than keeping other types of stations supplied with the fuel needed to generate the energy to operate their weapon systems. Still, bases of this type were encountered at various times, and the Andromedans (and Orions and other raiders) disliked the synergistic effect of having to avoid or deal with numbers of seeking weapons while also being fired at by other ground defenses, DefSats, or defending ships.

SSD is in *Module X1R*; use any small ground base counter.

(R1.209A) ADVANCED TECHNOLOGY GROUND MISSILE BASES (GMBX-B): The most common type used by the Federation, Klingons, Kzintis, and WYNs. It has four advanced technology type-B drone racks; each rack had three reloads. The racks have an FH tracking/launching arc if deployed on a planet or moon, and a 360° arc if deployed on a large asteroid.

(R1.209B) ADVANCED TECHNOLOGY GROUND MISSILE BASES (GMBX-G): A somewhat rarer type used by the Federation, Klingons, Kzintis, and WYNs. It has four advanced technology type-G drone racks; each rack had three reloads as with the type-BX racks, but the third reload was entirely ADDs. Bases of this type were most commonly deployed where the use of large numbers of drones in the bombardment role was anticipated. Although they appeared near the end of the General War, very few were deployed until the end of the Andromedan Invasion. The racks have an FH tracking/launching/firing arc if deployed on a planet or moon, and a 360° arc if deployed on a large asteroid. This base has full aegis.

(R1.209C) ADVANCED TECHNOLOGY GROUND MISSILE BASES (GMBX-D): The Romulans, Gorns, and ISC used stations of this type. The four racks are plasma-D racks, each with three reloads. The racks have a launching arc of FH if the station is deployed on a planet or moon. If deployed on a large asteroid, Rack #1 has an FH arc, Rack #2 has an RS arc, Rack #3 has an RH arc, and Rack #4 has an LS arc. Note that bases of this type deployed for defense against drone, fighter, and PF strikes as the ability to use the plasma racks offensively is restricted by (FP10.24) since bases, even small ground bases, are a sub-category of ships under (A3.23).

OTHER ADVANCED TECHNOLOGY SMALL GROUND BASES

(R1.210) ADVANCED TECHNOLOGY SMALL POWER STATIONS (GPSX): Some planets that had a small power station received this upgrade. The principle benefits were slightly stronger shields and more reserve power capability (making it better able to serve the needs of other small bases in its grid, i.e., to allow the use of a reserve power overload or to reinforce a shield).

All empires used stations of this type except the Andromedans, Orions, and Jindarians.

SSD is in *Module X1R*; use any small ground base counter.

(R1.210A) ADVANCED TECHNOLOGY SMALL WARP POWER STATIONS (GPWX): Only empires that had weapons requiring warp power used small ground stations of this type, e.g., the Federation and Jindarians. It was never used if there were not weapons requiring warp power due to the added expense. The only difference in the SSD is that the APRs are AWRs and the base costs eight BPV more.

SSD is the same as the GPSX in *Module X1R*; use any small ground base counter.

(R1.211) ADVANCED TECHNOLOGY SMALL MILITARY GARRISON (GMGX): Some garrisons were upgraded to this standard, upgrading the phasers to two advanced phaser-1s and incorporating an advanced technology battery and better shields. In addition to the added boarding parties, these bases were equipped with four tanks, a CPV, and three APVs (in addition to the GCVs).

All empires used stations of this type except the Andromedans, Orions, and Jindarians.

SSD is in *Module X1R*; use any small ground base counter.

(R1.212) ADVANCED TECHNOLOGY PLANETARY CONTROL BASE (GPCX): Every major planet (except in the Federation) was eventually equipped with one base of this type. In addition to the improved shields and the advanced technology battery, three GCVs were provided to assist in patrolling around the base. As the Andromedan Invasion progressed, some bases of this type were set up on particularly valuable colony planets. Whenever possible the base was tied into a power grid with a ground power station and two other weapon stations, but this did not always happen.

All empires used stations of this type except the Federation, Andromedans, Orions, and Jindarians.

The Hydran (but not the LDR) version of this station sometimes retains the two phaser-Gs.

The cargo storage includes two sets of booster packs (total three per PF or fighter) and the remainder are "drone spaces." They have unlimited repair capability. Empires with drone-armed or plasma-D-armed fighters and PFs have 100 spaces of drone or plasma-D storage in their cargo boxes.

This is treated as a medium ground base (P2.76). As with all ground fighter bases, e.g., (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, and (of course) cannot drop T-bombs.

SSD is in *Module X1R*. Use any small ground base counter.

(R1.212A) FEDERATION ADVANCED TECHNOLOGY PLANETARY CONTROL BASE (GPCFX): The Federation used a variation of the GPCX replacing the six landing pads

and six repair systems with a dozen fighters and three more shuttles.

The cargo spaces hold two spare fighters and two spare sets of booster packs (total three per fighter); the remainder are “drone” spaces.

Use the SSD in *Module X1R* as modified above. Use any small ground base counter.

ADVANCED TECHNOLOGY DEPLOYMENT NOTES

(R1.PF200N) FAST PATROL SHIP DEPLOYMENT:

Advanced technology units frequently had first call on many available resources, and every effort was made to give them the best equipment that was available.

(R1.PF200N1) Advanced technology ships can be equipped with fast patrol ship leaders as casual PFs as an exception to the prohibition in (R1.R1) and (K0.325) in *Module K*.

(R1.PF200N2) A PF flotilla carried by an advanced technology fast patrol ship tender or stationed at an advanced technology base will be no different from those carried by non-advanced technology units.

(R1.PF200N3) This does not allow PF leaders to be more widely deployed on non-advanced technology fast patrol ship tenders or bases.

(R1.PF200N4) Note that there were no fast patrol ship scouts built on leader hulls, and almost all fast patrol ship variants are based on non-leader fast patrol ship hulls. If a variant has a leader version, i.e., some empires built leader versions of their fi-con PF, that version can be used rather than the non-leader version.

(R1.PF200N5) The Romulans and Kzintis can equip their advanced technology fast patrol ship tenders with multi-role PFs, but production rates on those types of PFs were too low to allow their deployment as casual PFs even on advanced technology ships. They cannot be used as casual PFs on advanced technology ships.

(R1.PF200N6) Advanced technology ships otherwise operate under the rules for true PFTs or casual PFTs as appropriate.

(R1.F200N) ADVANCED SHUTTLES AND FIGHTERS:

(R1.F200N1) As advanced technology was deployed, advanced shuttles as found in (J17.0) in *Module J2* were entering service and would have been made available to these ships. They are included in the Administrative shuttle tracks on the SSDs in this product.

(R1.F200N2) Other than Stinger-Xs operated by the Hydrans, there are no advanced technology fighters operated by the various empires. The advanced technology carriers that appear in *Module X1R* use the normal rules found in sections (FD2.45) and (FD10.6) to compute the drone costs for any fighters they have embarked and fill the drone storage set aside for the fighters as given in Annex #7G. The fighters cannot use the advanced technology drones of the carrier (XFD10.1), although the carrier can use the drones stored for the fighters (XFD3.0). Advanced technology carriers otherwise carry the normal stores of non-advanced technology carrier that operates fighters.

(R1.F200N3) Advanced technology ships that operated fighters (whether heavy fighters or normal single-space fighters) were always at the top of the list to receive available megapacks, but did not always have megapacks for all of their fighters. Operational needs of other carriers and bases and shortages in a supply system already straining to keep the advanced technology ships operational (spare parts for the ships themselves not to mention numbers of partially refitted ships) meant that even advanced technology carriers often did not have megapacks for their fighters.

(R2.0) UNITED FEDERATION OF PLANETS UNITS

(R2.200) UNITED FEDERATION OF PLANETS X-SHIPS

(R2.206) ADVANCED TECHNOLOGY GUIDED WEAPONS DESTROYER (DGX): This was the drone-armed version of the X-destroyer. It retained two photons for direct combat and was intended to stand in the squadron’s battle line rather than operate alone. It was not a drone bombardment platform, lacking the necessary stores of drones (and the minimum necessary number of drone racks) to perform that mission, even if a scout provided the targeting data. While a normal DDX was quite capable of matching the speed of a DGX, it would have to do so by either not arming two of its photons or expending its reserve power. The DGX did not have to forgo the use of any weapons to maintain a high rate of combat speed. It did suffer the drawback of all ships that relied heavily on drones for a significant fraction of their firepower in that the numbers of available drones were finite.

NAMES: *Colonel Joshua Lawrence Chamberlin, General John Buford, General Winfield Scott Hancock.*
SSD and counter are in *Module X1R*.

(R2.207) ADVANCED TECHNOLOGY STRIKE CRUISER (CSX): The *Prometheus* did not survive the General War, being lost in action while conducting a raid during Alliance efforts to crack the Klingon border defenses in Y182. As advanced technologies were becoming operational, a design study was undertaken, based on the design of the ship. The study indicated that it would have been a capable warship, but the Federation already saw the end of the General War in sight and believed that Star Fleet should return to its peacetime role, so no ship of this type was commissioned. The *Prometheus* had always suffered from having less operational range than standard cruisers due to the smaller engineering hull and reduced facilities in the primary hull to make room for the systems taken out of the engineering hull. During the Andromedan Invasion the design was revisited, but was rejected again. The Federation’s logistics experts feared complicating the supply networks with spare parts for too many different kinds of ships, resulting in some always being in the status of “waiting for parts”.

NAMES: None, the *Prometheus* was never converted to this design and no ships were built.
SSD and counter are in *Module X1R*.

(R2.208) ADVANCED TECHNOLOGY MEDIUM CARRIER (GVX): A variation of the GSC, it was actually the first of that hull type to be given advanced technology (four years before the standard GSX appeared). Designed specifically for the raiding mission, this X-ship, *Field Marshal Colin Powell*, carried six F-111 fighters. Like most advanced technology ships used for raiding missions it had early success, but as more advanced technology ships and bases became available in the Coalition forces, more of the raids were intercepted. Worse, the *Powell* was sometimes attacked while trying to recover its strike group, and on several occasions had to abandon damaged fighters (but usually managed to beam off their crews). As the General War ground to its end, the *Powell* increasingly operated in a manner no different from any other heavy fighter carrier, albeit it was considerably better able to defend itself.

With the end of the General War, Star Fleet considered converting the ship to the standard GSX configuration that was in service by that time. Instead, the *Powell* was assigned to the Second Fleet with its F-111s replaced by HTS shuttles (this involved removing the ready racks for the F-111s to accommodate the HTS shuttles). The *Powell* remained in the Second Fleet until Y190. Then she was recalled, again equipped with a squadron of F-111 fighters, and sent to help fight the Andromedans.

After the *Darwin* incident in Y195, the *Powell* was assigned the mission of hunting for RTN nodes, a role in which the ship was so successful Star Fleet considered recalling and converting some of the other GSXs to her configuration. Records are unclear if this was actually done.

The *Powell* was not intended to operate with escorts, but these were sometimes (not always) provided when it was not on an actual raid mission.

Year	Escorts	Fighters
Y182+	2 x DWA, or 2 x FFA, or 1 x DWA & 1 x FFA, or 1 x DWA, or 1 x FFA	6 x F-111

NAMES: *Field Marshal Colin Powell*, no others known.
SSD and counter are in *Module X1R*.

(R2.209) ADVANCED TECHNOLOGY WAR DESTROYER (DWX): A solid combat ship for its size, it lacked the endurance of the FFX. The result was that FFXs continued to be built for their ability to maintain a long-term presence, while DWXs supplemented the DDXs and backstopped the FFXs as small-scale reserves. It was not unusual to have the Federation operate a DWX as a squadron leader with a pair of FFXs, or for a pair of DWXs to operate as the squadron mates of a DDX. Their lesser endurance, however, resulted in their not having a large presence in Operation Unity. After Y195 they were also used to backstop some of the RTN hunters.

NAMES: *Leslie R. Groves, George C. Marshall, Leonard Wood.*

SSD and counters are in *Module X1R*.

(R2.210) ADVANCED TECHNOLOGY NEW HEAVY CRUISER (NAX): Developed as a backstop to the CX because the number of available slips restricted the number of CXs that could be built. Like the basic NCA, the NAX could be built in the slips for smaller ships, but resulted in a ship that had almost the full combat capability of the larger design. Like the DWX, the ship did not have the operational range of a true CX, but was quite capable of conducting combat operations. Only one or two were built before the General War was seen to be winding down and production shifted towards ships with greater mission flexibility. With the start of the Andromedan Invasion, additional ships of this class were built to help sustain defensive operations, and to prosecute the offensive within the Milky Way after Y195. Its comparative lack of endurance (compared to a CX) resulted in this ship class not being selected for Operation Unity.

NAMES: *Fort Worth, Fort Wayne, Fort Duquesne, Boulder, Murfreesboro.*

SSD and counters are in *Module X1R*.

(R2.211) ADVANCED TECHNOLOGY NEW HEAVY SCOUT CRUISER (NASX): The Federation, as with most empires, found the SCX to be a capable, but not a spectacular, scout. It was little more than a counter to a Klingon or Romulan X-scout, and Star Fleet's X admirals wanted more. It is not clear if the first ship of this class was a new build or a conversion of an existing SCX. What is clear is that it proved a much more effective scout for any kind of squadron. Serious consideration was given to taking a ship of this type on Operation Unity despite the obvious difficulties in keeping it operational far from a support base. (Records indicate that one such ship accompanied the initial advance, but it does not seem to have been present when the Desecrator was attacked.)

NAMES: *Robert Oppenheimer, Andrei Sakharov, Edward Teller.*

SSD and counter are in *Module X1R*.

(R2.212) ADVANCED TECHNOLOGY HEAVY FIGHTER CARRIER (HVX): It is unclear if this ship was a conversion of a CX, or a conversion of a CVS to advanced technology. In either case, the ship was designed to operate A-20s and is not known to have ever operated any other kind of fighter. It entered service near the very end of the General War and participated in several actions against the Klingons. Unlike the GVX *Powell*, this ship was never intended to conduct independent raids, but to operate as part of an X-squadron. Whenever it was part of an X-squadron, it operated without escorts, but on several occasions it operated as a regular carrier in sectors where other advanced technology ships were not present. On these occasions, if they were available, escorts would be provided. This was because the need to stay with and remain part of any given battle group would slow the ship down and make it vulnerable to attack by Coalition forces.

Records indicate that after Y195 one or more ships of this class were paired with a scout and participated in hunting Andromedan RTN nodes, using their faster acceleration to reach and support the scout until other forces could come up to destroy the node.

Year	Escorts	Fighters
Y184+	2 x DWA, or 2 x FFA, or 1 x DWA & 1 x FFA, or 1 x DWA, or 1 x FFA	6 x A-20F

NAMES: *Xanadu.*

SSD and counter are in *Module X1R*.

(R2.213) ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): All empires found that there were many jobs for advanced technology ships, and not enough time or resources to build all the ships that were needed. The solution was to upgrade the already proven HDW design to advanced technology. As with the basic HDW, the HDWX could be quickly modified to suit the mission.

That was the theory at least.

In practice, each HDWX was completed with a mission module that most carried for the rest of their careers. The problem was that the conversion of the ship needed to be done by an X-technology base, FRDX, or the home shipyard, and these were few and far between during the General War. The lead-time to know what a ship needed to be converted to, and to get it to one of those facilities and back, made their flexibility problematic.

The ships, however, came into their own during the Andromedan Invasion when there were more advanced technology bases available to change out the module.

Unlike the non-advanced technology heavy destroyers, the HDWXs often operated in company with one another, and some X-squadrons consisted of a few of these ships (some in straight combat mode, some in other roles) and several other DDXs/DWXs and FFXs. Such a force was more than any raiding ship, even a raiding X-cruiser, wanted to tangle with.

An HDWX operating as a carrier might be provided with escorts if no other advanced technology ships were available.

Year	Escorts	Fighters
Y182+	1 x DWA, or 1 x FFA	varies

NAMES: *General Lewis Armistead, General Richard Garnett, General James Kemper.*

SSD and counter are in *Module X1R*.

(R3.0) KLINGON EMPIRE UNITS

(R3.200) KLINGON EMPIRE X-SHIPS

(R3.206) ADVANCED TECHNOLOGY DRONE LIGHT CRUISER (D5DX): The Klingons built the first of these powerful scout/drone ships for independent bombardment missions (copying the Kzinti CMDX), but ended up using the handful that were built as fleet scouts in direct combat (as the Kzintis did), where they were powerful anti-drone platforms. The sensors were certainly far more than needed for bombardment targeting, so perhaps this was the Klingons' intent all along. The expense of the ships kept their numbers down (as was true of all drone bombardment platforms in Klingon service). The ship proved less successful as an independent RTN hunter, and was withdrawn from that role after two were lost after reporting contact with an Andromedan base. Ships of this type could find RTN bases but lacked the firepower to destroy them before Andromedan reinforcements arrived.

NAMES: *Dart, Trebuchet, Ballista, Mangonel, Onager, Scorpio.*

SSD and counter are in *Module X1R.*

(R3.207) ADVANCED TECHNOLOGY SCOUT LIGHT CRUISER (D5SX): The first ship of this design appeared in the same year as the D5DX, perhaps indicating that the Klingons were unsure of the most effective design for an X-scout. Like the D5DX, it was certainly superior to the FSX, having both more power and being a larger hull. It also had slightly better defensive armament (having two more drone racks), however its phaser suite was no better. At least two ships of this type were built before the General War ended, and several more were built during the Andromedan Invasion. The ships suffered from the drawback of all war cruiser designs converted to advanced technology (even though all were new construction) in that they lacked the full operational range and facilities of more conventional warships. This kept them from participating in Operation Unity, and the FSX would be the X-scout of choice for that operation.

NAMES: *Reason, Reflection, Reconnaissance, Reconnoiter.*

SSD and counter are in *Module X1R.*

(R3.208) ADVANCED TECHNOLOGY PENAL LIGHT CRUISER (D5JX): At least one ship of this class was built before the General War ended. Due to the generally excellent nature of the crews assigned to advanced technology ships, this ship became something of a problem. The numbers of personnel who would normally be sent to a penal ship, being drawn from a much smaller personnel pool, were insufficient at first to properly man the ship. The result was that for most of the first decade of the ship's operational life, more than half of all assigned crewmen were in fact sent to the ship as part of a normal rotation. This influence lasted far beyond that period. This has the following effects:

The ship does not suffer from the effects of (R3.R51), i.e., the crew of this ship is never poor.

The ship does have an element of malcontents aboard, more so than any other advanced technology ship. As such, and as a specific exception to (XG6.0), this ship is subject to mutiny, except that the mutiny operates under the normal rules given in (G6.0) and is not automatic as given in (R3.R52).

The boom of this ship operates under (R3.R51), except that it remains an X-ship. The separated boom has ten box shields in each direction, and requires a minimum of six

undamaged boxes (one of which must be a control box and one of which must be an impulse engine or warp engine box in order to separate the boom).

NAMES: *Repent.*

SSD and counter are in *Module X1R.*

(R3.209) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (D5PX): A damaged D5X was taken into the yards and was converted as part of the repair process to this design. The ship was intended to operate as a raider, but in the last years of the General War it operated more as a local fire brigade. It would dash from trouble spot to trouble spot to try to keep the front from simply collapsing under the increasing hammering of the Alliance forces. On several occasions, it tried to hold sectors of front alone, but the fast patrol ships proved too fragile for it to succeed in that role.

The ship survived the end of the General War, and while the conclusion of that conflict intimated that fast patrol ships would not long remain viable, as advanced technology became more widespread, they remained useful against Andromedan attacks. This gave the class a new lease on life, and several more were constructed for operations against the Andromedans, eventually being used (after Y195) in hunting down Andromedan RTN nodes. At least one of these ships made several runs in support of Operation Unity to deliver PFs to the front when losses were higher than the existing supply network could support. There are indications that the ship might have been involved in a few skirmishes.

NAMES: *Rover's Redoubt.*

SSD and counter are in *Module X1R.*

(R3.210) ADVANCED TECHNOLOGY HEAVY FIGHTER CARRIER (DVHX): Another late-war conversion of a damaged D5X. The ship was not intended as a raider, but was seen in the same role as the D5PX, i.e., a ship that brought additional firepower to reinforce a threatened sector of the front line. The operations of the ship were difficult to sustain in the final months of the General War because the demand for replacement fighters was constant and predicting where they would be needed most was almost impossible.

After the General War ended, the ship was sent to patrol the "Vudar Sector" and engaged in some skirmishing with the Hydrans and LDR (as well as the occasional Orion and Andromedan).

The ship's energy system made it an effective heavy fighter carrier when operating in conjunction with unimproved ships, and two or three others were built for that mission. It proved a liability, however, when operating as part of an X-squadron as it just did not have enough power to re-arm the heavy fighters' disruptors and its own weapons and still operate at the speed of an X-squadron. While ships of this type often operated with no escorts, it was not unusual for one or more escorts to be assigned if available.

Year	Escorts	Fighters
Y184+	2 x FWE, or 2 x AF5, or 1 x FWE and 1 x AF5, or 1 x FWE, or 1 x AF5	6 x Z-HB

NAMES: *Slammer.*

SSD and counter are in *Module X1R.*

(R3.211) ADVANCED TECHNOLOGY STASIS CRUISER (D7AX): At least one DX was converted (or completed) to this design in Y183. The theory was that its advanced technology engines and systems would enable the ship reach optimum positions to employ the stasis device (which itself could not

be improved by the existing technology). The ship did successfully participate in the annihilation of one small Kzinti squadron before the end of the General War and a Daven's Cartel raiding force in the aftermath. The ship suffered greatly from the fact that it was the only ship of its type, leading to endless arguments of where best to employ it. On several occasions the ship moved from one side of the Klingon Empire to the other to be used on various operations, only to have those operations cancelled before, or shortly after, it arrived. The ship participated in several skirmishes with the ISC, but none of them were particularly notable offensive successes. (The ship was able to use its SFGs to protect several Klingon ships from masses of ISC plasma torpedoes, but the need to stop to use the stasis device allowed the ISC ships to disengage.)

The ship was lost during the Andromedan War when it attempted to place a Dominator in stasis and was displaced by another Andromedan ship and blown to pieces before it could recover. The boom section escaped that fiasco and was later attached to a new secondary hull.

It is not known why the ship was not used as part of the Klingon contribution to Operation Unity.

NAMES: *Necromancer*.

SSD and counter are in *Module X1R*.

(R3.212) ADVANCED TECHNOLOGY WAR DESTROYER

(F5WX): The Klingon FX, based on the F5L, was an exemplary example of what a small X-ship could be. Unfortunately, most F5 production had switched to the revised F5 hull that comprised the F5W. The economic costs of converting those yards back to building base F5 hulls was simply not something the Klingon Empire believed it could afford in addition to trying to keep fighting the General War (there had been far too many false starts and redirections that had created delays). Instead, the empire applied advanced technologies to the F5W itself.

Like all conversions of a design for the expected short lifetime of ships in sustained combat, the F5WX did not have the operational range of the FX, but it was a more-than-competent combatant in its class, having ample power reserves and significant firepower. The phasers in the boom could not be increased (as was done on the FX) because in redesigning the structure of the F5's rear hull; several systems had been moved into the F5W's boom section. Moving those systems back into the rear hull would have resulted in the loss of the wing phasers, so the designers settled for increasing the F5WX's reserve power by 33%.

No F5WXs would go to the Magellanic Cloud with Operation Unity, but they made a significant contribution to securing the empire in the dark days of the Andromedan Invasion.

NAMES: *Battle Spirit, Blood Spirit, Death Spirit, Fire Spirit, Spirit Cry, Spirit Demon, Spirit Dragon, Spirit Slayer, Spirit Song, Spirit Sword, Spirit Warrior, Storm Spirit, Wind Spirit*.

SSD and counter are in *Module X1R*.

(R3.213) ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HF5X):

The HF5 had been based on a heavily modified F5W, and this fact restricted some of the improvements that could be provided to the HF5X. The Klingons, like the Federation (and other empires) proceeded with the application of advanced technology to the heavy destroyer because there were too many special missions, and not enough advanced technology ships. Like the other empires, most of the Klingon heavy war destroyers would not change their mission packages for the duration of the General War because it needed to be done by an advanced technology installation.

After the end of the General War, it became more common for heavy war destroyers to change their mission profiles because there was wider access to advanced technology bases. At least one Klingon HF5X operated as a PFT in the role of RTN node hunter, and perhaps more than one. Their nature, in order to get the most use out of them, left them with little operational range.

It was not uncommon to find two HF5Xs operating in tandem, either with the same mission package or with different mission packages. Some were operated as carriers, and were sometimes provided with a light escort when in that role, but only if not operating with other advanced technology ships.

Year	Escorts	Fighters
Y182+	1 x FWE or 1 x AF5	Varies

NAMES: *Daemonraker, Spiritraker, Ghoulraker, Rogueraker*.

SSD and counters are in *Module X1R*.

(R3.214) ADVANCED TECHNOLOGY MAULER CRUISER

(MD7X): The Klingon Empire produced one ship of this class at the end of the General War. It entered service just in time to take part in one of the Empire's last counterattacks against a new Kzinti offensive. The high speed of the ship enabled it to get in and deliver some telling hits, but the rapid fire of the Kzinti X-squadron rapidly drained its power reserves and soon put the ship on the defensive and forced it to withdraw. The time the ship gained for the Klingon commander to reorganize his forces, however, was instrumental in forestalling a Kzinti breakthrough.

The ship remained in operation through the ISC pacification (when, as part of an X-squadron, it destroyed at least one ISC base) and the Klingons seriously considered committing the ship to Operation Unity. They withheld it as there was no way to repair shock damage without returning it to the Alpha Octant. From Y195, the ship was always assigned to squadrons backing up scout ships looking for Andromedan RTN nodes, and proved quite effective at destroying nodes that the scouts found.

In Y207 the ship was deactivated and placed into reserve.

NAMES: *Siege Engine*.

SSD and counter are in *Module X1R*.

(R3.215) ADVANCED TECHNOLOGY NEW HEAVY CRUISER (D5WX):

The Klingon Empire was economically bankrupt by the early Y180s, but desperately needed to produce as many advanced technology cruisers as it could. While the D5X was a good ship, it could not win a duel with a Federation CX, and a squadron of them could not hope to fend off a squadron of Federation CXs. And that was just the Federation. The Klingons were always concerned that the Vudar might become less cooperative or even come to some agreement with the Hydrans. The solution was to convert some D5Xs to D5WXs (and build some D5Ws). While the ships were not as capable as true DXs, they were better able to face the first line X-ships of other empires. Only three or four D5WXs were produced by the end of the General War, when production halted to concentrate on DX and DXD hulls. The need for more heavy cruisers during the Andromedan Invasion put the ships back into production. Like the new heavy cruisers of other empires, the D5WX did not have the operational range to be used as part of Operation Unity, but they made up the rank and file of most Klingon X-cruiser squadrons and frequently patrolled by themselves.

NAMES: *Souldestroyer, Soulless, Souleater, Soulkeeper, Souttaker*.

SSD and counters are in *Module X1R*.

(R4.0) ROMULAN STAR EMPIRE UNITS

(R4.200) ROMULAN STAR EMPIRE X-SHIPS

(R4.210) ADVANCED TECHNOLOGY BATTLE HAWK-X DESTROYER (BHX): This ship is an oddity. It was constructed by the Romulans simply because the Battle Hawk itself remained in production. With so much of their empire in ruins (Remus was under the effects of a nuclear winter as a result of the *MacArthur's* fatal plunge), they needed every ship they could get. It is thought that the design might have started with Rolandus, but his sector of space did not control any of the old Battle Hawk production facilities. The ships were actually ordered by the Republic to provide some security for the nether regions of the former empire, not to oppose Rolandus. Records are unclear as to just how many of these ships were produced, but seem adamant that the command of the ships was retained by the Star Navy although their mission profile seems more appropriate for the Romulan police services. (Albeit, the inclusion of a cloak in the design supports the former claim.)

While small and cramped by comparison to other advanced technology destroyers, the twin plasma-S torpedoes and sufficient reserve power to fast load either of them made the ships more than most Orion ships lacking advanced technology wanted to tangle with.

When the Andromedans began sweeping through Romulan space, many of these ships were destroyed in small nameless battles. By Y190 production of the design had halted, but these, among the last of the old hulls, had "held the line" for the Republic during a short but critical period.

NAMES: *Warwing, Deltawing.*
SSD and counter are in *Module X1R.*

(R4.211) SPARROWHAWK-EX ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (SPEX): With their empire devastated economically and by internal divisions, the Romulans were scrambling to find anything that would stave off defeat. Increasingly, they turned to fast patrol ships, sustaining heavy losses in personnel in order to avoid risking their remaining hulls in minor skirmishes until their economy could recover. They deployed more advanced technology fast patrol ship tenders than any other empire. Records are unclear as to how many SPXs the Romulans had available in Y184, and how many of those were built with EX modules (upgraded to use the power systems of the X-ship). Ships of this class intercepted more than one intruding ship, or task force, as the Romulans seemed to have deployed them as pickets. The fast patrol ships and the ship would try to hold off the intrusion until a larger force could arrive.

While the ship would seem to be a good raider, the Romulans by this point in the war refrained from risking small ships on raids; they simply could not afford the attrition rate of raiders intercepted behind enemy lines.

After Y195, this ship was very effective searching for Andromedan RTN nodes, and it was not unusual to have two SPEXs backing each other up.

NAMES: *Tornado, Tsunami, Lightning.*
SSD and counter are in *Module X1R.*

(R4.212) SABERHAWK-X ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (SABX): With most of their non-advanced technology ships already being modular, the Romulans were slower than most empires to deploy a heavy

war destroyer. The first such ship did not appear until after the General War had ended.

Unlike the HDWXs of other empires, the Romulan SaberHawk-Xs changed mission profiles quite frequently as needs arose. This was due to two factors:

First, the Romulans were already quite adept at moving modular components around to support the operations of their various Hawk-series ships.

Second, much of Republic's operations were confined to a much smaller region than that of other empires as a result of their losses during the General War, the effects of their internal war with Rolandus, and incursions by the Inter-Stellar Concordium.

The Romulans did not use SaberHawk-Xs as carriers very often, preferring the combat and PF tender roles, but sometimes found it necessary. As with the HDWXs of other empires, if the ship operated as part of an X-squadron (or alone) it would usually not have an escort. If the ship were operating with a squadron of ships that lacked advanced technology, sometimes (not always) an escort would be provided. SaberHawk-Xs operating as carriers were less likely than any other HDWX to have an escort, simply because the Republic lacked the resources to always provide one.

Year	Escorts	Fighters
Y186+	1 x SKEA	Varies

NAMES: *Eastern Flames, Ghost Flames, Spirit Flames.*
SSD and counters are in *Module X1R.*

(R4.213) SPARROWHAWK-UX ADVANCED TECHNOLOGY SCOUT CARRIER (SPUX): More than any other empire, as the General War ground on, the Romulans found themselves forced to minimize their ship losses. The loss of Remus, the heavy incursions into the most developed regions of their empire from the former Federation and Gorn frontiers, left their economy staggering more than even the Tholians (who at least had not had the interior of their Dyson Sphere ravaged by attack). To this end, they produced a number of advanced technology ships that carried attrition units, and invested heavily in special sensors for them so that even a single ship could have a chance of spotting a distant enemy. While the ships retained much of their own firepower, the guiding principle was to avoid decisive engagement, but turn the enemy back. The Romulans wanted to use fast patrol ships for this role as much as possible, but were forced to face the fact that their economy could not even produce enough of those to keep all of their ships fully equipped.

This led the Romulans to produce several ships of this type, and use them in secondary sectors (where they could hope the threat would be less). With conflict continuing, the Romulan economy remained severely disrupted and ships of this type were used all through the Andromedan Invasion. Usually the ship would operate with no escort, but at least one small escort would be provided (if available, two was preferred) if the ship was operating as a scout carrier in support of a force of ships that lacked advanced technology.

The reduced circumstances of the Romulan Republic led to ships this type being used to hunt RTN nodes, but their success rate was not all that could have been hoped for.

Year	Escorts	Fighters
Y184+	2 x SKEA, or 1 x SKEA	6 x Tribune-F

NAMES: *Eagle Eyes, Ghost Eyes, Spirit Eyes, Golden Eyes.*
SSD and counter are in *Module X1R.*

(R4.214) SPARROWHAWK-CX ADVANCED TECHNOLOGY SCOUT CRUISER (SPCX): With their economy ravaged, the Romulans, like the Federation (an unusual twist) saw a need for improving their survey operations. They produced only one ship of this type; it was a good scout and an adequate survey ship. The ship, ultimately, spent little time on the survey mission because the Empire, and later the Republic, had too great a need for what ship hulls it had to defend the resources it had remaining. The ship was actually were something of an orphan, as no fleet had it long enough to truly claim it. It would be sent on a survey mission, then would be diverted to combat, then recalled for repairs and re-supply in preparation to again begin the survey mission, and the situation would repeat.

The added cargo greatly extended the operational range of the ship, but as they launched new survey operations after the Andromedan Invasion had been pushed back, the Romulans did not assign this ship to its Operation Unity task force.

NAMES: *Blood Vision*.

SSD and counter are in *Module X1R*.

(R4.215) FIREHAWK-EX ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (FHFX): The Romulans were hesitant to convert one of their few FHX hulls to this design. Ultimately, the need to avoid as much direct combat as they could led to this ship. The ship was an extremely effective scout, but only at the expense of avoiding combat (to avoid blinding the sensors). The result was that the ship was an unpopular one among the Romulan admirals.

The experiment was not repeated. The ship did, however, rack up an impressive record against Andromedan RTN nodes after Y195.

NAMES: *Admiral Centius*.

SSD and counter are in *Module X1R*.

(R4.216) NOVAHAWK-X ADVANCED TECHNOLOGY COMMAND CRUISER (NHX): For reasons that were unclear (but suspected as being related to the Great House system), the Romulans were slow to field an advanced technology command cruiser. The NovaHawk-X did not appear until Y187. The ship appeared after the Battle of Tibernia IV, which saw the destruction of both Rolandus (aboard the KEX *Ancient Hero*) and the ROC *Senator*. The KEX design was, to that point, the only advanced technology command cruiser in Romulan service (and that was in the hands of the imperial faction in the Civil War). Prior to Tibernia IV, the Republic had thought it could use its existing dreadnoughts to lead its advanced technology fleets. The destruction of the *Senator* by the Inter-Stellar Concordium CCX *Stellar Harmony* demonstrated conclusively that advanced technology fleets would need to be led by advanced technology command ships.

Having far more reserve-power, if slightly less firepower than either the Gorn Confederation CCX or Inter-Stellar Concordium CCX, the NHX design was a good opponent for those ships.

Records indicate that at least two (and possibly three) ships of this class were built by Y195, and one was assigned to take command of the Republic's Operation Unity task force.

NAMES: *Reaper Hawk*, *Ascendant Hawk*, *Striking Hawk*, *Aquila*.

SSD and counter are in *Module X1R*.

(R4.217) FALCON-X ADVANCED TECHNOLOGY MAULER (FALX): Records are unclear if this ship were real or simply a design study. The ship could not use the heavily-modified engines employed by the KEX, and it does not seem to have

been economically viable to produce a small number of engines for this class of ship. The records indicate that both the Republic and Rolandus considered this design, but there were no Falcons remaining in Romulan space by this time, and all Falcons had been built at the shipyard at Remus, which made new construction unlikely in the extreme. There are some indications that it was intended to be a conversion of a Freight Eagle (which was still in limited production). The design included auxiliary power reactors to help recharge the batteries.

NAMES: *Pilum*.

SSD and counter are in *Module X1R*.

(R4.218) KRMX ADVANCED TECHNOLOGY MAULER (KRMX): When the Romulans first began deploying advanced technology, they considered this option. They held off at first because the ship's mission inherently required it to get very close to an enemy who was, by that time, well aware of what a mauler was and how it operated. There was little doubt that in any action where the ship was needed, it would draw an inordinate amount of firepower at close range. Losses among maulers had been high since the Romulans had started building them, and the circumstances that made that so had not really changed.

By Y186, there were no KRMs remaining in the Romulan fleet.

Rolandus had all of the remaining KRMs in his fleet, and considered converting one of the three ships to this design. Ultimately he determined that supporting such a ship in combat would be too risky, given that the Republic would have planetary defenses and dreadnoughts to contest his claim on the throne.

NAMES: *Atlant*.

SSD and counter are in *Module X1R*.

(R4.219) FLAMEHAWK-X ADVANCED TECHNOLOGY MAULER CRUISER (FHFX): The Romulans converted one FlameHawk to advanced technology while it was undergoing repairs. It was completed too late to take part in any of the final battles of the General War. During the Civil War, the ship was part of a task force sent to "arrest" Rolandus by attacking his base. Unfortunately Rolandus had already departed, and the task force including the FHFX was not able to close the gap before the final encounter at Tibernia IV.

The ship was relegated to a reserve, and called upon whenever a target worthy of a mauler was spotted. It participated in attacks on a few Orion bases and at least one Inter-Stellar Concordium base.

During early years of the Andromedan Invasion the ship participated in a few assaults on Andromedan bases that were discovered by accident. (In some cases the base was withdrawn before the assault could be made.) After Y195, when it was revealed what the bases were and how critical it was to attack them before they could be moved, the ship was made part of a squadron that closely followed an RTN hunter.

The ship was retired from active service in Y208, as it was too difficult and economically infeasible to convert it to another design. At last report, it was still awaiting final disposition.

NAMES: *Flaming Slayer*, *Screaming Slayer*, *Savage Slayer*.

SSD and counter are in *Module X1R*.

(R4.200N1) MODULARITY: As noted in Module X1, Romulan advanced technology ships were not modular as the modules were hard-welded to the hull (see ship descriptions for FHX, SPX, and SKX). Each of the variants presented here is a permanent conversion not unlike similar classes of ships in other empires.

(R5.0) KZINTI HEGEMONY UNITS**(R5.200) KZINTI HEGEMONY X-SHIPS**

(R5.206) KZINTI ADVANCED TECHNOLOGY DRONE BOMBARDMENT CRUISER (CMDX): A variant of the advanced technology light cruiser, 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 CMDX also provided greater drone throw weight (with double the cargo capacity) than the FDX, 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 CMDXs would reduce the number of CMXs to conduct front line combat.

The second problem was a design feature. In a change from previous drone bombardment cruisers, the CMDX was 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 thirty 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 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 RTN nodes (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.

NAMES: *Many Arrows, Many Spears, Many Daggers, Sun Quiver, Sunarrow.*

SSD and counter are in *Module X1R*.

(R5.207) ADVANCED TECHNOLOGY MEDIUM SCOUT CRUISER (CMSX): Experience with both the FDX and the CMDX 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 FDX (or of the CMDX), 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 CMSX’s better power array made it a more

effective electronic warfare support platform than the FDX, if only marginally better than the CMDX.

Due to the losses it had suffered during the General War, the Hegemony refused to allow any of its CMSXs to be employed on Operation Unity, instead using them as part of the hunt to clear its space of Andromedan RTN 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.

NAMES: *Evileye, Flasheye, Sparkeye.*

SSD and counter are in *Module X1R*.

(R5.208) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (CMPX): The Kzintis did not build or convert any CMXs 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 existing PF 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 bays of other empires because the internal bay system allowed them to carry an extra, and concealed, fast patrol ship on some special missions. 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 RTN nodes after Y195, and sometimes managed to destroy nodes they discovered before their supporting squadron could arrive. Like the CMSX, none of these ships were assigned to the Operation Unity, instead being retained in the Hegemony to hunt down and destroy the remaining Andromedan RTN nodes.

NAMES: *Long Hunter, Long Seeker.*

SSD and counter are in *Module X1R*.

(R5.209) ADVANCED TECHNOLOGY HEAVY FIGHTER CARRIER (CMVX): The Kzintis, for reasons that were never really understood, remained fixated on heavy fighters longer than any other empire. This delayed their adoption of fast patrol ships 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 CMV design. As part of the conversion, the fighter bay was switched from TAAS fighters to LFS heavy fighters. 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 fighters. The reduction in firepower from the base hull was certainly not enough to make up for the energy needs of its fighter 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, and 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 it sacrificed its entire fighter group and two fast patrol ships 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.

Year	Escorts	Fighters
Y184+	2 x DWA, or 2 x FKE, or 1 x DWA and 1 x FKE, or 1 x DWA, or 1 x FKE	6 x LFS

NAMES: *Starstalker*.
SSD and counter are in *Module X1R*.

(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, 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 design, which could be assembled in more yards than the BCX and CCX could. The NAX was smaller (and thus less resistant to damage), and while it had the same weapons as the BCX, 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 BCXs). 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 the class, but they were never going to replace all production. There were at least six ships of the class in service in Y195 when the RTN network was discovered.

Like all NCAs, 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 BC. Despite this, the Hegemony proposed to provide ships of this type for Operation Unity. The other empires refused to accept it and forced the Kzintis to send a BCX 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.

NAMES: *Deathstriker*, *Firestriker*, *Shadowstriker*, *Swordstriker*.
SSD and counters are in *Module X1R*.

(R5.211) ADVANCED TECHNOLOGY WAR DESTROYER (DWX): The basic Hegemony DW was a good ship, and the design adapted well to advanced 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 DWX 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 DWX for every two FKXs, but economic problems and Andromedan raids made that schedule very erratic. By Y195 there were six DWXs in the entire Hegemony.

The Kzinti DWX, like the DWXs of most empires, had a shorter operational range than a ship built to the pre-General War designs. However, the Hegemony found the DWX to be a better ship than the FKX (even if it could not be built in the same numbers as the FKX), and unlike the NAX 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.)

NAMES: *Streaming Comet*, *Streaming Meteor*, *Streaming Nova*, *Streaming Quasar*.
SSD and counters are in *Module X1R*.

(R5.212) ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): The Kzintis converted an under-construction HDW 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, not enough advanced technology 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.

HDWXs 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 HDW could be configured as a drone bombardment unit by placing special sensors in its weapon options using some of its other options as cargo boxes for bombardment drone storage.

Year	Escorts	Fighters
Y184+	1 x DWA or 1 x FKE	Varies

NAMES: *Streaming Pulsar*.
SSD and counters are in *Module X1R*.

(R5.213) ADVANCED TECHNOLOGY ESCORT FRIGATE (FEX): As the *Goliath* (R5.24) neared completion of its refit to the super space control ship design in Y196, the Kzintis realized that its primary mission would be to hunt down the Andromedan Rapid Transit Network stations and destroy them. While the huge ship would be difficult to attack and destroy (given the two PF flotillas and fighter 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 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 ISC 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.)

NAMES: The ships were numbered, not named.
SSD and counters are in *Module X1R*.

(R6.0) CONFEDERATION OF THE GORN UNITS

(R6.200) CONFEDERATION OF THE GORN X-SHIPS

(R6.206) GORN ADVANCED TECHNOLOGY HEAVY BATTLE DESTROYER (HBDX): A variant of the advanced technology battle destroyer, the HBDX did not enter service until after the General War. It was an old and familiar tale for the Confederation Admiralty. While it was obvious that advanced technology squadrons benefited from their increased speed, there were many missions that would require specialist ships to perform. By not providing funds to build advanced technology specialist ships, the Confederation Senate was restricting such operations to the slower speeds of the non-advanced technology ships. The Admiralty watched several different maneuver opportunities slide down the drain because they did not have a specialist ship available that could keep up with an advanced technology squadron.

Things got no better with the end of the General War.

The Confederation Senate was excessively pleased with itself for holding down the costs of the war as much as they had, and noted that the Confederation, unlike virtually every other Alliance empire, had suffered no long-term occupation of any of its territory. The efforts of the Admiralty to point out that this fact was principally because the Confederation had joined the war after the majority of Coalition forces had already been committed to other campaigns went for naught.

However, with the end of the General War, the Senate saw grounds to begin immediately curtailing all ship production, and it was this decision which opened the door to the HBDX. While the Admiralty had been unable to convince the Senate to fund construction of such ships during the war, it was able to convince the Senate that building a few during peacetime would save money by not building other ships. It was much the same reasoning that had led the Romulans to build their own modular ships before the General War.

The first ship entered service in Y186, the second in Y188. In Y192, the Gorn Senate relented and agreed to allow the Admirals to build a total of six (four more) of the ships in response to the increasing Andromedan attacks. Several of the ships made round-trip runs as fast cargo ships during Operation Unity, but were not formally assigned to that operation.

The ships were almost never operated as carriers, but “almost never” covers a host of sins. There were several operations where one of the ships (at one time or another) operated as a carrier, and on some of those occasions an escort was provided.

Year	Escorts	Fighters
Y186+	1 x BDA	Varies

Federation reporting name: *Tarbosaurus-X*.

Balcony positions: 2 left + 2 right.

NAMES: None known.

SSD and counters are in *Module X1R*.

(R6.207) ADVANCED TECHNOLOGY LIGHT CRUISER (CLX): This ship reflects the continuing penury of the Confederation’s Senate. The Admiralty requested sufficient funding to build two CCXs in Y183, but the Senate only fully funded one of the ships, and specifically legislated that the funds allocated could only be used in the construction of the two ships. The result was this design (several others would appear during the Andromedan War). It was nothing short of a stopgap, the Confederation Navy launching the first ship as a CLX while hoping that the Senate would eventually provide the rest of the funding to convert it into a CCX. Instead, the Senate funded two more CLXs (for a total of four), congratulating themselves on the cleverness of building inexpensive ships that could be upgraded in later budget years.

The first CLX fought in several actions during the final years of the General War, and was eventually converted (or perhaps completed) as a CCX in Y186 under the same budget appropriation as the first HBDX. Two other CLXs were converted (or completed) into CCXs in Y188 and Y194. A fourth CLX was destroyed before it could be converted.

The ships were operationally different from the HDX design, which made mixed squadrons of the two types of ships less successful than would have been hoped.

No ship of this design was used in Operation Unity.

Federation reporting name: *Megalosaurus-X*.

Balcony positions: 2 left + 2 right.

NAMES: None known.

SSD and counter are in *Module X1R*.

(R6.208) GORN ADVANCED TECHNOLOGY HEAVY COMMANDO DESTROYER (HCDX): The Confederation Marine Corps conceived this ship as a fast self-escorting raider, able to swiftly slip behind enemy lines, deliver its troops, and hold off any defending ships until the raid could be completed.

Like so many proposals made by the Confederation’s military arm, this one, too, died “in committee” within the Confederation Senate in Y183.

The design was raised again in Y185, and for reasons unknown, the Confederation Senate funded one ship. It entered service in Y186, but except for a few early operations against the Inter-Stellar Concordium, rarely saw any action. Raids into Concordium space were forbidden by the Senate, which was perfectly content to allow the Concordium to take over the job of protecting the Confederation’s Romulan frontier, even if the Concordium did occasionally incur into the Confederation’s border regions.

During the subsequent Andromedan War, the ship participated in several assaults on planets the Andromedans found reason to occupy, but such operations were very rare. By Y206, the ship was placed into mothballs, as the Senate noted that its designed mission was one that a HBDX could perform adequately.

Other Data: Six of the 38 boarding parties are troops to defend the ship itself while it fights any defending forces. The remaining 32 boarding parties are a full battalion, including two commando squads and three heavy-weapons squads. There are three GCVs carried by the ship. Spare shuttles include one Admin and one GAS type.

Federation reporting name: *Stegosaurus-GX*.

Balcony positions: 2 left + 2 right.

NAMES: *Groundstrike*.

SSD and counter are in *Module X1R*.

(R6.209) ADVANCED TECHNOLOGY SCOUT CARRIER (HSVX): In response to the deployment of the Inter-Stellar Concordium, the Confederation Admiralty saw a need for ships that could conduct operations behind their front. The Admiralty was concerned that while the Concordium's stated goals seemed benign, there was no way to be certain they would remain so. After a lengthy argument with the Senate, funds were received to construct a few ships incorporating advanced technology for the purpose of conducting raids into the rear of an "unspecified enemy". The HSVX was the one of those two ships. By the time the ship was ready for service in Y188, the Andromedans had begun their invasion in earnest, cutting the Concordium's barrier forces to pieces and inflicting heavy casualties on them. Had that been the extent of the Andromedans' operations, the Confederation would probably have taken no action. Instead, the Confederation Navy, which had seen numbers of ships recalled from the front and beginning the process of being mothballed, or selected for the breakers, found itself subject to sudden attacks by forces that seemed to appear out of nowhere. Confederation task forces racing to rescue one beleaguered outpost would be suddenly diverted back to one they had just left.

The HSVX was part of this whipsaw of deployments, and eventually joined much of the rest of the Confederation's Navy in trying to simply secure the core regions of the nation, although it was also involved in a few counter-Orion operations.

For the most part, the ship acted in the traditional role of a scout carrier, that is a heavy scout that happened to have a squadron of fighters. Sometimes it did this while in support of a task force of advanced technology ships; sometimes, in a mixed task force of both types.

In Y195, the ship's role changed, and it was assigned to the mission of hunting for RTN nodes. This proved to be a mistake, as the ship lacked sufficient firepower to hold its own until help could arrive. The ship was lost with all hands in Y197 after reporting the discovery of an RTN node.

During the hectic period from Y188 to Y195, the ship usually operated without any formal escort, although it was almost always accompanied by at least one other advanced technology ship. There is no formal escort group for this ship.

Year	Escorts	Fighters
Y188+	One other X-ship	6 x G-32

Federation reporting name: *Stegosaurus-VSX*.

Balcony positions: two on each wing, each of which can hold one heavy fighter, or a single space shuttle or fighter.

NAMES: *Solar Seeker*.

SSD and counter are in *Module X1R*.

(R6.210) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (HDPX): This was the second of the two advanced technology raiding ships the Confederation Senate approved in Y187. Like the HSVX, the was ready for service in Y188. The Confederation Senate had approved the ships on the theory that they would ultimately cost less than a true raiding ship because they would not risk themselves, but rather their attrition units.

The HDPX benefited from the Confederation's previous experiences and unforeseen elements of the advanced technology in that improved power connections allowed it to erect collapsible repair bays on any of its docking stations. Further, since the fast patrol ships docked to the outside of the hull, the large cavern across the mid-ships (a feature of all Confederation carriers) could be dispensed with. This allowed more systems to be installed in the hull, which gave the ship more firepower and somewhat more power. This was bolstered by the fact that the fast patrol ships provided their own arming energy.

Like the HSVX, the HDPX never conducted any incursions behind the Concordium's barrier forces. It found itself (in the period of Y188 to Y195) rapidly racing from one area under assault to another, but rarely arriving in time to do much more than fire a few shots at the departing Andromedans. (It was involved in a few operations against the Orions in this period.)

In Y192, the Confederation Senate was prevailed upon to allow the Navy to acquire two more ships of this type, and both were in service by Y195, when all three ships became involved in hunting for Andromedan RTN nodes. The ships were very successful in this endeavor, although one was badly damaged in Y199 and out of action for several months.

The Confederation gave serious thought to assigning one of these ships to its Operation Unity task force, but ultimately determined not to do so, solely for financial reasons. When the projected budget for the Operation Unity campaign was presented to the Confederation Senate, it balked and demanded severe cuts in the forces, insisting that the Concordium and Romulan Republics had to shoulder a greater share of the burden despite their respective greater losses in the preceding thirty years.

Federation reporting name: *Stegosaurus-PX*.

Balcony positions: 2 left + 2 right.

NAMES: *Nest of Raptors, Flock of Killers*.

SSD and counter are in *Module X1R*.

(R6.211) ADVANCED TECHNOLOGY HEAVY SCOUT DESTROYER (HDSX): The first ship of this class caused a major scandal. The Confederation Admiralty convinced the Confederation Senate to fund the ship as a survey cruiser. The ship was 90% complete when a Senate staffer discovered the ship was being built as a heavy scout to support a planned offensive strike at the remaining Romulan capital planet, Romulus. The ship would have been completed in Y185, but the resulting scandal led the Senate to withhold the funds, the result being the ship missed the last gasps of the General War.

The scandal, however, backfired on the Confederation Senate as too many citizens were enraged that a planned strike on the Romulans had been cancelled for such a paltry reason. (If one could describe the misappropriation of several hundreds of millions of credits as "paltry", but in the scale of the Confederation's annual budget it was not even a drop in the bucket.) The Senate appropriated the funds to complete the ship's construction in Y186, and (to further allay the populace) the next year approved two other proposals (the HDPX and the HSVX) by the Navy. The senators were, however, a long time forgiving the Admiralty.

The ship proved a good investment, and in Y192 the Senate approved the construction of two more ships, although the funds were allocated over a number of years, resulting in one ship being available in Y196 and the other in Y199. No further ships of the class were ever built, and at least one of the ships was lost in combat by Y204, but the exact circumstances are not known.

Federation reporting name: *Stegosaurus-SX*.

Balcony positions: 2 left + 2 right.

NAMES: *Lightning Bolt, Lightning Flash, Lightning Blast*.

SSD and counter are in *Module X1R*.

(R7.0) THOLIAN HOLDFAST UNITS**(R7.200) THOLIAN HOLDFAST X-SHIPS****(R7.208) ADVANCED TECHNOLOGY HEAVY CRUISER**

(CAX): The principle problem the Holdfast faced in producing advanced technology cruisers was the limit on the number of web casters that they could produce. This was further exacerbated by the mixture of technologies on their ships, i.e., the advanced technologies for the disruptors did not necessarily work well with the home galaxy technology in the web caster systems.

The Holdfast found itself with two choices. It could restrict the numbers of advanced technology cruisers it constructed to the numbers of web casters it could build and tune to operate with the technology, or it could build ships without the web casters, and add web casters when available.

The Holdfast chose the second option, and this design appeared on its borders along with the CCX. During the period from Y183 to Y207, this design would appear several more times. It is believed this was indicative of a failure in the web caster, rather than a new ship or a replacement ship, as the numbers of cruisers the Holdfast could keep operational at any given time was, of necessity, limited. Keeping ships with advanced technology operating was an additional strain on the Holdfast's resources.

For reasons known only to the Tholians, the Holdfast did not deploy a ship of this type with their Operation Unity task force.

NAMES: *Basrox, Batrenk, Broklok.*
SSD and counters are in *Module X1R.*

(R7.209) ADVANCED TECHNOLOGY PHOTON HEAVY CRUISER (PAX):

Like the CCX, the CPX had problems integrating the web caster technology with the new advanced technology of the Milky Way Galaxy compared to the alien technology of the Tholian home galaxy. The problems appeared to be even greater with this ship however, as the PAX design was encountered by the Federation more often than the CAX. However, there is no way to verify this as the Klingons, Romulans, Seltorians, and Andromedans were not known to share their sightings of Holdfast ships with Federation intelligence. While the Concordium did develop a certain degree of trust with the Federation eventually, by that time they no longer shared a common border with the Holdfast. The Orions were always willing to sell information, but that source was always unreliable if it could not be verified by other means.

This ship had noticeably more concentrated firepower than any other Holdfast advanced technology cruiser, if it could bring all of its photons to bear in overload mode, but it was obvious the Tholians preferred the web caster version.

As with the CAX, the Holdfast did not deploy a ship in this configuration as part of their Operation Unity task force.

NAMES: *Chosen One.*
SSD and counters are in *Module X1R.*

(R7.210) ADVANCED TECHNOLOGY WAR CRUISER

(CWX): With the close of the General War, the Holdfast directed its energies against the Seltorians. The first ship of this class appeared in Y186, and was regarded by Federation intelligence as indicative of an intention by the Holdfast to launch its own direct assault on the Seltorian Hive Ship and the planetary defenses that would support it. It became a ship without a mission (well, without its perceived original mission) when the Concordium (with an assist by the Klingons) removed the Seltorian threat for the time being. During the Andromedan Invasion, the Holdfast constructed at least three more CWs to this design, but held all of its advanced technology ships in its own space.

Like all Holdfast welded hulls, it was a solid design with excellent combat capabilities. The smaller area of the Holdfast (compared to other empires) better enabled its advanced technology squadrons to respond to Andromedan incursions, something the Andromedans apparently realized, as there were few such during the Andromedan War.

As with their other advanced technology ships, the Holdfast opted not to risk any of these ships as part of their Operation Unity task force.

NAMES: *Diamonique, Gemesis, Zirconia.*
SSD and counters are in *Module X1R.*

(R7.211) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (CWPX):

This was the second advanced technology war cruiser the Holdfast put into service. It is questionable why the Holdfast built the ship as it was a better expeditionary ship (for operations outside of Holdfast space) than a defensive ship. The Holdfast was small enough that some ships were always going to be nearby if there was an attack from any source. The speed and power of this ship seemed a wasted expense.

There was only one ship of this type, and it was reported now and again virtually everywhere in Holdfast space. After Y195, it was involved in searching for Andromedan RTN nodes within the Holdfast, and reportedly found several and participated in their destruction.

The Holdfast never produced another ship of this type, and it did not take an active role in the Operation Unity campaign, although there are reports that it was used to ferry replacement Arachnids to the Holdfast's Operation Unity task force in Y200.

NAMES: *Citrine.*
SSD and counter are in *Module X1R.*

(R7.212) ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): The Holdfast was deeply impressed with the flexibility of the heavy war destroyers operated by most of the empires it was in contact with. Unfortunately, its ships were simply too small and under-powered to be successfully converted to that configuration. The advent of advanced technology seemed to offer a solution. In Y188, after much study and careful calculation, the Tholians produced this design, based on a stretched DDX. The ship was just barely a full HDW, having slightly fewer weapons than most, and the fighters could only be provided through the use of external hangar bays. (The ship will always have three shuttle bays, the two external bays and one internal bay comprising the two shuttle boxes and any APR* or NWO boxes converted to shuttle.) It could only operate a full squadron of heavy fighters by placing its admin shuttles in the external bays, but this would prevent them from being loaded with cargo (the hatches connecting the external bays cannot accommodate bulk transfers). The weapon option, NWO, and APR* boxes otherwise operate under the rules in (G33.0). Any option boxes (whether weapon, APR*, or NWO) that are converted to shuttle boxes become part of one contiguous bay with the ship's existing internal shuttle bay; they do not become external bays, nor are they in any way linked to the external bays.

The ship's weapon options could be fitted with web generators or snares. If fitted with snares, a snare in option box #C will fire to the left ("L" arc), whether there is a snare in option box #D or not. A snare in option box #D will only fire to the right ("R" arc), whether there is a snare in option box #C or not.

The stretching of the ship's hull and addition of the external hangar bays weakened the structure, resulting in a higher breakdown rating, and the shifting of the ship's mass made it relatively sluggish. (The ship is not nimble like DDX on which it is based.)

The ship was, however, a capable multi-mission ship, and its ability to land on planets (gravity landing system) made it an excellent commando or cargo ship.

The Tholians only built the one ship, but when it was destroyed in Y195, they produced a replacement the following year.

It is questionable why the Holdfast built and operated this ship, but the most Federation analysts believe it was nothing more than pure hubris. Other empires had such ships, even the hated Seltorians had one, so the Holdfast, in order to maintain its status in its own eyes, had to have such a ship. The truth of the matter may never be known, possibly not even to the Tholians.

When operated as a carrier the ship was normally, but not always, assigned one escort if it was not operating as part of a force composed entirely of advanced technology ships. It never operated alone if configured as a carrier, whether equipped with standard fighters or heavy fighters.

Year	Escorts	Fighters
Y188+	1 x DDE	Varies

NAMES: *Genesis*.
SSD and counter are in *Module X1R*.

(R7.213) ADVANCED TECHNOLOGY NEO-THOLIAN LIGHT CRUISER (NLX): The 312th Battle Fleet arrived with six NCLs that could be put back into operation with the technology and resources that were available to the Holdfast. They were the ships that the Holdfast risked the most (the only Neo-Tholian ships that were allowed outside of Holdfast space). Together with the NDNs and NCAs these ships formed the backbone of the Holdfast's defenses through the final years of the General War, the Seltorian conflict, the Inter-Stellar Concordium's incursion, and the Andromedan Invasion. Two of these ships, together with one of the NCAs participated in Operation Unity. (The NCA survived Operation Unity to become the second NCX in Y204).

Of the six NCLs, only two would be converted to advanced technology. The first was converted in Y187, two years before the first NCA was converted. It is believed that this was a testbed (although the ship clearly adapted well to the advanced systems). The second was converted in Y194. Neither of these ships was assigned to the Holdfast's Operation Unity task force, but from Y195 on they were usually operationally grouped with the first NCX as the primary reserve of the Holdfast. This status was not a constant, and it was not unusual for one or more of the ships to be operating as the command ship for another task force. No Andromedan RTN node survived an attack where all three were involved, whether other advanced technology ships reached the scene or not, and irrespective of what the Andromedans could do.

The ships were never fitted with collars, perhaps indicating some limitation in the conversion to advanced technology, perhaps related to balancing the ships' warp fields.

NAMES: *Defiant*, *Valiant*.
SSD and counters are in *Module X1R*.

(R8.0) ORION CARTELS UNITS

(R8.200) ORION CARTELS X-SHIPS

(R8.206) ADVANCED TECHNOLOGY BATTLE RAIDER (BRX): The Orions, of necessity, built some advanced technology ships, but the overall numbers of them were very low. Individual cartels could not hope to build as many advanced-technology ships as the various empires could, and in any case the majority of their victims (freighters, isolated colonies) would not have much access to the technology for a considerable time. The various cartels could afford to take the long view.

Still, the cartels did need some advanced technology ships to “protect their interests”, both from the local constabularies, and from intrusions by neighboring cartels.

Most Cartel Lords chose to concentrate the advanced technology where it would protect their own operations. Independent contractors were allowed to purchase the technology, but the expense generally meant that such ships were relatively small (LX, FTX, SLX, DWX). There were some exceptions. A few independents had the cash to purchase a CRX, although most of these were owned by the cartels (and a few cartels acquired some by “repossession” when the independent operator was not able to make his payments).

The battle raider design was considered for conversion, but was at first found wanting. The ships were built with the general idea of a “short life, but an exciting one”, and the CRX was a more than acceptable design. Still, at least one of the cartels undertook to build the BRX in much the same manner as the empires applied advanced technology to their war cruisers: by building from scratch. While it was possible to convert a CR to a CRX, it was not possible (at least not economically) to convert a BR directly to a BRX, but a BRX could be built from the keel up. The resulting ship was a potent combatant, too potent in the eyes of many of the Cartel Lords. The ship was more than a CX wanted to handle by itself (a similar problem had led to the BC and later BCH designs during the General War). The result was that no BRX was ever sold to an independent contractor, and these were only given to captains that a given Cartel Lord thought he could trust. They became the *de facto* second enforcer-ship of several of the cartels. At least one cartel provided a CA to the Operation Unity campaign after replacing the ship with a BRX rather than upgrading it.

Due to their low numbers, none of the cartels were willing to “hire out” an advanced technology hull of size class 3 for Operation Unity, but each cartel did hire out a small number of advanced technology (and non-advanced technology) ships to assist in hunting RTN nodes.

Federation Code Name: *Assassin-X*.
Has OAKDISC and cloaking device.
NAMES: *Thunderstrike*.
SSD and counters are in *Module X1R*.

(R8.207) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (PFX): The advent of advanced technology created a new problem for Orion fast patrol ship operations. Advanced technology ships could reach an Orion fast patrol ship tender that was recovering its strike and run it down and destroy it. While this did not happen too often, it was bothersome. Some of the cartels sought to fix the problem by converting an SAX to this design. While a capable fast patrol ship tender, the design was questionable in that the number of fast patrol ship tenders that were being run down did not justify tying up advanced technology resources in a ship that was intended merely to recover a strike and then run away.

During the Andromedan Invasion, the few ships of this type were used to hunt for RTN nodes, after being fitted with special sensors in one or more of their forward option mounts. They proved competent in that task, but their captains tended to withdraw if the RTN node was adequately defended. They proved more effective in “displacing” nodes than in destroying them. (The Andromedans would move any node that was discovered if they had time to do so.)

No cartel offered to “lease” a ship of this type for Operation Unity.

Federation Code Name: *Corsair-PX*.
Has OAKDISC and cloaking device.
NAMES: *Hole in the Nebula*.
SSD and counter are in *Module X1R*.

(R8.208) ADVANCED TECHNOLOGY WAR DESTROYER (DWX): The war destroyer had the same problem adapting to advanced technology as the battle raider. None appeared during the General War, but afterwards new construction ships incorporating advanced technology began to appear in all of the cartels. There were not many of them, and there were far more LXs because of their expense. Advanced technology war destroyers were quite capable of raiding small convoys, even ones that included a large armed freighter or two, but seldom did so.

The problem was the cost of repairs and the limited access to repair facilities. A non-advanced technology ship had far more repair options in the existing cartel network of hidden bases, but an independent operator in a DWX (or an LX for that matter) found he had to be even more careful about the risks he took.

Still, the ship was quite able to survive, and escape from, situations that were lethal for even a non-advanced technology CR, much less a DW or LR.

Federation Code Name: *Outlaw-X*.
Has OAKDISC and cloaking device.
This ship is nimble.
NAMES: *Ghast*.
SSD and counters are in *Module X1R*.

(R8.209) ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): It is curious why the various cartels built ships of this type, but each cartel appears to have built at least one. They appear to have been something of a “white elephant” in that most of the operations they might have been used on were adequately performed by other ships, even if those ships did not possess advanced technology themselves. The ships essentially spent most of their time in “combat mode”, operating in much the same manner as a CRX. There were only a few cases, those involving very long lead times, when they operated in any other mode, but such operations were not unheard of. In at least a few cases, a cartel used its HDWX to substitute for a PFX, or to supplement a PFX on large mission (where two flotillas of PFs were to be used). Operating as a carrier was an even rarer circumstance, and an escort (one ship) was almost always seen in company with an HDWX in that mode of operation. If the accompanying ship were not an advanced technology type, it would be outfitted as a carrier escort (R8.R7).

Year	Escorts	Fighters
Y187+	1 x DWX, or 1 x LRX, or 1 x DW, or 1 x LR	Varies

Federation Code Name: *Nazgul-X*.
Has OAKDISC and cloaking device.
NAMES: *Toolbox*.
SSD and counters are in *Module X1R*.

THE SECRET HISTORY OF X-SHIPS

Earlier works on this subject simply described the X-ships as faster and more powerful ships mixed into the existing fleets, along with some mention of the debate between older admirals who wanted to spread out the X-ships and younger commodores who wanted to concentrate them into striking units. There is far more to X-ships than that.

X-ships were a new kind of ship, and no empire could do without them. Any empire which had no X-ships would be at the mercy of fast raiders it could not catch, not simply disadvantaged as the enemy brought more powerful ships into the battle lines and was able to bring reserve fleets farther and faster (and arrive with devastating force).

Unlike the naval transition of 1905 (old calendar) from "pre-dreadnoughts" to "dreadnoughts", the empires could not simply stop all pre-X construction and convert entirely to new designs. Whereas dreadnoughts of 1905 were just a few new ideas that could be implemented with existing technology, X-ships of Y182 were an entirely new technology that required the creation of entirely new industries. X-technology (whatever it was; the details were classified and hence unknown to us) required germanium, rhenium, and gadolinium, exotic elements that had previously been used only in minor industrial applications. X-technology was as limited as it was (during the General War) due to the need to find supplies of these elements, and build factories to extract and refine the elements and convert them into usable form. (Germanium, for example, had to be formed into a "foam block" before it could be used to handle the exotic fire control systems used by X-ships.) These elements could be produced (at tremendous cost) in replicators, but the resulting components were flawed and useless. This shortage alone limited X-ships to a few squadrons in any empire's fleet.

In the decade after the General War, hundreds of thousands of prospectors found new supplies of the exotic elements, and new industries grew to use them. Most (but not all) new starship production after Y195 consisted of X-ships.

The X-ships of the General War were treated as special mission ships because there were so few of them. Raiding was a major (but hardly the sole) occupation of X-ships, and many unusual, curious, and even bizarre X-designs were created during the final years of the General War, and the three years thereafter, specifically for raiding missions. X-carriers for heavy megafighters and X-tenders for PFs were created simply to be powerful raiders. Some were built during the last days of the General War when such raids were common. More were built in the next three years as the War was expected to resume, and raiders were also needed to strike enemies on the other side of the ISC-decreed demilitarized zones. The period of Y180-Y188 is often referred to as "the first X-ship epoch" or as the "X-raid epoch".

When the Andromedan Invasion began, these carriers and tenders were important reserve ships, able to reach a threatened colony as fast as any X-ship but arriving with even more combat power. The period from Y188 to Y195 is sometimes called the "second X-ship epoch" or the "defensive X-ship epoch".

Things changed dramatically with the discovery of the Rapid Transport Network (RTN) in Y195, touching off the "RTN hunting epoch" or the "third X-ship epoch" which lasted until Y205. It is unclear how the RTN was discovered, and stories of a "ship from the future" may or may not be true. Whatever happened, that was the year that the Andromedan War changed. Once the empires knew that they needed to hunt down RTN nodes, they quickly developed ways to do it.

The basic problem was that finding the nodes required a powerful scout unit, and that scout unit had to be virtually alone as the energy of nearby ships confused the search systems. A scout operating alone might find an RTN node

after weeks or months of searching, but the method of hunting for such a node meant that the Andromedans knew - instantly - that they had been detected. This set off something of a race, or perhaps a ticking time bomb.

The scout that found the base was all but certain to be the closest ship to the base, and would by definition be the unit able to reach the base first. The Andromedans, knowing they had been detected, had two choices. Pack up the base and move it somewhere else (usually an option as any mothership within two or three nodes could get there, pack up the base, and then head for another node before the energy trails faded) or send in reinforcements to fight for the base. The second option was usually of only limited value, as once the local empire knew that the base was there and that the Andromedans were declining to leave, they could assemble a fleet large enough to destroy the base and the maximum deployable Andromedan force. The empires were only too happy to have the Andromedans stand and fight, as this gave the empire every advantage.

Because of this situation, the best solution when a node was found was for an immediate attack, but this was not easy to arrange. A hunting ship might be surrounded by small groups of "backup" ships (so that at least some of them would be close to any node that was detected) or could be supported by a single concentrated force. In either case, the weeks or months between node detection events meant the Admiralty was always "borrowing" the backup ships for more immediate missions (such as reacting to Andromedan attacks). It was expensive to keep ships on standby for a strike that might not be needed for months. During the first few years after Y195, the empires had to content themselves, most of the time, with simply getting the Andromedans to move any node that was discovered. This disrupted some small part of the RTN for a week or two. Given the estimate of 100-300 nodes in the Alpha Octant, and the employment of perhaps 50 "hunting" groups (total), each of which found a node (on average) every six weeks, the Andromedans were merely annoyed by having about 6% of their nodes out of service at any given time. Given that Andromedan raids from these nodes were chewing up 1% of each empire's economy per month by Y194, this was a losing proposition.

The solution was to use as hunting ships those units which could, themselves, destroy any node found (or at least the smaller ones which comprised most of the RTN). The X-raiders (carriers and PFTs) were perfect for this, as they had the special sensors to find the nodes and the combat power to destroy them, and being the ship that could reach the base first, could attack before the node could be moved or reinforced. Once this tactic was developed, the Andromedans started losing nodes faster than they could build them. Fewer nodes meant that more and more of the Alpha Octant's colonies were safe from Andromedan raiders. After Y198, the Andromedans were on the losing end of the equation. Fleets that had spent idle weeks waiting for a scout to find a node could now be used to defend colonies in areas where raids continued, making the raids less successful.

The destruction of so many Andromedan nodes and ships came with more and more information about how the Andromedans operated. It did not take long for the empires to discover the first of the major bases and its connection to the Lesser Magellanic Cloud. By Y200, three routes had been found, and plans for Operation Unity kicked into high gear. The RTN hunting phase (and Andromedan raids) continued during and after Operation Unity, so no empire was willing to send all of its best units on the crusade. More importantly, X-ships still required a lot of maintenance effort (as does all new technology) and there were concerns that sending X-ships out of the galaxy could leave disabled ships stranded far from home, so most X-ships continued their previous missions.

(R9.0) HYDRAN KINGDOM UNITS

(R9.200) HYDRAN KINGDOM X-SHIPS

The Hydran X-ship program was impacted by a number of factors unique to themselves:

1. The Hydran Kingdom was the smallest of what could be considered the major powers.

2. The Hydran Kingdom had suffered more devastation than other empires, having been almost entirely conquered and only recently having reclaimed most of its territory (the Vudar Enclave had occupied three provinces).

3. The ISC did not reach the Hydran-Coalition borders until very late in the ISC "peacekeeping operation", and shortly after they did, the Andromedan Invasion began and the concept of ISC peacekeeping became irrelevant.

4. Their combat doctrine could not envision ships without fighters and so the Hydrans, alone, developed X-fighters.

Consequently, the Hydrans constructed only a few types of X-ships during the General War, and the diversity of designs seen by other empires in Y184 was not matched by the Hydrans until Y187.

The Hydrans had one heavy cruiser assembly line operating during the General War, and it produced the Ranger-X, Dragoon-X, and Lord Bishop-X-ships (some of which were conversions of existing ships as the line could build only one ship per year). A second heavy cruiser line was opened in Y187 but it built the Iroquois-X and Mohawk-X designs (alternating, one ship per year). Two more lines, for medium cruisers (each one ship per year), opened in Y187 and produced the Mongol-X and Tartar-X-ships. All four of the cruiser assembly lines continued to build new X-ships through Operation Unity, although revenue prevented them from maintaining the maximum production rate and losses meant that the X-force would never be as strong as it should have been.

The Hydrans formed two X-squadrons (one during the General War and one after it). In theory, each consisted (eventually) of a CCX, a CAX, two CMXs, a CMSX, a VDX, an HDWX, and a PGX, plus whatever X-destroyers and X-frigates could be made available. In practice, neither unit ever operated at full strength and a third X-squadron never reached anything close to that strength.

(R9.207) CAVALIER-X ADVANCED TECHNOLOGY HEAVY CARRIER (CAVX): The largest of the Hydran X-carriers, this ship carried a mixed group of heavy fighters and X-fighters. This unusual arrangement was because of the shortage of X-fighters and ready supply of already-built heavy fighters. (Some of factories that made standard fighters had converted to Stinger-Xs, but these were limited by the available supply of X-technology.)

Envisioned as a heavy raider, the first ship, built in Y187, confronted the ISC and conducted a raid through the ISC cordon to destroy a Lyran base being set up in an area that would have threatened the Hydran capital with X-ship raids. The Lyrans protested to the ISC commander, who issued a verbal warning to the Hydrans.

Costs delayed the second ship of the class until Y192. Lacking special sensors, the ships were useless as RTN hunters, but were used as a reserve to rush to the scene of any attack by Andromedans or others.

If operating as part of a squadron of advanced technology ships, it was sometimes assigned one or two small ships (size class 4) to act as escorts, but this was not always done. If the CAVX were operating as a normal carrier (not part of an advanced technology squadron), it was

provided with two escorts, usually a DA and a DWE. It was never escorted while on a raid mission.

This ship is a true carrier and does not include its fighters in its BPV like the hybrid ships do.

There are three shuttle bays; transfers between bays (J1.59) are possible.

Year	Escorts	Fighters
Y187+	DA plus DWE, or LNX/KNX, CUX/HNX No escorts on raids	6 x Stinger-T, 9 x Stinger-X

NAMES: *Returned Sovereign, Swift Revenge.*
SSD and counter are in *Module X1R.*

(R9.208) VAGABOND-X ADVANCED TECHNOLOGY MEDIUM SCOUT CARRIER (VDX):

Designed during the General War but not built (due to economic limits) until Y187, this ship was originally intended to be part of an X-squadron, but the need for X-ships in many sectors meant that the VDXs rarely joined their squadrons. They were used for several missions, including general fleet support and patrolling sectors on the flanks of major fleets. A second ship was built in Y191 as this allowed the Hydrans to patrol wide areas as an economy of force measure, and the Hydrans had plenty of heavy fighters leftover from the war. A third ship was planned but never completed.

The ship could operate without escorts, or might be given whatever escorts were available. Conventional escorts would have to be left behind in a high-speed run, however, and the availability of X-destroyers or X-frigates was limited. No escorts could be used when hunting for RTN bases.

This ship is a true carrier and does not include its fighters in its BPV like the hybrid ships do.

There are two shuttle bays; transfers between bays (J1.59) are possible.

Year	Escorts	Fighters
Y187+	DE plus DWE, or LNX/KNX, CUX/HNX	6 x Stinger-T

NAMES: *Night Prowler, Night Stalker, Night Thief.*
SSD and counter are in *Module X1R.*

(R9.209) DEMON HUNTER-X ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX):

The Hydrans, studying reports from other empires, knew that this ship was needed, but could not afford it until Y188, and could not afford another one until Y197. The theory was to convert the ship to whatever special mission variant was needed by a squadron of X-ships being sent on a special mission. In practice, there was never time to do the conversion after the mission was known, and both HDWXs ended up remaining in one configuration for extended periods. The first was used mostly as a scout, and the second as a commando ship when X-squadrons were sent to attack Andromedan bases.

If either had operated as a carrier, it could have been assigned one or two escorts of whatever type was available, or could have operated without them. The six Hybrid fighters (on its SSD) are included in its BPV, additional fighters purchased for use in its option boxes to operate as a carrier are purchased separately.

Year	Escorts	Fighters
Y188+	One or two.	10 x Stinger-X

NAMES: *Ferocity, Velocity.*
SSD and counters are in *Module X1R.*

(R9.210) IROQUOIS-X ADVANCED TECHNOLOGY NEW HEAVY CRUISER (IRX): The need for more X-cruisers drove the Hydrans (once the cost of the war had stopped) to start construction of these ships to build up the numbers of heavy X-cruisers as rapidly as possible. The first was built in Y186, the second in Y188, and the third in Y191. Two more were built during the Y190s, but the available X-technology was being diverted into specialist ship types, which limited the number of IRXs that could be produced.

No (J1.59) transfers between the two shuttle bays.

NAMES: *Rampage*.

SSD and counters are in *Module X1R*.

(R9.211) LORD MARSHAL-X ADVANCED TECHNOLOGY COMMAND CRUISER (LMX): Built in Y187 to provide a command ship for a second X-squadron, this ship was a controversial choice as many admirals wanted to build a second Lord Bishop instead. It served as the leader of X-Squadron #2, which operated in general reserve until Y195, and then as a backup force for RTN hunters.

No (J1.59) transfers between the three shuttle bays.

NAMES: None known.

SSD and counter are in *Module X1R*.

(R9.212) MOHAWK-X ADVANCED TECHNOLOGY NEW HEAVY CRUISER (MHX): The need for more X-cruisers drove the Hydrans (once the cost of the war had stopped) to start construction of these ships to build up the numbers of heavy X-cruisers as rapidly as possible. The first was built in Y187 at the second slipway, the second in Y189, and the third in Y190, alternating with Iroquois-X-ships. Three more were built during the Y190s, but the available X-technology was being diverted into specialist ship types, which limited the number of MHXs that could be produced.

No (J1.59) transfers between the two shuttle bays.

NAMES: *Overrun*.

SSD and counters are in *Module X1R*.

(R9.213) MONGOL-X ADVANCED TECHNOLOGY MEDIUM CRUISER (MNX): As the Hydran economy improved, there was enough X-technology to start two more cruiser assembly lines. However, the available facilities (and a need to control costs and ultimately build more ships) influenced the Hydrans to decide that the new lines would produce medium, not heavy, cruisers. This began with the first Mongol-X in Y187. After that, the two medium cruiser lines produced a variety of ships (Tartar-X, Mongol-SX, Vagabond-VDX).

No (J1.59) transfers between the two shuttle bays.

NAMES: *Assailer, Impaler*.

SSD and counters are in *Module X1R*.

(R9.214) PEGASUS-X ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (PGX): A contribution to the Navy by the Guilds from their non-governmental shipyard, the Pegasus-X was built as a fast patrol ship tender for use as a reserve unit and to bring PFs along with an X-squadron. The first was built in Y190 and the second in Y192, with the ships assigned to X-squadrons #1 and #2 respectively. With the discovery of the RTN in Y195, both ships were detached as RTN hunters and a third was built in Y196. One of these ships was destroyed in Y197 when Andromedan reinforcements reached the node under attack before the X-squadron did, and a replacement was built in Y198.

Like its ancestor, the Pegasus-X normally did not operate fighters, but it sometimes operated a Stinger-F (a non-advanced technology fighter) in place of one of its admin shuttles. This is shown on the SSD and the Stinger-F operates in the same manner as it did on the original Pegasus PFT.

No (J1.59) transfers between the two shuttle bays.

NAMES: None known.

SSD and counters are in *Module X1R*.

(R9.215) MONGOL-SX ADVANCED TECHNOLOGY MEDIUM SCOUT CRUISER (MSX): Built in Y187 at the second of the medium cruiser assembly yards, the ship was assigned to X-Squadron #1 to provide electronic warfare support and interception guidance. A second was built in Y189 for X-Squadron #2. A third ship was built in Y194 as the Hydrans tried to form X-Squadron #3 but the demands for X-ships on detached missions and losses in combat with the Andromedans never allowed that unit to be fully formed.

No (J1.59) transfers between the two shuttle bays.

NAMES: None known.

SSD and counter are in *Module X1R*.

(R9.216) TARTAR-X ADVANCED TECHNOLOGY MEDIUM CRUISER (TRX): The Hydrans continued their existing doctrine of producing both hellbore-armed and fusion-armed versions of each class when they built this medium X-cruiser at the third cruiser assembly line. Production began in Y188 with the intention, as noted, of building up X-cruiser strength rapidly by using the slightly cheaper medium cruisers to expand the fleet.

No (J1.59) transfers between the two shuttle bays.

NAMES: *Terror, Upholder*.

SSD and counters are in *Module X1R*.

(R11.0) LYRAN STAR EMPIRE UNITS

(R11.200) LYRAN STAR EMPIRE BACKGROUND

The Lyran Star Empire was perhaps the least damaged of all the empires that engaged in the General War. While there were a few raids into its territory by both the Kzintis and the Hydrans near the start, and again near the end, for the most part its territorial boundaries were not crossed by Alliance fleets. This was not for want of lack of effort by both the Kzinti Hegemony and the Hydran Kingdom.

The Kzintis, fueled by their enmity towards the Lyran species and by their rage at the nearly decade-long Lyran occupation of much of Kzinti space, were eager to extract more than a pound of flesh from the Lyrans. The involvement of the Federation in the General War, and working in alliance with them, forced the Hegemony to direct the bulk of its military energies against the Klingon Empire. For much of the war, this was acceptable, until the Kzintis learned that the Federation, in what the Hegemony saw as an act of base betrayal, was willing to accept a negotiated peace with the Lyrans that restored the previous frontiers. The Federation's view was that if they were willing to accept such an agreement with the Klingons and Romulans, the Kzintis should also be satisfied. Besides, the Federation refused to be involved in a campaign of genocide.

This started a breakdown in the level of trust that had existed between the Hegemony and the Federation. The lowered trust level lasted for decades, but never caused an open break between the two empires.

For the Hydrans, the problems were twofold. One was their own general weakness, the other was their desire to first liberate all of their kingdom before turning on the Lyrans. In this, the claim by the Vudar of three Hydran provinces and their tenacious defense of same prevented the Hydrans from initiating any large-scale operations against the Lyran border defense after Y182.

This left the Lyran Star Empire in a much more secure position than even the Gorn Confederation, which had endured repeated assaults and raids across its "southern frontier" by the Romulan Star Empire from the start of its own involvement in the General War.

The Lyran Star Empire may have been left short of financial resources at the end of the General War, but its industrial base was virtually intact. As a result, it had a far larger percentage of its available economy that it could divert to the construction of advanced technology ships (rather than rebuilding shattered border defenses) than any other empire of comparable size or larger (except, of course, for the Inter-Stellar Concordium, which was clearly no threat).

The Lyran Star Empire had other advantages. Because of the way it had built its ships, a percentage of its surviving war cruisers and war destroyers could, relatively easily, be converted to advanced technology. Some of the ships, while battered, had been built to the pre-war standards as destroyers, frigates, and even light cruisers, before they were converted to war cruisers, war destroyers, and battlecruisers. The Lyrans could take these ships into their yards, remove the wartime-constructed center section, and then add a new advanced technology center section. While this was being done, the two outer hulls could themselves be converted. Although the overall time to convert a ship to advanced technology was the same, since the center section could be built before the ship arrived for conversion, the ship actually spent less time in the shipyard.

The Lyran Star Empire did not send any advanced technology ships on Operation Unity.

(R11.200) LYRAN STAR EMPIRE X-SHIPS

(R11.206) WILDCAT-X ADVANCED TECHNOLOGY BATTLECRUISER (BCX): With the end of the General War and cutbacks in production as the economy tried to recover from the strains of the conflict, the Lyran Star Empire continued to produce light cruiser hulls. This was an economy measure since producing heavy battlecruisers was more expensive. However, the light cruisers could, in the event of renewed conflict, be quickly (relatively speaking) converted into heavy battlecruisers, rapidly expanding the combat power of the Lyran Star Navy. As production continued, a design study was undertaken to see if it was feasible to apply advanced technology to at least some ships of the class. The result of the study was disappointing, as the ship would have been under-powered compared to other ships to which advanced technology was applied. Not content with that outcome, the Duke of the Enemy's Blood Duchy undertook to construct a battlecruiser with advanced technology (partly because the Emperor was holding up upgrading his CC to advanced technology). Using the design studies for the CL, it was quickly determined that a BCH design would not work (the added advanced technology would overload the hull too much). Cutting back to the base BC design was workable.

The first ship entered service in Y187, and served as the flagship of the Enemy's Blood Duchy until the Duke's CC was finally upgraded. Several more upgrades were done (at least one in each Duchy), including one used by the Emperor's Marshal.

NAMES: *Bloodraker, Deathraker, Fleshraker, Moonraker, Novaraker, Sunraker.*

SSD and counters are in *Module X1R.*

(R11.207) JAGUAR-VX ADVANCED TECHNOLOGY WAR CRUISER CARRIER (CWVX): One ship of this type, *Repulse*, was produced near the end of the General War. It was not intended as a raider, but as a counter-raider. The intention of the design was for the ship to intercept a raid by an enemy carrier, and launch its own fighters to reinforce the target of the enemy raid (once it was identified). How well the concept would have worked is unknown, as by the time the ship reached the Kzinti/Lyran frontier the kind of deep raid the ship was intended to counter was no longer being made.

After the General War, *Repulse* was consigned to escorting convoys (as no Lyran X-squadron commander wanted it). In that role it engaged a few Orions, but did not achieve any lasting distinction. In Y188, it fought in one of the last skirmishes between the Lyran Star Empire and the Inter-Stellar Concordium, just before the Andromedans began smashing the Concordium's cordon forces.

The ship returned to convoy escort duties, engaging an Andromedan raiding force at least once. In Y196, *Repulse* was assigned to a force assembled to back up a scout looking for Andromedan RTN nodes. Sometime after that, *Repulse* was lost in combat. While much is known about the *Repulse*, it is not clear if more than one ship of this class was built.

Year	Escorts	Fighters
Y185+	1 x DWA, or DWX, or none.	6 x Z-HB

NAMES: *Repulse.*

SSD and counter are in *Module X1R.*

(R11.208) JAGUAR-SX ADVANCED TECHNOLOGY WAR CRUISER SCOUT (CWSX): The Lyrans had always taken the view that electronic warfare superiority was a vital factor in combat. In Y188, they produced this scout. The first ship

was built by the Red Claw Duchy, which saw it as an additional defense against the masses of drones Kzinti fleets could launch. With six special sensors, it could assist a ship whose ESGs and phaser defenses might otherwise be overwhelmed. The advantages of the support the sensors could give to direct fire at an enemy trying to hide (or to a Lyran ship trying to hide from enemy direct fire) were obvious. A second ship was under construction for the Enemy's Blood Duchy when the Andromedan Invasion began, and this ship was instead taken over by the emperor for the Marshall's squadron. Economic problems and shortages of advanced technology being what they were, Enemy's Blood, Foremost, and Far Stars all had to beg to borrow one of the two ships during the first few years.

In Y194, a third ship was produced (actually a conversion of an existing CWS, originally converted from a scout, that had survived the General War), and that left only Far Stars and Enemy's Blood without their own pure scout. The last two counties did not get scouts of this type until Y200.

NAMES: *Scrambler, Sizzler, Sorcerer, Strangler.*
SSD and counter are in *Module X1R.*

(R11.209) TOPCAT-X ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): The first ship of this class was under construction in the Far Stars Duchy in Y188. Far Stars was less economically advanced than the other Duchies, and had considerably less say in matters of state. The slash-and-burn method of exploration and exploitation that had predominated in the General War had not made that situation any better. The Far Stars Fleet (including those of its counties) had sustained serious losses in the war, and most of them had not yet been made good. (Enemy's Blood and Red Claw were the forces directly facing hostile neighbors and thus had claims to more new ships faster to gain a preponderance of combat power, and Foremost and the Marshall's fleets were part of the emperor's balance. Neither Enemy's Blood or Red Claw could move alone, and both together could not be sure of victory against both Foremost and the Marshall.) Far Stars sought to make up the shortage in ships by turning to the heavy war destroyer design. The first ship was available just as the Andromedan Invasion began, and was pressed into service the next year in a combat role. Like other empires, the Lyrans would find that it was difficult to change the role of an advanced technology destroyer (few bases available had advanced technology). The Far Stars Duchy produced several HDWXs for the Emperor, who sent them to the other duchies where they performed well. The HDWX could operate as a carrier, but this was seldom done. When it did happen, an escort was provided if one was available (usually another advanced technology ship), but it was not unusual for the ship in this configuration (itself unusual) to operate with no escort.

Year	Escorts	Fighters
Y187+	1 x DWA or DWX.	Varies

NAMES: *Maltrex, Multorg, Meltivax, Mixaton, Mystavor.*
SSD and counters are in *Module X1R.*

(R11.210) SABER-TOOTH TIGER-X ADVANCED TECHNOLOGY MAULER CRUISER (STX): Always somewhat concerned about the intentions of his loyal Dukes (and their various counts), the Emperor commissioned this ship in Y188. Ostensibly it would serve as the needed battering ram to crack the defenses of the Kzintis or Hydrans should the Empire again march to war. Its real purpose was to crack the defenses of any of the Dukes who sought to gain an Emperor's crown. The ship entered service with the Marshall's fleet in Y189, and saw little action at first. During the Andromedan Invasion it was assigned to several different

squadrons (at different times) supporting the search for RTN nodes after Y196. It performed admirably in destroying any Andromedan bases that were discovered, but suffered severe damage in such actions (much of it self-inflicted). This called the design into question and while a second ship was being considered in Y198, it was never built.

NAMES: *Stormcat.*
SSD and counter are in *Module X1R.*

(R11.211) SINGLE-TOOTH JAGUAR-X ADVANCED TECHNOLOGY WAR CRUISER MAULER (SJX): During the General War, not a single mauler built on a CW hull was built to peacetime standards. Thus, none could be easily converted to advanced technology. This did not really matter, as the connections to make the mauler system work made removing (or adding) the center section completely unworkable. Advanced technology war cruiser maulers all had to be built from scratch. The first such ship was built by the Foremost Duchy, apparently because of concerns that some "corrective action" was needed against the Lyran Democratic Republic. The LDR had agents in Foremost's space stirring up trouble. The Duke thought a small demonstration of power (eliminating a few minor LDR installations) might make a point. The ship, however, entered service as the Andromedan Invasion began, and the projected admonishment of the LDR had to be put on hold, and was then cancelled as the Duchy had far more serious problems. The ship operated much like the STX, finally being assigned in Y196 to a squadron supporting a scout looking for RTN nodes. It was not as effective as the STX, but the smaller hull was, of course, more expendable. As a result, at least four more ships of the class were built, but it is not clear which Duchy built them.

NAMES: *Puncher, Piercer, Slammer, Buster, Breaker.*
SSD and counter are in *Module X1R.*

(R11.212) KING JAGUAR-X ADVANCED TECHNOLOGY NEW HEAVY CRUISER (NAX): It is unclear if this ship were an older pre-General War CW upgraded to the NCA design or a brand new ship. The ship showed the direction the Lyran Empire could take if it chose. The first ship entered service in Y187 and served through the Andromedan Invasion and beyond. By Y200 at least half of the advanced technology ships in Lyran space were of this class.

NAMES: *Killahr, Revanche, Terrakst, Vindikar.*
SSD and counters are in *Module X1R.*

(R11.213) JAGUAR-PX ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (CWPX): With more advanced technology available, the Red Claw Duchy constructed this ship and put it into service in Y187. Its principle duty was patrolling of the edge of the WYN Radiation Zone, just in case some of the Lyrans within had ideas similar to the Usurper. There were always gray areas about the strength of the WYN Navy, and the Usurper's emergence had only increased the Duchy's concern that there might be more ships.

The arrival of the Inter-Stellar Concordium's cordon forces did not change things on the Lyran-WYN border; the Andromedan Invasion changed much. Like the Jaguar-VX, the Jaguar-PX found itself escorting convoys at first, and sometimes charging to the rescue in time to fire a few parting shots at withdrawing Andromedan raiders. It was effective enough at this role that at least two more ships of the class were built. In Y196, the ships were given the new role of hunting for RTN nodes. These ships sometimes succeeded in destroying a node before any backup arrived, but at least one ship was lost after reporting it was about to attack a node.

NAMES: *Brawl, Conflict, Skirmish.*
SSD and counter are in *Module X1R.*

(R12.0) WYN STAR CLUSTER UNITS**(R12.200) WYN STAR CLUSTER BACKGROUND**

For the WYN Cluster, the post-General War period marked a fundamental change. The Usurper, with his single-minded devotion to an eventual War of Return, was gone, and with him the most radical of the ethnic Kzintis. Those Kzintis who remained were politically committed to the Cluster, not to regaining control over the Hegemony. The ruling council was reduced from seven members to five, and the two Kzintis on it could (for the first time) be outvoted by the non-Kzintis (the Klingon, Lyran, and Orion council members remained).

The WYN Star Cluster was in a unique position as advanced technology became available. The Usurper used the bulk of the funds in the Cluster's exchequer to build his new fish ships for the War of Return, and in the final years of preparation used the advanced technology available to construct a handful of X-ships. When he left the Cluster for the War of Return, he took with him all the advanced technology ships that were able to pass through the Radiation Zone, as well as most of the other ships able to do so. This left the Cluster nearly out of cash (albeit still sitting on rich sources of raw materials) and lacking most of its more mobile defense forces.

The Cluster essentially cut relations with the Usurper after he left, and regained some of its ships (although none of the fish ships) after the ISC incursion (which caused the crews of those ships to quit the Usurper's cause and return to the Cluster to defend their homes).

There was little cash, and that in part led to a new arrangement with the Orion Cluster Cartel, giving them access but not complete control over the shipyard. The Orions were allowed to build ships for export to other Orion cartels in order to raise cash for the Cluster.

The Cluster was almost completely immune to attack by the Andromedans, and for the most part simply rode out the Andromedan Invasion, only increasing the costs of the raw materials it sold to other empires due to the "disruptions caused by the current emergency".

When the WYN Cluster was approached for support for Operation Unity, they agreed to provide a detachment of ships, but noting the relative increase in combat power of the empires that surrounded the Radiation Zone, they declined to provide any advanced technology ships to that operation.

While the Cluster had "lost" its fish ships and many of its more powerful units to the War of Return, it was hardly defenseless. It still had the converted Lyran destroyer (PBB), the two converted Orion flagships (the worn out flagship cruiser converted from a CR and the relatively new converted BR), and a number of "over-modified" small ships including several captured police ships from various empires (see *Captain's Log #37*). The Lyrans, seeking improved relations with the "new" government of the WYN Cluster, presented them with a brand new war destroyer. Shortly thereafter, the Klingons sold the WYN five warships captured from the Seltorians.

(R12.200) WYN STAR CLUSTER X-SHIPS

(R12.205) ADVANCED TECHNOLOGY AUXILIARY BATTLECRUISER (ABX): With the departure of the Usurper on his mission to place himself on the Patriarchal throne, the defenses of the WYN Star Cluster were largely thrown back on the most primitive of its available ships. The incursion by the Inter-Stellar Concordium, while it was turned back, had badly strained the resources that remained to the Cluster. (How much that had to do with the numbers of plasma torpedoes the WYN Navy had to face is open to question.) The return of some of the ships that had accompanied the Usurper, and the return of the Cluster Cartel, helped stiffen the defenses, but the increasing numbers of advanced technology ships that were available to the surrounding empires only reinforced the image of the Cluster's weakened defense establishment.

The WYN Cluster built at least three auxiliary battlecruisers with advanced technology quickly after the War of Return, one for each of the 2nd, 3rd, and 4th Divisions (the units that defended the Cluster's borders). These were powerful combat units, but strategically slow, and as such were not considered for the 1st Division, which was the central reserve and included actual warships (albeit heavily modified ones) which could move quickly to reinforce any of the border divisions. Over the next decade, three more were built, but each Border Division still only had one, as the others were rotated back to the only WYN X-base for maintenance, which they needed fairly often. During a crisis, it was common for the threatened division to be temporarily given one of the "spare" aux-BCs. These ships were, ironically, well suited to conversion to advanced technology, as the large volume allowed room for the additional crewmen required.

NAMES: *Cristina, Izzie, Meredith.*

SSD and counters are in *Module X1R*.

(R12.206) ORCA-X ADVANCED TECHNOLOGY WAR CRUISER (CWX): As the Usurper was preparing for his return to the Patriarch throne, he realized that having a solid force of advanced technology ships was going to be vital to his success. To this end he ordered studies of the most efficient means of rapidly producing a squadron of such ships. Ultimately the scheme chosen involved the production of a single CAX and several DDXs. One of the schemes, however, suggested that three CWXs could have been built instead. The Usurper ultimately decided that the CAX was needed to have his own counter to the largest Kzinti advanced technology ship (CCX). Other reasons were that the first DDX had already been built, and he had few slips for CWs and had already selected that hull for several special mission variants that were under construction (including the Narwhal mauler).

The design, built after the departure of the Usurper, was one of the best advanced-technology light cruisers in service anywhere. (The Usurper had planned to build three of these to join his fleet, but the General War did not last long enough. The ships that were built owed much to preparations for their construction the Usurper abandoned when he left on the War of Return.) The Cluster Cartel did not want to build more fish ships, preferring to build Orion designs, but while they had the use of the shipyard's capacity (in excess of whatever ships the Cluster Navy wanted to buy) for export sales, their first customer was still the Cluster Navy. The shipyard built a full squadron (for example) of non-advanced technology warships (a Carcharodon CA, two Orca CWs, three Mako DDs, and three Barracuda FFs) to serve as the WYN Star Cluster's contribution to Operation Unity.

NAMES: *Green Comet, Green Mile, Green Nebula.*

SSD and counters are in *Module X1R*.

(R12.207) BARRACUDA-X ADVANCED TECHNOLOGY FRIGATE (FFX): The first advanced technology ships to enter service in the WYN Navy had been a squadron composed of a OCRX and two OLXs in Y182. Also in that year a single Barracuda frigate was upgraded to advanced technology.

While the Barracuda lacked the stealth of the OLX, it had larger cargo bays, more power, and more firepower. It was not as maneuverable, but it was still quite nimble. It would, however, remain the only ship of its type as the Usurper found a need to placate the non-Kzinti (and at least one of the Kzinti members) of the council by diverting advanced technology to the construction of more obviously defensive ships. The Usurper would not be able to begin construction of a squadron of advanced technology fish ships until just before the War of Return.

The one FFX, named *Addison*, served various missions for the Cluster's Fifth Division and, because of those larger cargo bays, was sent on several "special missions" outside of the Cluster. The ship departed on one such mission in Y185, and was never heard from again. It is not even known if the ship exited the Radiation Zone, as there is no known record of its having been encountered by any other empire after the date it departed. The loss of the ship remains a mystery.

The shipyard built three more ships of this type during Y187-Y190) for the Fifth Division of the Cluster Navy (the division charged with secret operations outside the Cluster) but this division did not need further ships and preferred Orion designs for "special missions" in any case.

This ship is nimble.

NAMES: *Addison, Calliope, Erica, Miranda.*

SSD and counters are in *Module X1R*.

(R12.208) THRESHER-X ADVANCED TECHNOLOGY HEAVY WAR DESTROYER (HDWX): The first HDW entered service with the in Y187, and the WYN Cluster Navy decided that a few advanced technology ships of this design would be useful and proposed it to the Defense Commission. The commission noted that the size of the Cluster was such that by the time a need could be identified, and a ship selected for the mission could be moved to a base for conversion, the need would have passed. In the commission's opinion, the added speed of an advanced technology ship was not really needed. The Cluster had more significant problems that might be better dealt with by a combat ship to start with. Further, money for such experiments was short after the treasury had been depleted by the Usurper and had yet to recover.

One ship of this type was built in Y189 for the Fifth Division (the special operations directorate for missions outside the Cluster), but the expense and the need for advanced planning limited its use. The ship was turned over to the First Division in Y190.

The ship wound up being used for a variety of different missions; being so close to its base, it was easy to recall it to be changed to a new mission. This had more to do with political power within the WYN Navy than real need (different cliques using the ship to test their own theories), and was stopped after Y192 when the ship was more or less permanently configured as a standard combat ship. The ship did operate as a carrier at least twice (once with heavy fighters), but the escorts provided it (if they were in fact escorts and not a "task force" arrangement) were generally a single ship.

Year	Escorts	Fighters
Y187+	1 x OLR or OLX.	Varies

NAMES: *Vala Malduran.*

SSD and counters are in *Module X1R*.

(R12.209) WYN-ORION ADVANCED TECHNOLOGY BATTLE RAIDER (OBX): The Cluster Cartel provided one ship of this design in Y189 as a token of its good faith towards supporting the defense of the WYN Star Cluster. It was a powerful token in that the Cartel presented the ship as a gift at no cost to the WYN Star Cluster.

It was obviously not as powerful as a true Orion BRX, lacking the power reserves that could be provided by doubled engines, but it was still an extremely powerful combatant, and definitely not something any ship penetrating the radiation zone would want to see on its scrambled scanners.

The WYN Star Cluster purchased at least one other such ship in Y196, and perhaps others.

NAMES: *Shimmerghost.*

SSD and counters are in *Module X1R*.

(R12.210) ORCA-PX ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (CWPX): The WYN convinced the Cluster Cartel to produce a ship of this class in Y190. The concept was that its speed would allow it to reach any point in the Cluster to respond to attacks by providing heavy electronic warfare support (something the WYN Navy was beginning to see as a critical aspect with the appearance of advanced technology ships in fleets of their neighbors). The PFs would hit the enemy's advanced technology ships before their systems could recover from the effects of their passage through the radiation zone.

NAMES: *Response.*

SSD and counters are in *Module X1R*.

(R13.0) INTER-STELLAR CONCORDIUM UNITS

(R13.200) ISC BACKGROUND

In the three decades prior to Y188, the Inter-Stellar Concordium spent an extended time producing ships and crews while not sustaining heavy combat losses that those ships and crews would have to replace. The result was that when it finally did go “to war” (or rather, began the pacification), it had the largest fleet in the Alpha Octant. It was also the least experienced fleet in the Alpha Octant, having a smaller ratio of combat veterans to non-combat veterans. This would result in many mistakes, and when the Andromedan Invasion struck, it would lead to catastrophic losses.

When advanced technology was developed, the Concordium was able to field more ships with the technology at one time than other empires, both because all of its ships to that point had been built to peacetime construction standards, and because it was not suffering any losses.

When the Concordium began the pacification campaign, two “advanced technology echelons” were ready to lead the way (the most famous of which was “The Echelon of Judgment”). A third advanced technology echelon was undergoing training in Y186. The first two advanced technology echelons were each composed of one CCX, one CSX, two CLX, one SCX, and four DDXs, at least officially. Each included three FFXs, but these ships were often detached for other missions and were not present at some of the most famous actions the advanced technology echelons participated in. The FFXs also, like their non-advanced technology brethren, suffered heavier losses.

The Concordium’s government never fully recovered from the shock of the massive casualties its “pacification forces” sustained due to the Andromedan assault, the animosity its intrusion engendered among the other empires, and the destruction within its own space wrought by Andromedan attacks. As a result, the government refused to allow any of its advanced technology ships to participate in Operation Unity, even though theirs were the ones best capable of participating. This was because all of the Concordium’s advanced technology ships were recent designs with many systems compatible with non-advanced technology ships resulting in the most streamlined logistics system in the Alpha Octant (especially compared to the Romulan Star Empire).

(R13.200) INTER-STELLAR CONCORDIUM X-SHIPS

(R13.206) ADVANCED TECHNOLOGY HEAVY CRUISER (CAX): The heavy losses their fleets were taking at the hands of the Andromedans, whose technology and numbers of ships the Concordium’s simulations had never envisioned, created panic all through the Concordium’s bureaucracy. The result was a demand for increased production of all types of ships. One of the results of this demand was this design, a conversion of a Star Cruiser that had been heavily damaged in earlier fighting. The conversion could be regarded as a success, in that the ship was a powerful combatant in its own right, but a failure in that with a little more patience it could have been converted into the more powerful CCX. Still, the shattering experience of large-scale defeat (entire squadrons of Concordium ships were being annihilated by rampaging Andromedan ships that struck out of nowhere) led the Concordium to build at least five ships of this design between

Y190 and Y200. Most of them served as the centerpiece of small task forces of mixed technology ships, but all of them spent at least some time patrolling alone and some were part of echelons composed entirely of advanced technology ships at one time or another.

Balcony positions: 2.

NAMES: *Nova Justice, Nova Law, Nova Mediator, Nova Order, Nova Triumph.*

SSD and counters are in *Module X1R.*

(R13.207) ADVANCED TECHNOLOGY MEDIUM CRUISER (CMX): The appearance of this ship was unusual. The Concordium had already concluded that the CSX was not an effective part of an echelon and apparently halted construction of CSXs in favor of CLXs. A heavily damaged CM was, however, in the main shipyard for repairs, and a pair of advanced technology engines were available, and so a marriage of convenience born out of fear and desperation occurred. The ship was generally treated as a CLX, albeit one with a PPD. Outside of an advanced technology echelon, it could serve as the centerpiece of an echelon in its own right and sometimes did so. It was never formally assigned to any of the advanced technology echelons, although at one time or another it served in each of them. It sometimes operated in an advanced technology echelon of its own, albeit one composed of itself and a few DDXs and/or FFXs.

The Concordium never constructed any other ships of this design.

Balcony positions: 2.

NAMES: *Gallante.*

SSD and counters are in *Module X1R.*

(R13.208) ADVANCED TECHNOLOGY LIGHT STRIKE CARRIER (CSVX): This ship is an anomaly. At least one was built, but there are a number of curious references that seem to indicate that more than one was built. The ships were apparently intended to bring additional defenses against the masses of seeking weapons that Federation and Klingon carrier groups could launch, much less the sheer masses of drones any Kzinti fleet could throw at an echelon. These empires could put out enough drones to overwhelm the defenses of even an advanced technology echelon. The theory was that this ship (and others like it) would operate in the second echelon and launch their fighters only if the opposing force proved capable of launching more drones than could be handled.

While the doctrine seems reasonable, the ships were built with PPDs rather than plasma-Ms. This was what made them anomalous. The Concordium had already concluded that PPDs did not belong in the second echelon of an advanced technology force.

The best theory is that the ships were intended to operate not as part of advanced technology squadrons, but as the centerpiece, i.e., the core ship, of smaller mixed technology squadrons. The one ship whose existence is confirmed was under construction when the Andromedan Invasion began, and completed early in the following year. If it were intended to operate against the Kzintis, Klingons, or even the Federation, it never got there.

Year	Escorts	Fighters
Y189+	1xDDX, or 1xFFX, or 1xDEA, or 1xFFA	7xFDF, 4xFTK, 1xFEK.

Balcony positions: 4.

NAMES: *Bold, Courageous, Strong.*

SSD and counter are in *Module X1R.*

(R13.209) ADVANCED TECHNOLOGY FRIGATE (FFX): These ships held the distinction of being the advanced

technology ship with the single highest rate of loss. More Concordium advanced technology frigates were destroyed in combat than any other type of advanced technology ship. They were too small, even with advanced technology, to survive in a major battle and just small enough to be the target of choice in a moderate battle. Much like their non-advanced technology frigates, the Concordium built quite a few of these. There were three assigned as part of the first three advanced technology echelons, but the commanders of those organizations soon learned to detach them for “other duties” (such as convoy escorts or to defend bases).

It is estimated that if the advanced technology that was lavished on these ships had instead been diverted to larger ships, the Concordium might have had a fourth advanced technology echelon available in Y188 when the Andromedans attacked. Still, the ships did fill a need (however much warship captains resented the task, escorting convoys was a vital mission).

No balcony.

This ship is nimble.

NAMES: Tracking such names is difficult, but it is known that ships with the names *Comet*, *Eclipse*, *Electron*, *Meteor*, *Neutrino*, *Quark*, and *Sandstorm* were in service.

SSD and counters are in *Module X1R*.

(R13.210) ADVANCED TECHNOLOGY HEAVY DESTROYER (HDDX): The Concordium turned to this design in Y192. Losses had been so heavy among ships of all classes that there was a serious shortage of specialist ships. Finding it impossible to predict what ship type they would be shortest of, the Concordium built HDDXs and simply assigned the ship the mission profile it most needed at the time the ship was completed. With much of the defense reduced to the core regions, the Concordium found it could sometimes recall a ship to be converted to a new role. At least five ships of this type were in service in Y195 (when the RTN was discovered), and at least two of them were converted to PFTs or scout carriers to be used in the search for RTN nodes in Concordium space, a mission for which they were too small.

HDDXs had a higher maintenance load than most Concordium advanced technology ships due to the need to be modular, so they were not regarded as good assignments. The ships never served as parts of echelons (at least not in formal sense), not even when fitted out for straight combat roles, as they were just too operationally different.

When operated as a carrier, the ship was provided with one escort if it was available.

Year	Escorts	Fighters
Y187+	DEA or FFA	Varies

No balcony.

NAMES: *Darkcloud*, *Redcloud*, *Stormcloud*, *Whitecloud*.

SSD and counters are in *Module X1R*.

(R13.211) ADVANCED TECHNOLOGY SCOUT CRUISER (CLSX): Combat reports with the various empires had already begun to show the Concordium that it has erred in believing the SCX would be adequate electronic warfare support for the advanced technology echelons. The Concordium government was uncharacteristically slow however, in providing a larger and more powerful ship for the mission.

The reason was that the government was afraid that its “peacekeepers” were becoming a little too militarized in the performance of the pacification mission and was afraid that the real reason for the larger scouts was to conduct a more “offensive pacifying” than the government had envisaged.

The devastating effects of the Andromedan Invasion, in which many reports indicated the lack of electronic warfare was often a key element in the loss of ships, led the

government to approve the construction of cruiser-sized scouts. The simple thing would have been to modify the existing HSC, but the battle reports indicated that the ships would lack the power to fully utilize their sensors in the high-speed combat that was the hallmark of advanced technology battles. They were often only too vulnerable to close in assaults themselves. For these reasons, a modified design was decreed, reducing the number of special sensors and installing additional phasers so the ship could defend itself better, even if this was sometimes at the risk of blinding its sensors.

The first ship entered service in Y190, and at least four more were built or converted by Y205. At least one was lost when it was ordered to search for RTN nodes on its own in Y197, being destroyed before support ships could reach its location, as it just did not have enough weapons to stave off the Andromedan forces defending the node.

Balcony positions: 2.

NAMES: *Design*, *Diagram*, *Fractal*, *Pattern*, *Pixel*.

SSD and counter are in *Module X1R*.

(R13.212) ADVANCED TECHNOLOGY NEW HEAVY CRUISER (NAX): This ship is unusual in that none were built within Concordium space. They represented the absolute hallmark of the ingenuity of the crews that made up the Concordium’s pacification fleets. While much of the ship was a standard light cruiser, the various cutoff cantonments, seeing the need for more firepower if they were to survive, improvised a secondary hull and welded this to the underside of the ship. The over-engineered designs of the Concordium’s ships were able to stand the strain, and while the added mass limited top speed and caused the ships to maneuver sluggishly (at least compared to unmodified ships), the firepower was deeply appreciated. Each cantonment passed on (as best it could) lessons learned in creating these so-called “New Heavy Cruisers”, and some of them managed to go even further. Trading with the local empires (that previously they had been trying to keep apart), some cantonments acquired enough local material to manufacture their own advanced technology. In feats of engineering genius, they managed to fit these systems to their existing ships. (Upgrading a ship’s engines to advanced technology at a front-line base is an engineering feat that was not matched by any other empire, and the Concordium’s engineers are due all respect for having accomplished it.) It is known that some but not all of these NAX conversions started with a CLX. It is not known just how many ships of this type were built, but it is doubtful that every surviving cantonment had one, or more than one.

Balcony positions: 2. (The shuttle bay in the lower structure does not have any.)

NAMES: Used the names of the CLs converted.

Plasmasword and *Novaflash* were among those converted. CLX *Novablast* was converted to an NAX.

SSD and counter are in *Module X1R*.

(R13.213) ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER (PFTX): The Concordium converted two PFTs to this design in Y193 to use as a fire brigade. There were not enough advanced technology ships to be everywhere, and the economic disruptions caused by the Andromedans were putting increasing limits on the numbers of ships the ISC could field, forcing them to turn back to fast patrol ships.

In the end, the ships proved valuable as RTN hunters, joining the long list of those that sometimes destroyed a node before their supporting ship could arrive.

Balcony positions: 2.

NAMES: *Associate*, *Confederate*.

SSD and counter are in *Module X1R*.

(R14.0) LYRAN DEMOCRATIC REPUBLIC UNITS

(R14.200) LDR BACKGROUND

When advanced technology became available, the grand political experiment that had been the Lyran Democratic Republic was already well into the process of breaking down. The Republic was one in name only. The top echelons of its government had accrued to themselves the same prerogatives as the nobles of other Lyran counties, although they were still careful to retain the trappings of republican forms.

The best thing that could be said of the LDR's government in its last fifteen years of existence was that the leadership was neither hereditary nor as incompetent as the Zehrks family had been. It was also still open to a given Lyran rising to the top on the basis of his own efforts rather than by his birth (although such rising was more by skill at political machination and having, or acquiring, patrons).

The worst that could be said was that LDR's leadership had become as corrupt as the Zehrks had been. The government, founded in the blood of slaughter that extended even to innocents, found it all too easy to resort to assassination of those it found "inconvenient".

It was not always thus, and many a citizen of the Republic could remember the glory days of its founding and the initial outburst of freedom. In those days, every citizen had been a "Soldier of the Republic" and worked long hours to build the military that had kept them free, and still kept them free. Increasingly, the credits they were paid for their labors purchased less, and there was less on the store shelves to be purchased in any case. The economy had been militarized from the founding of the Republic, and the government, constantly anxious about the threat of invasion by the Enemy's Blood Duchy, or betrayal by the Emperor, kept it there.

The Republic made export sales of license-built Klingon fighters, bombers, drones, and spare parts for these both to the Lyran Empire and to the Klingon Empire. Ubitron interface modules and other manufactured goods were also sold to both empires, which needed all they could get for their war machines. The Republic could build far more fast patrol ships than it needed, and these too were exported, although only to the Lyran Empire as the Klingons could not use them.

It was those export sales that kept the Republic's economy from collapsing under the burden of its own defense budget. Those sales, and the various "under the table sales" to the Daven and Hamilcar Cartels, were the primary sources of revenue.

It was those sales also that made sure the upper-tier leadership of the Republic always had all it needed, although the leadership was careful to present a front of solidarity and suffering with the citizenry.

All of this impacted the Republic's choices of what ships it would apply advanced technology to.

The best captains in the Republic's Navy wanted the technology applied to their largest ships first (the *Democracy* and the *Independence*), then the next largest ships (the *Protector*, *Chairman Pathau*, and *Chairman Mithau*), before the technology would be applied to smaller ships.

Design studies proved the *Democracy* could not be upgraded for the same reason Lyran Hellcat BCHs could not; the hull would not stand the additional loading. The *Independence* was upgraded, becoming (once again) the flagship of the LDR fleet.

(R14.200) LYRAN DEMOCRATIC REPUBLIC X-SHIPS

(R14.204) ADVANCED TECHNOLOGY WAR CRUISER (CWX): LDR captains wanted advanced technology applied to these ships, but they ran into the same technical problems the Lyran Empire had run into: the ships were simply not built heavily enough to withstand the strain of having the new technologies installed. The government, after extensive design studies, determined that the cost of literally taking the ships apart and rebuilding them was more than the cost of building a CWX from scratch. The budget simply could not be stretched to build any more new ships without laying up some of the existing ships, and the government refused to do that, citing the risk of having too many ships out of service at any one time. (The *Independence* was already undergoing conversion.)

In the event, the statements were at least partly untrue. The *Chairman Pathau* was the oldest CW in LDR service, a conversion of the DD *Politburo*, which was built to the old standard. Records indicate that the *Chairman Pathau* could have been upgraded to a CWX by installing the systems and replacing its center section with new construction. For reasons unknown, this fact was concealed from the LDR captains. It is probable that if the *Chairman Pathau* had been converted successfully, the pressure on the government to convert the other two CWs and the *Adjudication* might have been overwhelming, and could have seriously impacted the final days of the Republic.

Instead, the government chose to convert the DWs, citing design studies that said the costs were within the Republic's budget. These studies were classified and not open to review by the Republic's captains, but the conclusion was based on the fact that virtually all of the DWs were based on frigates that had been built to the earlier design standard.

NAMES: No names assigned as none were built.
SSD and counters are in *Module X1R*.

(R14.205) ADVANCED TECHNOLOGY MILITARY POLICE CORVETTE (MPX): This ship is an also-ran, and something of a scandal was attached to it. Several members of the Presidium pushed for this design to be constructed, citing the concept that the improved technologies would make it the equal of the existing DWs but still much cheaper. The Republic's Admiralty publicly repudiated the claims, the senior officer taking the (by then) unusual step of actually resigning in protest. Within a week of his stepping down, people's commissars arrested the members of the Presidium who were then tried in an open court, although with gags in their mouths, and found guilty of corruption at the expense of the people. The Presidium members intended to pocket considerable proceeds from the government's purchase of the ships. All four former members of the Presidium were found guilty and sentenced to death. Due to the mercy of the Chairman, only the one identified as the leader was actually executed. It was noted that the four members who had been charged had generally been agitators against many government policies.

In the event, only one ship of this type ever entered service. While it was more than a match for any non-advanced technology frigate it encountered, it probably would not have survived an encounter with a war destroyer. Had more funds and technology been diverted to producing such ships, the Republic would probably not have been able to convert more than two of its DWs to DWXs, although it can be assumed that the SCX *Ombudsman* would still have been built.

Federation Codename: *Caracal-X*.
NAMES: *Shieldbearer*.
SSD and counters are in *Module X1R*.

(R15.0) SELTORIAN TRIBUNAL UNITS

(R15.200) SELTORIAN TRIBUNAL X-SHIPS

(R15.39) ADVANCED TECHNOLOGY HEAVY CRUISER (CAX): Klingon records indicate that the Seltorians were constructing such a ship in a construction-bay of their Hive Ship, but the records of the Inter-Stellar Concordium do not indicate that any such ship was encountered, either fully or partially operational, when they destroyed the Hive Ship. The Klingons also make no mention of a ship of this class being among the ships that tried to reach various bases after the Hive Ship and the Seltorian Colony had been destroyed by the Inter-Stellar Concordium. It is classed as an “unbuilt variant”.

The Klingon records are clear that scientists from the Empire had been working with Seltorian Sages to adapt their systems and technologies to the new advanced technologies. The Klingons believed it would be impossible to conceal the existence of the new technologies from the Seltorians, and better to keep them as allies for the time being, so their efforts to provide the Seltorians with the advantages of advanced technology had been wholehearted. (After all, the Seltorians were still focused on killing Tholians and did not have the same defenses the Tholians had, so the Empire was reasonably certain that it could destroy the Seltorians if the time came.)

What was left was a nightmare scenario, the fear that the ship escaped, and was on its way to link up with another Seltorian Hive Ship to deliver its technology. It is known that Seltorians did send signals back that they had found Tholians. It is assumed that, due to the distance involved, these signals could not deliver a great deal of information, like that needed to build advanced technology systems. However with no base to supply it and maintain it, it is generally believed that the ship could not survive a long voyage anywhere, leading to speculation that the Seltorians left some kind of base or other unit outside of, but close to, the Milky Way Galaxy.

NAMES: *Swift Wind of Fire*.

SSD and counters are in *Module X1R*.

(R15.40) ADVANCED TECHNOLOGY DESTROYER (DDX): Records indicate that two (perhaps three) ships of this design were being prepared for operation at the same time as the CAX. The objective was to achieve the capability of an advanced technology squadron, if a small one, in the shortest period of time, since the Tholians already had numbers of such ships in operation. Like the CAX, the records on these ships are unclear. Did they exist? Did they escape the destruction of the Hive Ship? Are they traveling together with the CAX even now, or are all three ships heading in different directions?

One of the “what ifs” of history is to suppose that the Concordium had held off on its pacification campaign for one more year. Seltorian construction techniques might have met the Concordium with up to six of these ships supporting three CAXs. The outcome would never have been in doubt, but it would have been bloody.

NAMES: *High Mountain of Sorrow, Black Mountain of Betrayal, Fire Mountain of Revenge*.

SSD and counters are in *Module X1R*.



(R16.0) JINDARIAN CARAVANS UNITS

(R16.200) JINDARIAN CARAVANS X-SHIPS

The Jindarians maintained a general policy of non-involvement throughout the Andromedan Invasion, although there were reports of Jindarian caravans engaging some Andromedans in combat. When Operation Unity reached the Magellanic Cloud, the other empires were surprised to discover that there were Jindarians already present there, and that they had apparently been there as long as they had been in the Alpha Octant — over 100,000 years.

No one knows, apparently including the Jindarians themselves, where the Jindarians originated. Their occasional fratricidal tendencies, and their apparently hereditary need to avoid large-scale interaction with other empires, are all that keeps them from dominating the Alpha Octant and beyond.

It has been asked: “What are the Jindarians hiding from?” Apparently they do not know themselves.

While some Jindarian caravans in the Alpha Octant readily adopted advanced technology, whatever technology the Jindarians used to communicate among themselves apparently did not bridge the gap between the Milky Way and the Magellanic Cloud. The caravans there did not possess any such ships when the Operation Unity forces arrived. After contacting those forces, the three Caravans that were in the Magellanic Cloud began producing their own advanced technology ships.

(R16.200) JINDARIAN CARAVANS X-SHIPS

(R16.46) ADVANCED TECHNOLOGY HEAVY STRIKE CRUISER (HCX): This design appeared at the same time as the DDX and FFX. It is not known how many were built, but most empires reported encountering such a ship, sometimes by itself, sometimes accompanied by other advanced technology ships. The medium rail guns on these ships were enhanced (unlike the light railguns on the DDX and FFX), making these ships considerably more dangerous opponents in addition to their size. The ships appear to have been used only for critical missions, and otherwise (like most Jindarian units) stayed out of sight.

NAMES: *Rock Crusher*.

SSD and counters are in *Module X1R*.

(R16.47) ADVANCED TECHNOLOGY LIGHT STRIKE CRUISER (LCX): A smaller version of the HCX and used in much the same manner. At least one Jindarian squadron containing both an HCX and an LCX supported by some DDXs was reported. It is not clear if the force all came from one caravan or was a joint venture by several caravans. Like the HCX, the medium rail guns on this ship were enhanced by the technology, making it a dangerous opponent.

NAMES: *Sledgehammer*.

SSD and counters are in *Module X1R*.



(R17.0) VUDAR ENCLAVE UNITS

(R17.200) VUDAR ENCLAVE X-SHIPS

(R17.39) ADVANCED TECHNOLOGY COMMAND CRUISER (CCX): The data available in the downloaded files indicates that the Vudar built one command cruiser as the flagship of their fleet in Y179 (SSD is in *Captain's Log #32*). In Y184 they installed advanced technology on it, perhaps to compensate for their inability to construct a dreadnought. Had the Vudar been able to convert any of their other heavy cruisers to advanced technology, they doubtless would have upgraded them to this design as part of the conversion. However, the Vudar economy never seemed to quite match the size of the space they claimed, apparently because the Vudar were not as independent as the Federation thought.

The ship was usually seen in company with the lone Vudar advanced technology scout, often in the vicinity of the border region where Vudar space abutted both Klingon and Hydran space. Reportedly, both the Klingons and the Hydrans were always highly interested in the movements of this ship because its presence could be seen as an indication of Vudar intentions.

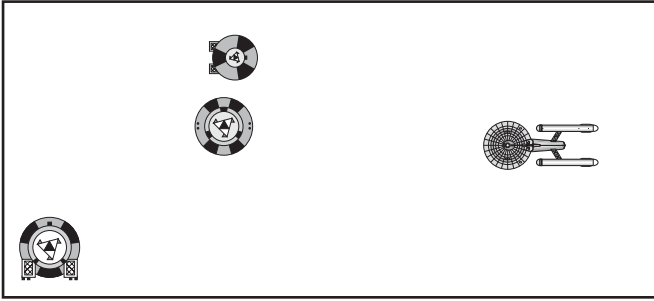
NAMES: *Liberation*.

SSD and counter are in *Module X1R*.

(R17.40) ADVANCED TECHNOLOGY WAR DESTROYER SCOUT (SCX): Like all empires that built advanced technology ships, the Vudar deployed an advanced technology scout to support their advanced technology squadron. It was typical of its breed, and allowed the Vudar to use its advanced technology squadron effectively as a fire brigade, racing from one threatened sector of the Enclave to another. When the other advanced technology ships were undergoing repair or refurbishment, this ship would always remain with the CCX (unless it needed repair itself), an indication of how important the Vudar considered both of these ships to be.

NAMES: *Flasheyes*.

SSD and counter are in *Module X1R*.

(SG86.0) X-TERMINATION?

(Y196)

by Scott Tenhoff, California

As the Andromedan Invasion kicked off with a bang, all of the empires were subjected to assaults, which threw them onto the defensive. The empires were at a loss as to where most of these assaults were coming from, and utterly confused by the rapidity with which the Andromedans were able to mass forces to strike in so many different locations. The numbers of ships such operations seemed to require were phenomenally large by the calculations normally used to track such operations.

In Y195, the method the Andromedans had been using to conduct their operations was discovered by the Federation Galactic Survey Cruiser *Darwin*. With this knowledge, the various Galactic powers turned their attention to an intensive effort to find and destroy the Andromedan RTN nodes.

Ships would be dispatched to attack any Andromedan base that was discovered. Speed was obviously of the essence as the Andromedans could be expected to reinforce any discovered base (if they were not able to relocate it). For this reason, advanced technology ships were preferred since they could move faster, reducing the time the base had to summon help, thus leaving it less well defended.

Sometimes it was; sometimes it wasn't.

(SG86.1) NUMBER OF PLAYERS: 2; the Galactic player and the Andromedan player.

(SG86.2) INITIAL SET UP

ANDROMEDAN: Satellite Base [2xPHB, see (SG86.45) for MWPps] in hex 2215, initial facing A, rotation rate 2, WS-III.

Defending ship as per (SG86.451).

REINFORCEMENTS: Determined as per (SG86.452), arrive on Turn #8 anywhere along the 42xx map edge, initial heading E or F, speed max, WS-III. Reinforcements are set up just off the map edge during Energy Allocation and enter the map when their first movement is called for, i.e., if they announce a speed of 16 or greater they will enter the map on Impulse #2.

GALACTIC: One ship as provided by (SG86.46), sets up along the 01xx board edge within four hexes of 0130, heading B, speed max, WS-III.

(SG86.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG86.4) SPECIAL RULES

(SG86.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Galactic units can only disengage in directions E or F as that is the location of their supporting installations. The Andromedan units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SG86.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs, all shuttles are advanced types. Megapacks are available.

(SG86.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG86.431).

(SG86.422) If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if fighters are present. Note that Stinger-X fighters do not use EWFs and heavy fighters may have any one fighter designated as an EWF.

(SG86.423) If a PF flotilla is received under (SG86.46), the six PFs are a standard flotilla including one leader and one scout. Any PFs carried on casual mech-links are standard combat versions.

(SG86.43) COMMANDER'S OPTION ITEMS

(SG86.431) Each Andromedan unit can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV.

The Galactic player purchases Commander's Option items for his units as provided by (SG86.46).

See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SG86.432) All drones are "fast," i.e., speed-32. Note that advanced technology X-ships will have advanced technology drones as provided by (XFD2.0).

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SG86.433) If the players wish to use the optional rules for Prime Teams (G32.0), the Galactic player can purchase such a team (25 points) as part of his force under (SG86.46).

(SG86.44) REFITS: If the Galactic player chooses to purchase ships that have refits, the ships can be purchased with all allowed refits as all such refits had been installed by the year in which this scenario is set.

(SG86.45) ANDROMEDAN FORCES: A majority of the Satellite Base's MWP's were transferred to a raiding force that departed the base, but a random number were left behind as the hangers were full on the departing ships. There are 1d6 MWP's left behind, docked to the Satellite Base at the start of the scenario. This is determined after the Galactic force (SG86.46) is determined but before setting up the Andromedans.

(SG86.451) The Andromedans have a random defender stationed with the Satellite Base. It was the closest Andromedan unit that responded when the approach of the Galactic ship was detected. When setting up the scenario, roll 1d6 and consult the following table to see what additional ship the Andromedans have present at the Satellite base during the attack:

- 1: Cobra
- 2: Gun Sled
- 3: King Snake
- 4: Reconnaissance Cobra
- 5: Queen Snake
- 6: Python

(SG86.452) Andromedan Reinforcements: The Andromedans did not always have a dependable reinforcement available to engage the Galactic forces near their Satellite Base. After the Energy Allocation Phase of Turn #7, roll 1D6 and consult the following table:

- 1-2: Python
- 3-4: Ravager
- 5: Conquistador
- 6: Intruder hull. Roll again:
 - 1-3: Intruder with 8xMWP, EM-M
 - 4-6: Instigator with Cobra, 5xMWP, EM-S

(SG86.46) GALACTIC FORCES: The Galactic empire would usually send a single X-cruiser or X-PFT to attack any Andromedan satellite bases they found with the maximum number of attrition units to enable them to destroy the base or survive an encounter with the Andromedans. Before setting up the scenario the Galactic player must choose which of the following forces he or she is going to use:

A.) X-cruiser with PFs. The Galactic player has 430 point to purchase a single X-ship, up to two PFs, and Commander's Option Items. The Andromedan player has no additional MWP's stationed at the satellite base.

B.) X-PFT with PFs. The Galactic player has 650 points to purchase a single X-PFT with six PFs and Commander's Option Items. The Andromedan player has six additional MWP's stationed at the satellite base.

C.) X-carrier with six heavy fighters. The Galactic player has 590 points to purchase a single X-carrier with six heavy fighters and Commander's Option Items. The Andromedan player has an additional four MWP's stationed at the satellite base.

(SG86.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). If the Andromedan Satellite Base is not destroyed at the end of the scenario, the Galactic player loses automatically.

(SG86.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG86.61) Make this a raid verses a neighboring empire. Replace the Andromedans with an operations base with four cargo pods, two hanger modules, twelve Class-III fighters, a large auxiliary cruiser, a heavy police cutter and two police cutters. The reinforcement would be a single CWX.

(SG86.62) Add terrain. A planet in 2215 which the SatB orbits at radius two (change the SatB's starting hex to 2213). A radius-2 gas giant. A Dust Cloud.

(SG86.63) Add to (SG86.46) the following selection: Allow the Galactic Player to purchase up to three ships, plus fighters, and PFs with a total of 1,000 BPV. The Andromedan player has 12 MWP's assigned to the SatB. The Andromedan reinforcements arrive on Turn #10, and are determined at the start of Turn #9.

(SG86.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG86.71) Add or delete some Andromedan MWP(s).

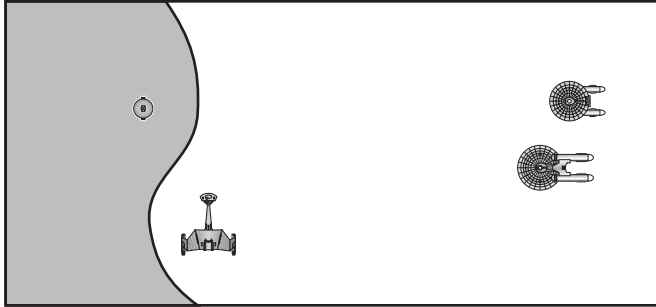
(SG86.72) Replace some Andromedan reinforcements with weaker units (i.e., Intruder-Hull with Exploiter).

(SG86.73) Allow the Galactic player to purchase Ace crews for the PFs or heavy fighters.

(SG86.8) TACTICS will be entirely dependent on just what forces appear on both sides.

(SG86.X) DESIGNER'S NOTES: I wanted to create something to feature an advanced technology RTN hunter during the third X-epoch.

HISTORICAL OUTCOME: Sometimes the Galactic raider was able to destroy the satellite base quickly, and sometimes the raider barely got away from the Andromedan pickets and MWP's. The PF crews usually bore the brunt of the losses and the survivability was not extremely high on these missions.

(SH245.0) SLUGFEST**(Y185)***by Steven Paul Petrick, Texas*

In Y185, the Klingon High Command sent the D5DX *Dart* on a bombardment mission against the Federation. The mission was successfully completed. With its cargo boxes empty, the *Dart* began its return to base. While en route, the *Dart* detected a Federation raiding force heading for an asteroid field. The Federation had been eliminating surveillance sites in the zone, and the captain of the *Dart* realized that the raid must be directed against the last listening post in the sector. With that post gone, it would be necessary for the Klingons to maintain a scout ship to cover the sector until it could be replaced. The captain of the *Dart* saw no choice but to interpose his ship until help could arrive.

(SH245.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH245.2) INITIAL SET UP

TERRAIN: The map is an asteroid field (P3.1).

FEDERATION: DGX *Buford* in 4203, FFX *Ralph Hayles* in 4201, both heading E, speed max, WS-III.

KLINGON: D5DX *Dart* with two G1 PFs on mech-links in 0730, heading A, speed max, WS-III.

(SH245.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged; see (SH245.45).

(SH245.4) SPECIAL RULES

(SH245.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH245.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. All shuttles are advanced types. Megapacks are not available in a variation where fighters appear.

(SH245.421) If using the optional MRS shuttles, the D5DX may purchase one under (SH245.431). No other ship in this scenario is qualified to carry one.

(SH245.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH245.423) The two G1 PFs carried by the D5DX are standard G1 PFs.

(SH245.43) COMMANDER'S OPTION ITEMS

(SH245.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions

(SH245.432) All drones are "fast," i.e., speed-32, but note that advanced technology ships are equipped with advanced technology drones (XFD0.0).

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH245.433) Prime Teams (G32.0) are not available in this scenario.

(SH245.44) REFITS: The Klingon G1s have the shield refit. There are no other refits applicable to units involved in this scenario.

(SH245.45) TIME: The Klingon ship in this scenario is fighting for time. Before the scenario begins, the Federation player places 12 counters, two each numbered 7, 8, 9, 10, 11, and 12, into a cup. The Klingon player draws one counter at random. The number drawn is the number of turns the Klingon player must fight the Federation ships to successfully stall them, e.g., if an 8 is drawn, the Klingon must fight the Federation ships until Turn #8. At the end of the turn number that the Klingon player drew, he must show the counter to the Federation player. The Federation player must disengage from the map before the end of the second subsequent turn, or his ships are considered destroyed, e.g., if an 8 was the counter drawn, the Federation ships must disengage by the end of Turn #10.

(SH245.46) LISTENING POST: After the asteroid field has been set up (P3.1), the Klingon player numbers each asteroid counter publicly for the Federation player. The Klingon player then determines the location of the listening post (a small ground warning station) by placing counters numbered 1-18 in a cup [this is separate from the drawing in (SH245.45) above] and drawing one at random. The number drawn is the location of the listening post, which is on a large asteroid. This station initially uses Hidden Deployment (D20.16).

(SH245.47) DRONE STORAGE: The Klingon D5DX has previously completed a drone bombardment mission and has no drones in its cargo storage. It does, however, have the standard drone loadouts for its drone racks, including the three reloads. It also has the drone storage in (K2.653) of non-X drones for its PFs. If it purchases an X-MRS (SH245.431), it will have the drones provided for that unit.

(SH245.5) VICTORY CONDITIONS: If the Federation finds and destroys the station and disengages, they win. If the station is not destroyed, the Klingons win.

(SH245.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH245.61) Replace both Federation ships with a single Kzinti CMX with two standard Needle PFs on mech-links.

(SH245.62) For a smaller and faster battle, use an FSX with one G1 PF for the Klingons and only use the FFX for the Federation.

(SH245.63) For a larger battle, add an FWX to the Klingons and a DWX to the Federation.

(SH245.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SH245.71) Change the Federation DGX to a DDX.

(SH245.72) Replace the D5DX with a D5X.

(SH245.73) Delete a G1 PF from the Klingon side.

(SH245.8) **TACTICS:**

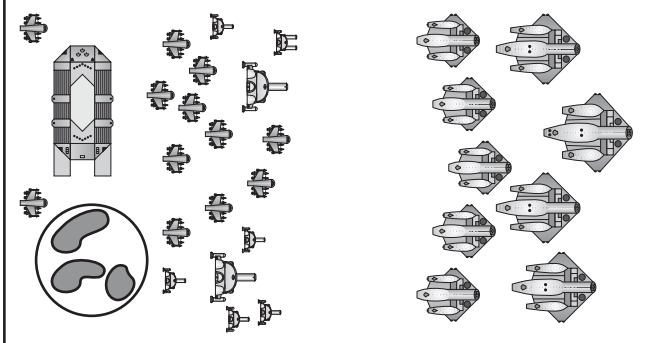
KLINGON: Try to decoy them away from the real site by hanging around someplace other than where the station is. If that does not look like it will work, see if you can split them up and kill them one at a time.

FEDERATION: Consider splitting your forces to search faster, but keep an eye on the Klingon if you do. He has enough firepower to crush one ship if you do not keep together. You just do not really have a lot of time here, so get the job done and get out.

(SH245.X) **DESIGNER'S NOTES:** This scenario was originally published as (SL156.0) in *Captain's Log #16*.

HISTORICAL OUTCOME: After an inconclusive battle, all of the ships disengaged with minor damage.

(SH246.0) INTO THE HIVE



(Y186) by Lieutenant Oceans of the Moon, OPC False Arrest

Having determined that the cause of the dispute between the Tholians and the Seltorians was the aggression of the Seltorians, and that the Seltorians absolutely refused to cease and desist, the Concordium determined to visit judgment on them. Recognizing that the Hive ship was the key to Seltorian logistics, and without it the Seltorians would be completely unable to sustain offensive operations, the Concordium sent the Echelon of Judgment to clean out “the hive”. Various other Concordium units initiated a series of holding actions to prevent the Seltorians from recalling their ships to the defense of the Hive Ship.

Curiously, the Klingons tacitly accepted a Concordium demand that they “not interfere”.

For the Seltorians, the assault came as a bolt out of the blue as they had never previously encountered such a large number of advanced technology ships in one single unit.

(SH246.1) NUMBER OF PLAYERS: 2; the Seltorian player and the ISC player.

(SH246.2) INITIAL SET UP

TERRAIN: Class M planet P2.21 in hex 2215 of map A.

SELTORIAN: Planetary Defense Battalion consisting of 3xGBDPs, 2xFGB-M (each 12xZ-YC), 1xGWS, 1xGPF (6xPF), and 1xGMG. Set up on the planet, one GWS, one FGB-M, and one GBDP in 2215A, one GPF, one FGB-M, and one GMG in 2215D, one GBDP in 2215C and one GBDP in 2215E, all WS-I.

HVS *Burning Torch of Vengeance* (18x PF) in hex 2517 of map A, facing E, in radius three clockwise orbit around the planet, WS-I.

FFs *Green Meadow of Unripened Grain* and *Green Meadow Glory*, anywhere within ten hexes of the planet, heading at the player’s option, speed eight, WS-I.

ISC: ECHELON OF JUDGMENT: CCX *Concordance*, CSX *Startiger*, CLX *Novabird*, CLX *Novablast*, DDX *Ask Not*, DDX *Volcano*, DDX *Armorclad*, DDX *Liberator*, and SCX *Alarm*. There are eighteen PFs, these may start the scenario docked to mech-links on the ships or already launched. Set up anywhere on Map B within ten hexes of hex 2215, heading E or F, speed max, WS-III.

(SH246.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #15.

(SH246.4) SPECIAL RULES

(SH246.41) MAP: Use a floating map, but track the location of the planet. The initial map set up is two maps with the 42xx edge of map A abutting the 01xx edge of map B. The Concordium units can only disengage in directions B or C. The Seltorian units can only disengage in directions E or F. Units disengaging in unauthorized directions are considered destroyed.

(SH246.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs and are advanced types. Megapacks are not available.

(SH246.421) If using the optional MRS shuttles, the ISC CCX, CSX, and one of the CLXs each have an X-MRS, these count against the points available to these ships to purchase Commander’s Options under (SH246.431).

(SH246.422) If using EW fighters, one of the Z-YCs on the medium fighter ground bases is a Z-YE. If not using EW fighters, they are standard Z-YCs.

(SH246.423) The 18 PFs carried by the Echelon of Judgment are all standard combat variants. The 12 PFs on the Hive Ship consist of two standard combat flotillas, each including one leader and one scout. The other six PFs on the Hive Ship are a support flotilla, with two cargo PFs, one commando PF, one fi-con PF, one mine warfare PF, and one scout PF. The six PFs at the PF ground base are a standard flotilla including one leader and one scout.

(SH246.43) COMMANDER’S OPTION ITEMS

(SH246.431) Each ship can purchase additional or special equipment as Commander’s Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH246.432) All drones are “fast,” i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander’s Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH246.433) If players wish to use the optional rules for Prime Teams (G32.0), the ISC CCX and one of the other three Cruisers (CSX or CLX, ISC player’s choice) each have a Prime Team. The Seltorians can be given 50 additional Commander’s Option Points to distribute among his forces as desired or to purchase additional units.

(SH246.44) REFITS: The Seltorian Hive Ship has received the mech-link refit. All of the ISC X-ship have the mech-link refit. All ISC PFs have received the shield refit.

(SH246.45) HIVE SHIP: The Hive Ship has construction going on in half of its bays that were not converted to PF production and docking. None of these units under construction are near completion and cannot be completed or launched during the scenario. They are just combinations of dead weight (R15.13B) (slowing the ship) and damage sponges (R15.13A). The ships under construction are two destroyers and one heavy cruiser. Use the SSDs of such ships to mark damage. The Hive ship can jettison these units under construction to increase its speed. The units under construction will not explode if destroyed.

(SH246.46) SELTORIAN REINFORCEMENTS: The Hive ship is all there is for the Seltorians, no sacrifice is too great to save it.

(SH246.461) At the start of each turn after Turn #1 the Seltorian player may launch four admin shuttles from the planet until 24 such shuttles have launched. The Seltorians are scrambling to get anything with a phaser up to try to protect the Hive Ship.

(SH246.462) Before Energy Allocation of every turn after Turn #1, the Seltorian player rolls a die. The indicated unit arrives 30 hexes in direction E or F from the nearest ISC unit and the Hive Ship, speed max, WS-III. Once five units have been received from this list, no other die rolls are made. These, historically, were ships bringing (and taking) trade goods to the Klingons.

- 1 Small freighter
- 2 Large freighter
- 3 Small phaser-armed freighter
- 4 Large phaser-armed freighter
- 5 3xcargo PFs
- 6 Large ore carrier

(SH246.463) Before Energy Allocation on Turn #8 the Seltorian receives a light cruiser and two destroyers. The units arrive 30 hexes in direction E or F from the nearest ISC unit and the Hive Ship, speed max, WS-III. Historically, this was the closest force of real warships to the Hive Ship when the ISC attacked, but they did not reach the ship, being engaged and held by other ISC ships.

(SH246.47) ISC DISENGAGEMENT: All ISC ships must disengage by acceleration by the end of Turn #15.

(SH246.5) VICTORY CONDITIONS: The ISC wins an astounding victory if the Hive Ship is destroyed. This victory level drops by one for each ISC X-ship (not PF) that is destroyed, and by two levels if the CCX is destroyed or any ISC ship (not PF) is captured.

The Seltorians win if the Hive Ship survives, no matter what else happens. The victory will be the stuff of legend if one or more of the ISC ships is captured, but if the Hive Ship is destroyed, no matter what other feats are accomplished, it is an unmitigated disaster from which this group of Seltorians cannot recover. Save the Hive Ship and all of your sins will be forgiven.

(SH246.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH246.61) Replace the ISC force with a similar force from another empire of about 2,330 BPV (not counting Commander's Options).

(SH246.62) Attempt the attack with a non-advanced technology force of 2,330 BPV before Commander's Options.

(SH246.63) For a smaller battle, use only the Seltorian Hive ship and its PFs against the ISC CCX, the four DDX, and ten PFs.

(SH246.64) The three ships under construction in the bays of the Hive Ship are the CAX, and two DDXs. The ships have just been completed, and may be launched on Turn #1.

(SH246.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH246.71) Change one or both of the Seltorian FFs to DDs.

(SH246.72) Delete six PFs from the ISC force or add six PFs (no leader or scout) to the Seltorian force.

(SH246.73) Increase or decrease the Seltorian reinforcements or their arrival times.

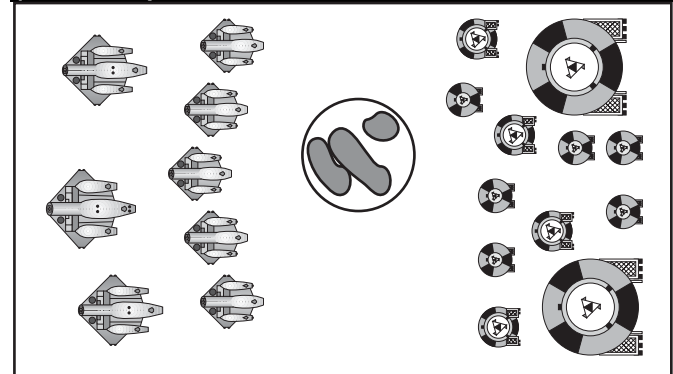
(SH246.8) TACTICS

SELTORIAN: Don't run, you will only die tired. You have to mass your fire to hit the ISC and force them away. Your reinforcements are going to be pathetic for the most part. Use them to try to take out some more of those ISC PFs. It would be nice to ignore them, but you cannot. Keep as many wild weasels warmed up as you can, even if the plasmas will detonate nearby. Nearby is better than in your hull. Even so, you only have seven of them. Get closer to the planet, you need what firepower it can provide.

ISC: Ignore the distractions as best you can and keep hammering on the Hive Ship until there is nothing but debris.

HISTORICAL OUTCOME: The *Torch* was extinguished at heavy cost in casualties among the ISC PF crews. With no ability to construct new ships, the Seltorians had no choice but to go on the defensive and adopt a survival mode while asking the Klingons to help them build a new shipyard. The Klingons, having discovered the history of the Seltorian revolt, in which the Seltorians had murdered hundreds of billions of Tholians, declined. Even the Klingons could not contemplate mass genocide on this scale. They launched a campaign to confiscate the Seltorian ships. Eventually, all Seltorian ships were destroyed or captured. The last five Seltorian ships were sold to the WYN Star Cluster.

(SH247.0) IN TIME, OR TOO LATE?



(Y189)

by Jean Sexton, North Carolina

The Andromedan Invasion began in a rush in Y188. At that time, the bulk of the Inter-Stellar Concordium's "Pacification Forces", i.e., its military, was deployed in a relatively thin cordon between the other various empires. This cordon extended from Concordium space to just short of the zone of conflict between the Vudar Enclave and the Hydran Kingdom (into which the Concordium was preparing to expand its cordon).

While there were major forces deployed along the borders with the Romulan Star Empire and the Confederation of the Gorn, there was little more than screening forces deployed along the rest of the Concordium's borders looking for possible other hostile neighbors. Other than police forces there was little within the Concordium itself to repel an attack.

This was further exacerbated by the Concordium's history of peace, and the certainty of its leadership that there was no possibility of any of the "insane empires" mounting an attack deep within the Concordium's space. This certainty led to the construction of defenses outside of the capital zone, but virtually none within it.

The Andromedans rudely disabused the Concordium government of its sense of immunity from attack in a series of smashing attacks within its space commencing in Y189. Losses in the Concordium's police forces were staggering as they vainly strove to protect their charges. All new production

was ordered to remain at and defend the shipyard, but it was obvious to the Concordium's leadership that if the other capital planets fell, the shipyard would be doomed in any case. The Concordium leadership attempted to recall its Pacification fleets, only to find that most of them had also sustained heavy losses and were being driven into smaller defensive zones (later dubbed "cantonments") just to survive. Some forces would be able to make it back to Concordium space, but there was no knowing if they would be in time. Only the Andromedans knew when they would strike the capital planets.

The planner of the Concordium's pacification effort saw only one hope. The Echelon of Judgment was at the edge of Klingon space just the other side of the Tholian Holdfast. If it went to maximum warp, and stopped only for fuel (not even delaying for minimal repairs), it could reach the capital zone before other major Concordium combat units. There was grave risk to the maneuver, but the planners saw no other choice.

The Echelon of Judgment made the transit in record time (albeit because there was no previous record for such a movement).

The Andromedans had made their first strike on one of the capital planets, that of the Korlivilar. While they had withdrawn without scoring major damage on the population or industrial centers, they had destroyed most of the civilian craft and orbiting commercial systems, and almost all of the military craft that had opposed them. (A few PFs had survived.) What civilian craft remained fled the threat of renewed attack, and virtually all remaining government transports (skiffs, cutters, etc.) had departed, evacuating vital records, materials, and personnel. All the defenders had left was a single weakened planetary defense battalion, whose fighters were literally hastily rearmed trainers that had been used by the local flight academy.

The Echelon of Judgment arrived at Korlivala just in time to interpose itself between a new Andromedan assault and the planet.

(SH247.1) NUMBER OF PLAYERS: 2; the ISC player and the Andromedan player.

(SH247.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) Korlivala in hex 2215 of map A.

ISC: Planetary Defense Battalion consisting of 3xGBDPs, 2xFGB-M (each 12xAF), 1xGWS, 1xGPF (2xPF), and 1xGMG. Set up on the planet, one GWS, one FGB-M, and one GBDP in 2215A, one GPF, one FGB-M, and one GMG in 2215D, one GBDP in 2215C and one GBDP in 2215E, all WS-III.

ECHELON OF JUDGMENT: CCX *Concordance*, CSX *Startiger*, CLX *Novabird*, CLX *Novablast*, DDX *Ask Not*, DDX *Volcano*, DDX *Armorclad*, DDX *Liberator*, and SCX *Alarm*. There are twelve PFs; these may start the scenario docked to mech-links on the ships or already launched. Set up anywhere on Map A within ten hexes of the planet, heading B or C, speed max, WS-III.

ANDROMEDAN: Dominator (1xEliminator, 1xMamba, 3xCobra) and Dominator (1xAnaconda, 1xMamba, 3xCobra) set up on Map B anywhere within ten hexes of hex 2215, heading E or F, speed max, WS-III. Satellite ships may begin the scenario aboard their motherships or already launched.

(SH247.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH247.4) SPECIAL RULES

(SH247.41) MAP: Use a floating map, but track the location of the planet. The initial map set up is two maps with the 42xx edge of map A abutting the 01xx edge of map B. The Concordium units can only disengage in directions E or F, as that is the direction to the nearest planet with facilities to repair the ships. The Andromedan units can disengage in any direction as they have well-established RTN links. Units disengaging in unauthorized directions are considered destroyed.

(SH247.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. All shuttles are advanced types. Megapacks are not available.

(SH247.421) If using the optional MRS shuttles, the *Startiger* has one MRS, the CCX and CLXs have lost theirs and not replaced them.

(SH247.422) Historically, there were no EW fighters remaining to the ground bases. Although technically all of the fighters were "two-seat" versions, they were all hastily rearmed "trainers" and did not have the electronic systems to operate as EWFs (or use any other rules applicable to two-seat fighters).

(SH247.423) The two PFs at the GPF base and the twelve PFs carried by the Echelon of Judgment are all standard combat variants, no leaders or scouts.

(SH247.43) COMMANDER'S OPTION ITEMS

(SH247.431) Each Andromedan ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV.

The ISC units have a total of 100 points to spend for Commander's Options. No one unit can have more than the 20% of its BPV normally allowed.

See (S3.2) for details and exceptions.

(SH247.432) The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH247.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Concordance* has one such team and each of the Dominators has an Invader Team.

(SH247.44) REFITS: All of the ISC PFs have the shield refit, and all of the ISC ships have the mech-link refit.

(SH247.45) ENGINE DAMAGE: The Echelon of Justice has just completed a prolonged high speed run of over 18,500 parsecs (60,310 light years). It has done this over several months, with absolutely minimal time spent stopped for any repairs or maintenance, and that time only what was required to refuel. The inevitable result of this is that the engines on the ships are damaged. This is reflected as follows:

(SH247.451) Before play begins, the ISC player will roll two dice for each warp (not impulse) engine on his ships of size class 3, and one die for each warp engine on his ships of size class 4 (not PFs). He must indicate which engine he is rolling for before making the roll. The result is the number of engine boxes in that warp engine that do not produce power. These engine boxes are *not* considered destroyed and will absorb damage normally, but they cannot be repaired to an operational state. If destroyed by combat damage and repaired, they are simply able to be destroyed again but do not produce any power.

(SH247.452) At his option, the ISC player can select one weapon on a given ship to be inoperable in order to

make an engine box operable. This can be any phaser, plasmatic pulsar device, or plasma-torpedo on the ship. No other system on the ship can be traded to make a warp engine box operable. This represents scavenging parts to keep the engines going. The only limits on the number of weapons that can be traded to make warp engine boxes operable are the number of weapons the ship has and the number of inoperable warp engine boxes it has.

(SH247.453) PFs are not affected by this rule and are fully operational.

(SH247.46) **ISC REINFORCEMENTS:** Before Energy Allocation on Turn #16, and every subsequent turn, the ISC player rolls two dice and consults the table below. The ship indicated arrives 30 hexes in direction E or F from the nearest Andromedan Unit, heading B or C, speed max, WS-III. Ships marked with an asterisk may only be received once and if that number is rolled again, the ISC player receives a small plasma-D armed freighter instead. Note: the PPD limit of (E11.17) is not in effect for this battle.

2	DN*
3	CA*
4	CL*
5	DD
6	Large plasma-D armed freighter
7	Nothing.
8	Small Plasma-D armed freighter
9	Pol
10	FF
11	CS*
12	CC*

(SH247.5) **VICTORY CONDITIONS:** The Andromedans win an Astounding Victory (S2.3) by scoring 300 points of damage on each of the planet's six hex sides (a total of 1,800 points). The Andromedan victory level drops by one for each hexside that has not been received 300 points of damage, by one for each Dominator destroyed, and by three if they do not score at least 300 points of damage on at least one hexside of the planet. Note that atmosphere effects (P2.541) and (P2.544) do reduce the damage caused by Andromedan weapons.

The ISC victory is based on protecting the planet and destroying the Dominators. The ISC gains one victory level for each Dominator destroyed, one victory level for each hex side of the planet that has not taken 300 points of damage, and three victory levels if the planet is not damaged at all.

(SH247.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SH247.61) Replace the Echelon of Judgment with similar ships from another empire. The BPV for the ships should not exceed 1,610 points (not counting the 100 points allowed for Commander's Options).

(SH247.62) Reduce the amount of damage the Andromedan needs to consider a hexside damaged from 300 points to 100 points, but require the Andromedans to gather 100 points of lab information about a hex side before they can score any points for damaging it.

(SH247.63) For a smaller battle, delete one Dominator, one Mamba, three Cobras, and the Eliminator from the Andromedan force. Delete the planetary defense unit, the CCX, the CLX, and half of the PFs from the Echelon of Judgment (leaving just six PFs).

(SH247.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SH247.71) Change one or more of the DDXs to FFXs or CLXs.

(SH247.72) Add or delete PFs from the Echelon of Judgment.

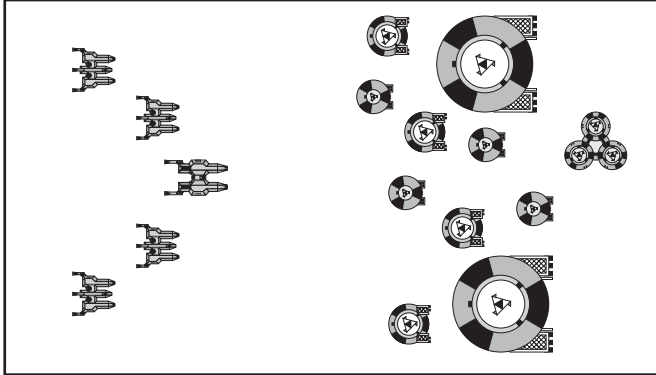
(SH247.73) Modify the engine damage by allowing the ISC player to subtract one from each die roll, or requiring him to add one to each roll.

(SH247.8) TACTICS

ANDROMEDAN: The burden of the attack is all yours as they do not have to come to you. Given time, more ships will arrive, and sooner or later one of them is going to be a dreadnought which might just as well be another CCX. You cannot dance around looking for them to make mistakes, you need to evaluate their situation; how well their damaged engines will let them fight. Figure out which ones you can kill the fastest to reduce their firepower, and then pin them against the planet and kill them. To really hit the planet fast you have to be close to it. Besides, there is always the chance you might displace one or more of their ships into the planet . . . wouldn't that be juicy.

ISC: The engines are going to make this bad. You cannot afford to fight near the planet, not because he might fire on it, but because you might be displaced into it. Time is on your side, as more ships will eventually come if he does not press the attack, but he knows that so he will. The civilians are depending on you, you owe them to at least sell your ships for as dear a price as you can make the Andromedan pay.

HISTORICAL OUTCOME: Korlivala was saved, the two Dominators retreating after losing most of their satellite ships and the engine damaged Concordium ships finding themselves unable to pursue. The Echelon of Judgment ceased to exist after this battle except as a name, the surviving components being used to shore up defenses elsewhere and as the centerpieces of other task forces. They were never reunited as one command.

(SH248.0) CHARGE OF THE RED GUARD

(Y195)

by Jon Cleaves, *USS Kansas*

By Y195, the Lyrans Democratic Republic was isolated by the Andromedans. The political leadership assumed that the Andromedans had been soundly thrashed on entering the Republic's territory, and were resolved to leave it alone. The Admiralty was divided. Some believed as the leadership (their benefactors) did, others noticed that if the Andromedans attacked the Republic it would be difficult for any of the other empires to help the Republic fend off such an assault. They were only too right as events would show.

Early in Y195, the Andromedans suddenly initiated a number of attacks in Republic space. This led to the rapid dispersal of the Republic's ships in response, but the most powerful formation, built around the CCX *Independence*, was not committed. Analyzing the pattern of attacks, the Republic's intelligence experts determined the Andromedan attacks were all being launched from a single base across the frontier inside what had been (before Andromedan operations had forced them back to their core areas) Klingon space. The Admirals and members of the Presidium determined that if the base were to be destroyed, the attacks would end. There were, however, factions within the Admiralty that rejected this conclusion, but they lacked the political power to impose their views.

Since it was obvious the Klingons were not going to do anything about the base, the Republic ordered the *Independence* task force to do the job. The Admirals at the very top of the Republic's power structure assured the members of the Presidium that the defenses of the capital were more than enough to defend it from any possible attack by the Andromedans based on what had been seen to date.

The *Independence*, and her attendant ships, dubbed "The Red Guard" by the Republic, set out on its historic mission.

(SH248.1) NUMBER OF PLAYERS: 2; the LDR player and the Andromedan player.

(SH248.2) INITIAL SET UP

LDR: CCX *Independence* (4xBobcat), DWX *Presidium* (2xBobcat), DWX *Jurisdiction* (2xBobcat), DWX *Constable* (2xBobcat), SCX *Ombudsman* (2xBobcat) enter map from any direction, heading at the player's option, speed max, WS-III. Bobcats may begin the scenario attached to the ships or already launched. Historically, while nominally "casual" PFs, the dozen Bobcats were always assigned to the Red Guard Squadron, and were constituted as the Second and Third Flotillas of the Red Banner PF Division even though they did not have scout or leader PFs.

ANDROMEDAN: BATS in 2215 of the center mapsheet [see (SH248.41)] with two PHMs, 11xMWP, 1xMEP, 2xMCPs, 2xMTPs, 1xMMP, and 1xMGP. The initial

facing and rotation rate of the BATS is at the player's option. All Mobile Platforms may begin docked to the base or deployed within five hexes of the base at the player's option. This decision is made after the LDR player has set up his ships. Initial heading is at the player's option, speed max, WS-III.

MINEFIELD: A 600-point minefield surrounds the BATS.

The inner edge of the minefield is no closer than 15 hexes from the BATS. The outer edge is no farther than 20 hexes from the BATS. Captors will be Andromedan types.

DISPLACEMENT BEACONS: There are six displacement beacons available to be deployed by the Andromedan player (G35.411).

2xDominators, each with 2xMamba, 1xAnaconda, and 1xEliminator set up anywhere within 20 hexes of the BATS, initial heading at the Andromedan player's option, speed max, WS-III. Satellite ships may begin the scenario aboard the Dominators or deployed, if deployed they are at speed max, WS-III.

(SH248.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #20.

(SH248.4) SPECIAL RULES

(SH248.41) MAP: The map consists of nine mapsheets laid out in a square pattern three mapsheets across by three mapsheets deep. The Andromedan BATS is set up on the center map. The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The LDR units can only disengage in directions E or F. The Andromedan units can only disengage in direction A, B, C, or D. Units which disengage in unauthorized directions are considered destroyed.

(SH248.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. All shuttles are advanced types, except that any MRS shuttles will be X-technology types. Megapacks are not available.

(SH248.421) If using the optional MRS shuttles, the CCX has an XMRS.

(SH248.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH248.423) The twelve PFs are standard Bobcats, there are no leader or scout variants.

(SH248.43) COMMANDER'S OPTION ITEMS

(SH248.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH248.432) The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate for that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH248.433) If players wish to use the optional rules for Prime Teams (G32.0), the CCX will have one such team and each Dominator will have an Intruder Team.

(SH248.44) REFITS: All LDR Bobcat PFs have the shield refit. All LDR ships have the mech-link refit. There are no other refits for the units which historically took part in this action.

(SH248.45) LDR DISENGAGEMENT: The LDR ships must disengage by exiting the map, or by acceleration, in direction E or F by the end of Turn #20. Any LDR ship which has not disengaged by the end of Turn #20 is considered to have been destroyed. PFs do *not* have to be docked to a ship in order to disengage, but if they have not disengaged (by leaving the map or by acceleration) they are considered destroyed.

(SH248.5) VICTORY CONDITIONS: Both sides have different objectives as one could expect.

The LDR ships are here to destroy the BATS. The fate of the other Andromedan units is irrelevant to this goal except insofar as they impede the attack on the BATS. The fate of LDR ships is, however, relevant to the LDR objective as follows:

All LDR ships disengage	Astounding Victory
CCX and five DWX disengage	Decisive Victory
CCX and Four DWX disengage	Substantive Victory
CCX and three DWX disengage or Five DWX disengage	Tactical Victory
CCX and two DWX disengage or Four DWX disengage	Marginal Victory
CCX and one DWX disengage or Three DWX disengage	Draw
CCX disengages or Two DWX disengage	Marginal Defeat
One DWX disengages	Tactical Defeat
Fewer than six PFs disengage	Brutal Defeat
All LDR ships destroyed	Crushing Defeat
BATS is not destroyed	Devastating Defeat

For purposes of the above, the SCX counts as a DWX, and six PFs count as a DWX. If less than six PFs disengage, they do not count as a DWX. *However*, for this purpose, any PF survival pod that is docked to an LDR ship, or under tow by another LDR PF, and is exited with that unit off the map, counts as an intact PF. For this purpose, if the crew units on a PF survival pod are transported aboard an LDR ship, the survival pod need not be rescued, but the crew units themselves count as an escaped PF if the ship they are on successfully disengages.

The Andromedans are involved in an elaborate trap to destroy the LDR's strategic reserve of X-technology ships, having lured them away from any other defenses or LDR ships. The fate of the BATS and its supporting units is irrelevant to the Andromedan goal. The Andromedan victory is evaluated as follows:

All LDR X-ships destroyed	Astounding Victory
CCX and all DWX destroyed	Decisive Victory
CCX and three DWX destroyed	Substantive Victory
CCX and two DWX destroyed	Tactical Victory
CCX and one DWX destroyed or Three DWX destroyed	Marginal Victory
CCX destroyed	Draw
Two DWX destroyed	Marginal Defeat
One DWX destroyed	Tactical Defeat
No LDR ships destroyed	Brutal Defeat
No LDR ships destroyed and One Dominator destroyed	Crushing Defeat
No LDR ships destroyed and Both Dominators destroyed	Devastating Defeat

The loss of the Dominators is acceptable if the LDR X-squadron is destroyed, but each one lost lowers the level of Andromedan victory by one, e.g., a Tactical Victory becomes a Marginal Victory. Thus, if all the LDR X-ships were destroyed and both Dominators were lost (even if no other Andromedan unit was destroyed), the Andromedans would only have a Substantive Victory. The Andromedans are not interested in destroying the PFs, and gain nothing (other than

eliminating them) for doing so. All other Andromedan units, the BATS, its Mobile Weapons Platforms, and the Dominators' satellite ships are expendable.

(SH248.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH248.61) Replace the LDR ships with similar ships of another empire.

(SH248.62) Experiment with history. What if the Red Guard had had three CWXs in place of the DWXs, or three MPXs in place of the DWXs (in the latter case you would also have to delete six of the PFs as MPXs cannot carry PFs).

(SH248.63) For a smaller battle, delete the minefield and the mobile weapons platforms and two of the LDR DWXs and their PFs.

(SH248.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH248.71) Change the CCX to a CWX, or one of the DWXs to a CWX.

(SH248.72) Replace the Andromedan BATS with a Base Station.

(SH248.73) Delete some PFs from the LDR side, or some Mobile Weapons Platforms from the Andromedan side.

(SH248.8) TACTICS

LDR: Do not waste any time you do not have to. Use your ESGs to bust a hole in the minefield, then destroy the BATS, and smash anything else that gets in your way. Just make sure to minimize your losses while you do it.

ANDROMEDAN: There is an old saying about a "tiger by the tail", and this is it. All of your force is utterly and completely expendable, but you must get value for what you expend. Do not try to get the *Independence* unless the LDR player makes a serious mistake. Try to avoid the PFs and concentrate on the DWXs. Don't rush any more than you have to; the decisive moment will come sooner or later. Just make sure it is decided in your favor.

(SH248.X) DESIGNER'S NOTES: The Andromedans would never be able to attack the LDR homeworld unless they found a way to divert the LDR ships, particularly the X-ships. This is basically the way they operated everywhere, with a difference in that in this case they offered "bait" to lure the most powerful LDR ships away from their actual point of attack.

HISTORICAL OUTCOME: The Red Guard was heavily involved with the Andromedan defenders when a communication was received that the LDR capital was under direct attack from waves of Andromedan motherships. The Red Guard was ordered to return to the capital at once. Only a few of the PFs managed to dock to the ships before the Red Guard accelerated away to save their capital, but it would be weeks before they arrived and by then it was already too late. All of the ships had sustained damage, and in subsequent battles, this damage would prove fatal as the primary shipyard and the only source of spare parts had been destroyed by the Andromedan attack on the capital.

In the aftermath, it became clear that the Andromedans had lured the LDR into committing the Red Guard to the attack. The battlestation was heavily damaged, as were both Dominators. The damage was apparently acceptable to the Andromedans, as was the loss of all the satellite ships and mobile weapons platforms.

The Red Guard would make several other charges after this one, leading to a final one in which the last ships would be destroyed.

MODULE X1R ANNEXES

STAR FLEET BATTLES is a richly detailed game system. There are a lot of units (ships, bases, fighters, etc.) in the game, and there is a great deal of information about each one of them.

The Annexes are a compilation of this data. Each Annex or sub-Annex deals with a specific type of information that you will need to find while playing the game. The general idea is that when a new product brings into the game a ship or some other unit which was not even imagined at the time the various rules were written, the annexes (but not the rules) will be replaced with a new edition that includes all of the new ships, fighters, or whatever.

ANNEX #3: MASTER SHIP CHART

The Master Ship Chart, while technically "Annex #3", has never been considered part of "the annexes" as the term is commonly used.

ANNEX #3A: MOVEMENT COST AND TURN MODES FOR TUGS AND LTTs

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Tholian†	†	†	†	†

† Tholian ships can carry a variety of cargo packs at various movement cost surcharges and the loss of nimble status if nimble; see (R7.N1). Tholian X-ships can carry cargo packs in the same manner as their non-X equivalents; see (R7.N1).

ANNEX #5: ABBREVIATIONS

At the request of players, we have combined the various sub-listings in Annex #5 into a single list. That way, if you are looking for the meaning of an unfamiliar term, you will not need to first determine if it is a ship, a class, or an item.

#

1X.....First-Generation X-Technology

A

ABX.....Advanced technology variant of WYN auxiliary battlecruiser
 Assassin.....Orion Battle Raider war cruiser
 Assassin-X.....Advanced technology Orion battle raider

B

Barracuda.....WYN frigate
 Barracuda-X.....Advanced technology variant of WYN Barracuda frigate
 Battle Hawk-X.....Advanced technology variant of Romulan Battle Hawk
 Battle RaiderOrion war cruiser
 BCXAdvanced technology variant of Lyran Wildcat battlecruiser
 Bengal Tiger.....Lyran command cruiser
 Bengal Tiger-X.....Advanced technology Lyran command cruiser

BHX.....Advanced technology variant of Romulan Battle Hawk
 BRX.....Advanced technology Orion battle raider
 BSCX.....Advanced technology civilian base station
 BSX.....Advanced technology base station

C

Caracal-X.....Federation code name for the Lyran Democratic Republic advanced technology military police corvette
 CAV.....Hydran heavy carrier
 Cavalier.....Hydran heavy carrier
 Cavalier-X.....Advanced technology variant of Hydran CAV heavy carrier
 CAV-X.....Advanced technology variant of Hydran CAV heavy carrier
 CAX.....Advanced technology heavy cruiser
 CCX.....Advanced technology command cruiser
 CLSX.....Advanced technology scout variant of Inter-Stellar Concordium light cruiser
 CLX.....Advanced technology variant of Gorn light cruiser
 CM.....Medium cruiser
 CMDX.....Advanced technology drone bombardment cruiser variant of Kzinti CMX
 CMPX.....Advanced technology fast patrol ship tender of Kzinti CMX
 CMSX.....Advanced technology scout variant of Kzinti CMX
 CMVX.....Advanced technology heavy fighter carrier variant of Kzinti CMX
 CMX.....Advanced technology variant of Inter-Stellar Concordium medium cruiser
 CMX.....Advanced technology variant of Kzinti medium cruiser
 Corsair-X.....Advanced technology variant of Orion salvage cruiser
 Corsair-PX.....Advanced technology fast patrol ship tender variant of Orion SAX
 CSF.....Inter-Stellar Concordium light fleet strike carrier
 CSVX.....Advanced technology variant of Inter-Stellar Concordium light fleet strike carrier
 CSX.....Advanced technology Federation strike cruiser
 CWPX.....Advanced technology fast patrol ship tender war cruiser
 CWSX.....Advanced technology scout variant of Lyran Jaguar CWX
 C WVX.....Advanced technology carrier variant of Lyran Jaguar CWX
 CWX.....Advanced technology war cruiser

D

D5DX.....Advanced technology drone bombardment variant of Klingon D5X
 D5JX.....Advanced technology penal variant of Klingon D5X
 D5PX.....Advanced technology fast patrol ship tender variant of Klingon D5X
 D5SX.....Advanced technology scout variant of Klingon D5X
 D5WX.....Advanced technology variant of Klingon D5W new heavy cruiser
 D5X.....Advanced technology variant of Klingon D5 war cruiser

D7AX.....Advanced technology stasis cruiser
variant of Klingon DX advanced
technology heavy cruiser

DDDestroyer

DDXAdvanced technology destroyer

Demon Hunter-XAdvanced technology variant of Hydran
heavy war destroyer

DGXAdvanced technology guided weapons
(drone) destroyer variant of Federation
DDX

DGXAdvanced technology version of Hydran
Dragoon

DVHXAdvanced technology heavy fighter
variant of Klingon D5X

DWX.....Advanced technology war destroyer

F

F5WXAdvanced technology variant of Klingon
F5W war destroyer

Falcon-X.....Advanced technology variant of Romulan
Falcon mauler

FALX.....Advanced technology variant of Romulan
Falcon mauler

FEX.....Advanced technology carrier escort
variant of Kzinti FKX

FFX.....Advanced technology variant of frigate

FHEX.....Advanced technology fast patrol ship
tender variant of Romulan FHX

FHFX.....Advanced technology variant of Romulan
FlameHawk mauler cruiser

FHX.....Advanced technology variant of Romulan
FireHawk heavy cruiser

FireHawk-EXAdvanced technology fast patrol ship
tender variant of Romulan FHX

FKX.....Advanced technology variant of Kzinti
FFK frigate

FlameHawk-X.....Advanced technology variant of Romulan
FlameHawk mauler cruiser

G

GBDX-.....Advanced technology small ground
based defense station, type
unspecified

GBDX-1Advanced technology small ground
based phaser-1 defense station

GBDX-4Advanced technology small ground
based phaser-4 defense station

GBDX-D.....Advanced technology small ground
based disruptor defense station

GBDX-FAdvanced technology small ground
based fusion beam defense station

GBDX-H.....Advanced technology small ground
based hellbore defense station

GBDX-ICAdvanced technology small ground
based ion cannon defense station

GBDX-LAdvanced technology small ground
based plasma-L defense station

GBDX-M.....Advanced technology small ground
based plasma-M defense station

GBDX-MGAdvanced technology small ground
based medium warp railgun defense
station

GBDX-PAdvanced technology small ground
based photon defense station

GBDX-PC.....Advanced technology small ground
based particle cannon defense station

GBDX-PD.....Advanced technology small ground
based plasmatic pulsar device defense
station

GBDX-R.....Advanced technology small ground
based plasma-R defense station

GBDX-RGAdvanced technology small ground
based warp railgun defense station

GBDX-S.....Advanced technology small ground
based plasma-S defense station

GMBX-.....Advanced technology small ground
missile base, type unspecified

GMBX-B.....Advanced technology small ground
missile base type-BX drone racks

GMBX-DAdvanced technology small ground
missile base plasma-D racks

GMBX-GAdvanced technology small ground
missile base type-GX drone racks

GMGX.....Advanced technology small ground
military garrison

GPCFX.....Advanced technology Federation
planetary control base

GPCX.....Advanced technology planetary control
base

GPSX.....Advanced technology small ground
based power station

GVX.....Advanced technology medium carrier
variant of Federation advanced
technology galactic survey cruiser

H

HBDXAdvanced technology variant of Gorn
heavy battle destroyer

HCDX.....Advanced technology commando variant
of Gorn HDX

HCSJindarian heavy strike cruiser

HCXAdvanced technology variant of Jindarian
heavy strike cruiser

HDDX.....Advanced technology variant of Inter-
Stellar Concordium heavy destroyer

HDPX.....Advanced technology fast patrol ship
carrier variant of Gorn HDX

HDSXAdvanced technology scout variant of
Gorn HDX

HDWXAdvanced technology variant of a heavy
war destroyer

HDXAdvanced technology variant of Gorn
heavy destroyer

HF5X.....Advanced technology variant of Klingon
HF5 heavy war destroyer

HSVXAdvanced technology scout carrier
variant of Gorn HDX

HVXAdvanced technology heavy fighter
carrier

I

Iroquois.....Hydran new hellbore-armed heavy
cruiser

Iroquois-X.....Advanced technology variant of Hydran
Iroquois new heavy cruiser

IRXAdvanced technology variant of Hydran
Iroquois new heavy cruiser

J

Jaguar-PXAdvanced technology fast patrol ship
tender variant of Lyran Jaguar CWX

Jaguar-SXAdvanced technology scout variant of
Lyran Jaguar CWX

Jaguar-VXAdvanced technology war cruiser carrier
variant of Lyran Jaguar CWX

K

King Jaguar.....Lyran new heavy cruiser
 King Jaguar-X.....Advanced technology variant of Lyran
 King Jaguar new heavy cruiser
 KRMX.....Advanced technology variant of Romulan
 KRM mauler

L

LCS.....Jindarian light strike cruiser
 LCX.....Advanced technology variant of Jindarian
 light strike cruiser
 LMX.....Advanced technology variant of Hydran
 Lord Marshal command cruiser
 Lord Marshal.....Hydran command cruiser with more
 fusions and fighters than hellbores
 Lord Marshal-X.....Advanced technology variant of Hydran
 Lord Marshal command cruiser

M

MD7X.....Advanced technology Klingon mauler
 cruiser
 Megalosaurus-X.....Advanced technology variant of Gorn
 light cruiser
 MHX.....Advanced technology variant of Hydran
 Mohawk new heavy cruiser
 MNX.....Advanced technology variant of Hydran
 Mongol medium cruiser
 Mohawk.....Hydran new fusion-armed heavy cruiser
 Mohawk-X.....Advanced technology variant of Hydran
 Mohawk new heavy cruiser
 Mongol.....Hydran fusion-armed medium cruiser
 Mongol-SX.....Advanced technology scout variant of
 Hydran Mongol medium cruiser
 Mongol-X.....Advanced technology variant of Hydran
 Mongol medium cruiser
 MP.....Lyran Democratic Republic military police
 corvette
 MPX.....Advanced technology variant of Lyran
 Democratic Republic military police
 corvette
 MSX.....Advanced technology scout variant of
 Hydran Mongol medium cruiser

N

NASX.....Scout variant of advanced technology
 new heavy cruiser
 NAX.....Advanced technology new heavy cruiser
 Nazgul-X.....Advanced technology variant of Orion
 heavy war destroyer
 NHX.....Advanced technology variant of Romulan
 NovaHawk command cruiser
 NLX.....Advanced technology Neo-Tholian light
 cruiser
 NovaHawk-X.....Advanced technology variant of Romulan
 NovaHawk command cruiser

O

OBX.....Advanced technology WYN variant of
 Orion BRX
 Orca.....WYN war cruiser
 Orca-PX.....Advanced technology WYN fast patrol
 ship tender variant of Orca war cruiser
 Outlaw-X.....Advanced technology variant of Orion
 war destroyer

P

PAX.....Advanced technology Tholian photon-
 armed heavy cruiser
 Pegasus.....Hydran fast patrol ship tender
 Pegasus-X.....Advanced technology variant of Hydran
 Pegasus fast patrol ship tender

PFTX.....Advanced technology fast patrol ship
 variant of Inter-Stellar Concordium light
 cruiser
 PFX.....Advanced technology fast patrol ship
 tender variant of Orion SAX
 PGX.....Advanced technology variant of Hydran
 Pegasus fast patrol ship tender

S

Saber-Tooth Tiger-X.....Advanced technology mauler variant of
 Lyran Bengal Tiger-X CCX
 SaberHawk-X.....Advanced technology variant of Romulan
 SaberHawk heavy war destroyer
 SABX.....Advanced technology variant of Romulan
 SaberHawk heavy war destroyer
 SAX.....Advanced technology variant of Orion
 salvage cruiser
 SCX.....Advanced technology scout variant of
 Vudar war destroyer
 Single-Tooth Jaguar-X.....Advanced technology mauler variant
 of Lyran Jaguar CWX
 SJX.....Advanced technology mauler variant of
 Lyran Jaguar CWX
 SparrowHawk-CX.....Advanced technology scout cruiser
 variant of Romulan SPX
 SparrowHawk-EX.....Advanced technology fast patrol ship
 tender variant of Romulan SPX
 SparrowHawk-UX.....Advanced technology scout carrier
 variant of Romulan SPX
 SPCX.....Advanced technology scout cruiser
 variant of Romulan SPX
 SPEX.....Advanced technology fast patrol ship
 tender variant of Romulan SPX
 SPUX.....Advanced technology scout carrier
 variant of Romulan SPX
 SPX.....Advanced technology version of Romulan
 SparrowHawk war cruiser
 Stegosaurus-GX.....Advanced technology commando variant
 of Gorn HDX
 Stegosaurus-PX.....Advanced technology fast patrol ship
 carrier variant of Gorn HDX
 Stegosaurus-SX.....Advanced technology scout variant of
 Gorn HDX
 Stegosaurus-VSX.....Advanced technology scout carrier
 variant of Gorn HDX
 STX.....Advanced technology mauler variant of
 Lyran Bengal Tiger-X CCX
 STX.....Advanced technology sector base

T

Tarbosaurus-X.....Advanced technology variant of Gorn
 heavy battle destroyer
 Tartar.....Hydran hellbore-armed medium cruiser
 Tartar-X.....Advanced technology variant of Hydran
 Tartar medium cruiser
 Thresher.....WYN heavy war destroyer
 Thresher-X.....Advanced technology variant of WYN
 heavy war destroyer
 Topcat-X.....Advanced technology variant of Lyran
 heavy war destroyer
 TRX.....Advanced technology variant of Hydran
 Tartar medium cruiser

V

Vagabond.....Advanced technology Hydran scout
 carrier variant of Mongol-X
 VDX.....Advanced technology Hydran scout
 carrier variant of Mongol-X

W

Wildcat.....Lyrans battlecruiser
 Wildcat-X.....Advanced technology variant of Lyrans
 Wildcat battlecruiser

X

XCM.....Advanced technology Neo-Tholian
 command module

ANNEX #6: COMMANDER'S OPTIONS

ITEM OR FUNCTION VALUE

DRONES

Replace one type-I drone with one type-VII 1.75
 Replace one type-I drone with two ADD 0.0*
 Replace one type-I drone with two type-IX 1.0*
 Replace one type-I drone with a type-IX and an ADD .. 0.25*
 Replace one type-VII drone with two type-IX..... 0.0*
 Replace one type-VII drone with two type-VI..... 0.0*
 Replace one type-VII drone with one type-I 0.0†
 Replace two type-VII drone with one type-IV 0.0†
 Replace one type-VII drone with two ADD..... 0.0*
 Replace one type-VII drone with a type-IX and ADD ... 0.0*
 Replace 2 type-I drones with 1 type-VIII drone..... 1.5
 Replace 2 type-I drones with 1 type-VIII and ADD 1.75*
 Replace 2 type-I drones with 1 type-VIII and 1 type-IX. 2.5*
 Replace 3 type-I drones with 2 type-VIII drones 4.0
 Replace 2 type-VII drones with 1 type-VIII drone..... 0.0
 Replace 2 type-VII drones with type-VIII and ADD..... 0.0*
 Replace 2 type-VII drones with type-VIII and type-IX.... 0.0*
 Replace 3 type-VII drones with 2 type-VIII drones 0.0
 Replace ADD with type-IX drone 0.75
 Improve one drone to extended range 0.5
 Multi-warhead drones..... See XFD8.0
 Each extra plasma-K torpedo..... 0.5
 Each extra type-VII drone..... 2.75
 Each extra type-VIII drone 3.5
 Each extra type-IX drone..... 1.0
 Each extra type-D plasma torpedo 1.0
 Each extra ADD 0.25

* This can only be done on a type-GX drone rack. Note that exchanges of type-I reflect a drone rack on a ship that has received an XP upgrade. Note that in some cases the drone received has a reduced cost under (XFD2.11), but no rebate is received for such exchanges. The type-VI drones replacing a type-VII can be of any speed, but there is no rebate on the cost of the drones.
 † Non-advanced technology drones replacing type-VIIs can be of any speed, but there is no rebate on the cost of the drones.

NOTE: See also (XFD10.0) for cost to assemble special drones. Any extra drones (a ship cannot buy extra drones unless it is already armed with drones or carrying fighters or an MRS which uses drones) go into reload storage. You cannot put them on a scatter-pack unless allowed by the weapon status rules. Note that Lyrans carriers and escorts with ready racks to support the fighters of Lyrans carriers (and any new empires added later that may have drone-armed fighters) can purchase extra drones.

FIGHTERS AND SHUTTLES

Each extra chaff pack stored for fighters or A-shuttles.. 1

**SUBSTITUTES FOR SHUTTLES
 ADVANCED SHUTTLES**

Replace A-Admin with non-A admin 0*
 Replace A-Admin with non-A MRS 8
 Replace A-Admin with A-MRS 8
 Replace A-Admin with X-MRS 9
 Replace A-Admin with non-A MLS 1
 Replace A-Admin with A-MLS 1
 Replace A-Admin with non-A MSS..... 1
 Replace A-Admin with A-MSS 1
 Replace A-Admin with non-A GAS or GBS 2
 Replace A-Admin with A-GAS or GBS 2
 Replace A-GAS with Non-A GBS 0
 Replace A-GAS with A-GBS 0
 Replace two A-Admin with non-A HTS 2
 Replace two A-Admin with A-HTS 1
 Replace two A-Admin with non-A HAS 5
 Replace two A-Admin with A-HAS 4
 Replace A-HTS with non-A HAS 3
 Replace A-HTS with A-HAS 3

*There is no rebate for trading an advanced shuttle of any type for a non-advanced shuttle.

DROGUES

Replace A-shuttle with seeking weapons drogue 10
 Replace A-shuttle with phaser drogue 7
 Hydrans replacing A-shuttle with Hydran phaser drogue 8
 Replace A-shuttle with decoy drogue 9
 Replace A-shuttle with sensor drogue 7
 Replace A-shuttle with heavy weapons drogue..... 14
NOTE: There is no rebate for trading an advanced admin shuttle for a drogue.

**ANNEX #6A: OTHER OPTIONAL
 ITEMS AVAILABLE**

The costs in this section do not increase the BPV of the ship/unit, but do count within the overall force total. These items are NOT Commander's Options, but "units" that can be purchased in a Patrol Scenario (S8.0) format.

ITEM OR FUNCTION VALUE

WEAPONS, FIRE CONTROL, MISC. ITEMS

Refits installed (mech-link) (R1,R1)
 Replace A shuttle with seeking weapons drogue 10
 Replace A-shuttle with phaser drogue 7
 Hydrans replacing A-shuttle with Hydran phaser drogue8
 Replace A-shuttle with decoy drogue 9
 Replace A-shuttle with sensor drogue 7
 Replace A-shuttle with heavy weapons drogue..... 14

FIGHTERS AND SHUTTLES

Advanced technology web anchor buoy (XG26.12) 15

NOTE: Deduct cost of shuttle if buoy replaces one.

ANNEX #7: DATA ON SHIPS

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions.

GRAVITY: The following ships can use the gravity landing system:

- Orion BRX, PFX, DWX, HDWX
- Tholian HDWX, XCM
- WYN OBX

AERODYNAMIC: The following ships can use the aerodynamic landing system:

- Romulan BHX, FALX
- Orion BRX, PFX, DWX, HDWX
- WYN FF, HDW, OBX, CWX, CWPX
- All fighters EXCEPT Jindarian fighters. Megafighters EXCEPT Jindarian megafighters.

ENGINE: The following ships can land under engine power:

- All ships capable of aerodynamic landings;
- All PFs; all shuttles including X-MRS, Stinger-X, megafighters.

BONUS: All ships that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.431).

ANNEX #7F: NIMBLE UNITS

The following units are considered to be nimble for the purposes of (C11.1):

- All interceptors and PFs;
- All shuttles and fighters (including those on a seeking course) including bombers and megafighters;
- Orion DWX
- WYN FFX
- ISC FFX
- Tholian XCM
- Foreign variants of any of the above.

ANNEX #7G: CARRIER INFORMATION

CV	Ftrs	Admin	Bays	Store	DC
FEDERATION CARRIERS (R2.0)					
HVX	6H	4	1	200	12
GVX	6H	4	1(+1M)	200	12
HDWX	2	2	1	rule	2
HDWX-V	12	2	1	rule	12
GPCFX	24	6	OS	200†	24
KLINGON CARRIERS (R3.0)					
DVHX	6H	2	1	150	12
HF5X	2	2	1	rule	2
HF5X-V	12	2	1	rule	12
ROMULAN CARRIERS (R4.0)					
SABX	2	2	1	rule	2
SABX-V	12	2	1	rule	12
SPUX	6H	3	3	100¥	12
KZINTI CARRIERS (R5.0)					
HDWX	2	2	1	rule	2
HDWX-V	12	2	1	rule	12
MCV	6H	2	1	150	12

CV	Ftrs	Admin	Bays	Store	DC
GORN CARRIERS (R6.0)					
HBDX	2	2	1	rule	2
HBDX-V	12	2	1	rule	12
HSVX	6H	2	1	100¥	12
THOLIAN CARRIERS (R7.0)					
HDWX	2	2	3	0	2
HDWX-V	12	2	3	0	12
ORION CARRIERS (R8.0)					
HDWX	2	2	1	rule	2
HDWX-V	12	2	1	rule	12
HYDRAN CARRIERS (R9.0)					
Cavalier-X	9+6H	4	3	0	21
HDWX	6	2	1	rule	6
HDWX-V	16	2	1	rule	16
Iroquois-X	2	4	2	0	2
L-Marshall-X	6	3	3	0	6
Mohawk-X	8	4	2	0	8
Mongol-X	6	2	2	0	6
Mongol-SX	6	2	2	0	6
Vagabond	6H	2	2	0	12
LYRAN CARRIERS (R11.0)					
CWVX	6H	4	2	150	12
HDWX	2	2	1	rule	2
HDWX-V	12	2	1	rule	12
WYN CARRIERS (R12.0)					
HDWX	2	2	1	rule	2
HDWX-V	12	2	1	rule	12
ISC CARRIERS (R13.0)					
CSVX	12	4	1	125¥	12
HDD	2	2	1	rule	2
HDD-V	12	2	1	rule	12
GENERIC CARRIERS (R1.0)					
GPCX	12	3	OS	100†	12
HBM	6	0	1	100†	6

This chart shows the numbers of fighters (Ftrs), administrative shuttles (Admin), shuttle bays (Bays), and deck crews (DC) that each of the listed ships has.

† This assumes that drone-using fighters are present. If fighters that use plasma-D are present, drone storage represents plasma-Ds.

¥ These are type-D plasma torpedoes, not drones.

The H in the Ftrs column indicates heavy fighters.

+M indicates mech-links for heavy fighters, all one bay.

MRS shuttles are not shown or included.

Tholian HDWXs have 1 internal and two external bays.

For casual carriers, see (J4.62).

OS: Outside, open field, landing area.

HDWXs show 2-12 (2 minimum, 12 maximum, fighters).

ANNEX #7H: CLOAKING DEVICE ENERGY COST

The energy cost to operate the cloaking device of any given ship is shown on the SSD of that ship. This annex lists nominal operating costs for other ships which might acquire a cloaking device (G13.2). This annex is a general guide; analysis of specific ships may require player adjustments. This energy cost is also used for any ships that acquire a veiling device or a masking device, but note that such a ship could only use such devices if it dropped its warp engines (YG13.22).

SHIP.....	ENERGY COST
Fast patrol ship without packs	2
Fast patrol ship with packs	4
Escort-Xs, police ship-Xs, etc.....	7
Frigate-Xs.....	8
Base station-Xs.....	12
Base station-X that shut down its warp reactors	6
Civilian base station-Xs	12
Civ base station-X that shut down its warp reactors	6
Light cruiser-Xs.....	17
War cruiser-Xs.....	21
Heavy cruiser-Xs, CCXs, NCA-Xs.....	26
Sector base-X.....	24
Sector base-X that shut down its warp reactors	12
Size class 5 PFs that drop/shut down warp engines.....	1
Size class 4 ships that drop/shut down warp engines... 2	
Size class 3 ships that drop/shut down warp engines... 4	
Size class 2 ships that drop/shut down warp engines... 6	
Size class 1 ships that drop/shut down warp engines. 30	
Andromedan ships cannot operate cloaking devices.	
The above costs apply to variants of those classes.	

ANNEX #7K: CARGO SPACE POINTS

This data is used for purposes of (G25.1).

CAPACITY: See (G25.135) for cargo on shuttles. Advanced versions (J17.0) and early/sublight versions of shuttles have the same cargo capacity. Note that Heloshuttle versions of the below all have the same cargo capacity as the non-Helo version.

Admin shuttle, MLS, MSS, GAS (G25.131)	15
MRS.....	20
Two-seat fighter (rear seat).....	4
X-shuttle.....	20
HTS.....	50
Normal cargo box.....	50
Orion cargo box on some units (G25.12)	25
PF cargo box.....	25
Ground combat vehicles (replace each BP)	5

ANNEX #7N: DRONE RELOADS

In the *Captain's Edition*, ships with multiple drone reloads are marked as such on their SSD or are so noted in their ship description, making this annex almost redundant.

Certain ships, however, have special reload provisions in addition to the normal drone rack reloads and are noted here. Except for the PFTs, the drones are stored in cargo boxes (where present) and subject to loss due to combat damage.

RULE	SHIP	TYPE	STORAGE
Any	Casual PFT.....	P	(K2.653)
Any	True PFT.....	P	(K2.651)
R2.208.....	Federation GVX.....	FE	100
R3.206.....	Klingon D5DX	DB	200
R5.206.....	Kzinti CMDX	DB	200

DB = Drone bombardment ship. These ships store their drones in the cargo boxes of the SSD.

P = All PFTs with drone-armed PFs have 150 stored drones per flotilla; see (K2.651). PFTs with plasma-D-armed PFs will have 100 plasma-Ds stored for them (K2.655).

FE = Federation escort; see (R2.R5). This is the half of the cargo storage which is not used to store the spare fighters. Warp booster packs, chaff pods, and other items would count against this storage. The aegis and "Romulan Border" variants of these ships, if any, have the same storage.

NOTE: The storage is in addition to normal drone rack reloads and MRS reloads. The D5DX has a total of 368 drone spaces (200 in storage, 48 in the eight drone racks, 120 in reloads for the racks after discounting the ADD reloads for the GX racks).

ANNEX #7R: SHIPS ABLE TO PINWHEEL

CWX CLASS (C14.212): CWXs and the CWPX variant of this class can pinwheel with each other but not with other ships, including non-X versions of this class.

PF CLASS (C14.22): Any Arachnid version or variant.

CoMX CLASS: Neo-Tholian X-command modules can pinwheel with each other but not with other ships.

NOT ELIGIBLE (C14.213): CAX, PAX, NLX, HDWX.

ANNEX #7S: SHIPS SUBJECT TO SHOCK

This data is used with rule (D23.0). Non-maulers often have special rules on firing certain weapons or combinations of weapons.

RULE	SHIP	WEAPON	RATING
R3.214.....	Klingon MD7X	Mauler	24
R4.217.....	Romulan FALX.....	Mauler	30
R4.218.....	Romulan KRMX.....	Mauler	24
R4.219.....	Romulan FHF.....	Mauler	21
R11.210...	Lyran STX	Mauler	24
R11.211...	Lyran SJX	Mauler	17

ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

In the *Captain's Edition*, all ships have an SSD and the range of the disruptors (on those ships armed with that weapon) is shown on that SSD. This table is now used only for some special cases.

EMPIRE	SHIP	DISRUPTOR RANGE
All	Base station-X (BSX)	40
All	Sector station-X (STX)	40
All	Ground-based disruptors-X	40
All	Heavy fighters	10
All	PFs	10
Orion	Option mount	See Annex #8B
WYN	Auxiliary battlecruiser-X	40

**ANNEX #8B: ORION PIRATE, WYN DEFENSE FORCES, AND BARBARIAN SIMULATOR FORCES
OPTIONAL WEAPONS COST CHART (G15.4)**

WEAPONS OR SYSTEM	COST	NOTES
Battery-X	3	X
Drone Rack GX	8	X
Drone Rack BX	8	X
Drone Rack CX	8	X
Hellbore-X	6	X‡Δ
Photon torpedo-X	6	X§
Plasma-L (includes swivel)	3	X
Plasma-M (includes swivel)	9	X‡

‡....Cannot be used on size class 4 or smaller ship. Size class 4 X-ships cannot carry range-40 disruptors but CAN carry range-30 disruptors. Size-4 X-ships can carry plasma-S torpedoes (two option mounts are still required), but cannot carry plasma-M or plasma-R torpedoes.

Δ....Cannot be used in Orion wing mounts.

§....No Orion or WYN ship can have more than four advanced technology photon torpedoes.

X....X-technology weapon.

Orion disruptors with ranges more than 22 include DERFACS from Y168 (E3.62). Orion ships with Range-22 or greater disruptors can acquire UIMs from Y166 for 5 points each.

Only tractors on wings can have mech-links.

Weapons with ammunition (e.g., drone racks) are fully loaded at no extra cost.

Some other items or systems are available for purchase under various rules but do not use option mounts. These include DERFACS, UIM, cloaks, aegis, OAKDISC, mech-links.

ANNEX #8H: OPTIONAL SYSTEMS COST CHART AS APPLIED TO HEAVY WAR DESTROYERS

WEAPONS OR SYSTEM	COST	NOTES
ADD (12 round)	3	
ADD (6 round)	2	
Aegis	See (G33.43)	
APR	3	¶
Aux Control	1	
AWR (Feds only)	4	¶
Barracks (plus cost of troops)	1	
Battery	2	¶
Battery-X	4	X

Cargo	1	
Disruptor-22	4	H
Disruptor-30	5	H
Drone Rack A	4	
Drone Rack B	5	
Drone Rack Bx	8	X
Drone Rack C	5	
Drone Rack Cx	8	X
Drone Rack E	4	
Drone Rack G	6	
Drone Rack Gx	8	X
Flag Bridge	3	
Fusion Beam	3	H
Hellbore (Hydran only)	8	H
Hellbore-X (Hydran only)	10	H
Hull (forward, center, or rear)	1	
Lab	2	
Light Railgun	3	H
Mine Rack (plus cost of mines)	1	
Particle Cannon	2	
Phaser-1	2	
Phaser-2	1.5	
Phaser-3	1	
Phaser-G (Hydran escorts only)	4	
Photon Torpedo	5	H
Photon Torpedo-X	6	X
Plasma-D Rack	5	H
Plasma-F Torp (no swivel)	4	H
Plasma-G Torp (no swivel)	7	*H
Plasma-L (includes swivel)	6	X
Probe Launcher (10 probes)	2	
Probe Launcher (5 probes)	1	
Prospecting Cannon	1	
Repair	3	
Shuttle (includes admin)	3	
Shuttle with ready rack (no admin)	2	
Shuttle, ready rack, with admin	4	
Special Sensor	10	
Tractor Beam with mech-link	2	
Tractor Beam	1	
Transporter	1	
Void	0	
Web Breaker/Shield Cracker	5	

* Requires two adjacent centerline optional mounts; see Gorn HBD.

¶ These items can only replace APR* options, not NWO or weapon options.

A maximum of four mine racks can be purchased by minesweepers; no mine racks can be purchased by non-minesweepers. Mine racks may only be placed in weapons option boxes.

Weapons with ammunition (e.g., drone racks) are fully loaded at no extra cost (drone speed upgrades must be paid for).

H denotes heavy weapons.

X denotes advanced technology weapon.

NOTE: The forward option mounts on the Orion HDW and the wing option mounts on the WYN HDW are under the normal optional weapons restrictions of Annex #8B. The rear-firing weapon options on those ships use Annex #8H and cannot use hellbores or gatlings.

ANNEX #9: COST OF REPAIR CHART

Data is used with (D9.7) and (G17.0). Repairs to X-ships require double the normal repair cost unless an X-unit is doing the repairs. This includes an X-unit repairing itself. See (XG17.0) in Module X1.

ANNEX #10: TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS**(R1.0) GENERAL SHIPS AND UNITS**

BAM The presence of base augmentation modules on a base is detected at level D; they are identified at various points due to their systems or actions.

Bases when in space, see note #4.

Ground Base All small ground bases are of one type. Medium bases are §. Specific type is determined only by observation of systems or actions.

(R2.0) UNITED FEDERATION OF PLANETS SHIPS

CA CC, CA, YCA, CAD, CF, CX, CB§, CV‡, BC‡, GS‡, CAM§.

CS CS, CSX.

CV‡ CVF§, CVD§, CVH§, CVS, CVB, CVH, ACS, VDB, HVX.

DDX DDX, SCX, DGX.

DW DW, (DW variants), FFB§, FCF§, DWX.

FF FF, YFF, FCR, FLG, (FF variants except FFB), FV§, FFX.

F-Scr Any FF, DW§, FFB saucer without warp engines.

GCA GCA, GVM§, GVH§, GSX.

GS‡ GSC, CVL, COV‡, GVX§.

HDW HDW, HDWX.

NCA NCC, NCV‡, NFC, NDC, NSR‡, NAL, NHS, NAE, NAX, NASX.

(R3.0) KLINGON EMPIRE SHIPS

D Boom D7 Boom, D6 Boom, D6J Boom§, Tug Boom.

D‡ D7, (D7 variants), D7W, FD7, D6, (D6 variants), D6DP, DX, DXD, D7AX, D6Y, D4, D3; Romulan KR, K7R, (KR and K7R variants), K7X; Orion OK6§; Hydran D7H§.

D5 Boom D5 Boom, D5J Boom§, D5JX Boom§.

D5 D5, (D5 variants), D5X, D5DX§ D5SX, D5JX, D5PX, DDV‡, MD5§, DT‡ with pod; Romulan KDR (and variants other than KDV); WYN PBK§.

D5W DWL, DWV‡, FDW, DWD, EDW, DWP, DWJ, DWS, DWN, DWA, MDW§, DWG‡, DDW, ADW, DWB, D5WX; Romulan KWR, KWS.

DDV‡ D5V, D5U, D5B, DVHX, Romulan KDV.

DM‡ D6M, D7M, MD7X; Romulan KRM, KRMX.

F5 Boom F5 Boom, FX Boom, F6 Boom, E4J Boom§, F5J Boom§. (E5 Boom is identical to F5 Boom.)

F5 F5, (F5 variants), F4, F3, FC‡, F5I, FX, FSX, F5R, F5V§, F5W‡; Romulan

K5R, K5X, K5SX, and variants; Tholian TK5§.

F5W‡ F5W, FWV§, FWC, FWE, F5WX.

General BCH‡, D‡, DV‡, DM‡, T‡. (Two engines, boom, move cost 1.)

HF5 HF5, HF5X.

(R4.0) ROMULAN STAR EMPIRE SHIPS

FH SUP, KH§, FH, FHX, FHEX§, FHF§, FHF§, TH§, SUB§, NH, NHX, RH§, SUN, FFH, RG§, NHB§, FHU, FHT, FHB§, FHE§, FHC, RGB§, RGE§, RGC, FHP§.

SBH SaberHawk, SaberHawk-X.

SKH SK (all types), SKX, SKSX, SKB§, SKL§.

SPH SpH (any type), SPX, SPEX, SPUX§, SPCX, SPB§, SPF§, SPE§, SPU§, SPT; Klingon RKL.

FA‡ FA‡, YFA‡, FALX‡.

H SHK, WHK, YHK, H-S, BH, BHE, BHF, COH, H+, HS, FLG§, WH‡, BHX.

See Also Klingon DM‡. These ships may be distinguished indirectly by identifying their weapons.

(R5.0) KZINTI HEGEMONY SHIPS

CM CM, (CM variants), CMX, CMDX, CMSX, CMPX, CMVX, CVP§, MSV, CMM§; WYN PBZ§.

DW DW, DW variants, DWX, DWV, SDW, WYN-ZDW§.

FF FF, FKX, YFF, FH, SF, MS, FFG, FFK, FKA, FKE, FFT, AFF, EFF, DF‡, FDX‡, POL, PV, FCR, FLG§, FEX; WYN-ZFF§, WYN-ZYF§, WYN-FZX.

HDW HDW, HDWX.

NCA NCC, NCV, NCF, NCD, NSR, NRV, NPF, NDC§, NEC, NSC, NCG, NSV§, NAX.

(R6.0) CONFEDERATION OF THE GORN SHIPS

CL CL, CLX, CLE, CLA, CV, LSC, SR, COM, YCL, YCC.

HBD HBD, HBDX.

HDD HDD, (all HDD variants), HDX, HCDX, HSVX, HDPX, HDSX, HVP, HVS, HDM§.

(R7.0) THOLIAN HOLDFAST SHIPS

ARCHAEO-THOLIANS

C C, CC, CCX, CAX, PAX, CA, CPA, CPX, CVA§, CCH, CCW, CAW, CAP, CCP, ATG.

CW CW, (CW variants), CWH, CHP, PFW§, CWV§, CSV§.

HDWX HDWX.

Pinwheels Identify the component ships individually.

Photon Refits Detected at level G when the heavy weapons are identified.

NEO-THOLIANS

CoM CoM, FCoM, SCoM§; LCoM, CMX.

NCL NCL, NCM§, NLX.

Separated rear hulls identified at same level as the combined hull and command module.

(R8.0) ORION MERCHANT GUILDS SHIPS

CB‡.....BR, BRX, BRP§, BRS, BRC, CVS, CR‡,
WYN OBR, OBX; AR§, CVP,
BRM.
DW.....DW, DWX, DW variants; WYN ODW.
HDW.....HDW, HDWX.
SAL.....SAL, SAX, PFX, CVL, PFT, LVS, SGS,
CSV§, TUG.

(R9.0) HYDRAN KINGDOM SHIPS

CARanger, Ranger-X, Ragnar, Dragoon,
Dragoon-X, Cavalier§, Cavalier-
X§, Caravan, Thoroughbred,
Picket, CC‡, BCH‡, NCA‡, CAM§.
CC‡.....Lord Marshal, Lord Marshal-X, Lord Bishop,
Lord Bishop-X, Lord Commander,
Lord Admiral, Lord Cardinal, Lord
Executioner, Lord High
Executioner.
CM‡Mongol, Mongol-X, Mongol-SX, Tartar,
Tartar-X, Comanche, Cossack,
Apache, Sentinel, CMM§,
Vagabond.
CW.....Horseman, (Horseman variants), Mule,
Traveler, CM‡.
HDW.....Demon Hunter, Demon Hunter-X.
NCA‡.....Mohawk, Mohawk-X, Cheyenne, Iroquois,
Iroquois-X, IRC, MKI, MKV, IRF,
MSR, MRV, MKF, DCS, MTG,
MKE, VED, MKP.
PGPegasus-PFT, Pegasus-X, PGV§, PGC,
PGG, PGR, PGF, PGS.

(R11.0) LYRAN STAR EMPIRE SHIPS

BCH‡.....Wildcat, Wildcat-X, Hellcat, Firecat§,
Siberian Hellcat§.
CATiger, YCA, YTG‡, Cougar, Puma, Bengal
Tiger, Bengal Tiger-X, Siberian
Tiger§, Saber-Tooth Tiger§,
Saber-Tooth Tiger-X§, Prairie Cat,
Java Tiger§, Running Tiger,
CVD§, DCS.
CW.....Jaguar, (Jaguar Variants), Jaguar-X,
Yaguarundi§, STJ§, PFW§, LTT,
CVP§, CVM, CSV§, CWVX,
CWSX, SJX§, CWPX; WYN-
PBB§.
HDW.....Topcat, Topcat-X.
MP‡MP and variants, MPX, MPV§.
NCAKing Jaguar, NSV, NCC, NCF, NSR, NPF§,
NDS§, NMC§, NAX.

(R12.0) WYN STAR CLUSTER SHIPS

AxLAxBC§, ABX§, AxCVA, AxSCS.
OrcaCW, PFT, CVL, NAR§, CWG, CWE, CWX,
CWPX.
Thresher.....HDW, HDWX.
Barracuda.....FF, CFF, FCR, FFE, FFX.
Orion BRBR, OBX.

(R13.0) INTER-STELLAR CONCORDIUM SHIPS

CACC, CCX, CA, CAX, CF, CV, CVS, BCS,
BCV, CVD§, ACS§, CAM§, CAT,
DCS§, CA(C)§.
CLCL, CLX, CLM§, CS, CSX, CM, CMX,
CSVX, CLSX, PFTX, CPF, CVL,
CVLS, SR, HSC, PFT, CCL, CVP,
CSV§, CSF, CVF, CE, CEA,
CL(C)§, CS(C)§.
FF.....FF (and variants), FFX, POL§, FCR, FFV.
HDDHDD, HDDX.
NCANCA§, NCS§, NAX§.
PPDVariants with this weapon are often
detected at level F.

(R14.0) LYRAN DEMOCRATIC REPUBLIC SHIPS

LDR ships Distinguished from Lyran ships at Level "I"
when their phaser-Gs are
discernable (assuming that they
have phaser-Gs) or when other
changes are noted.

(R15.0) SELTORIAN TRIBUNAL SHIPS

CACA, CAX, CF, CVS, DCS, NVS, CVD§,
ACS§, SR, TG.
DDDD, DDX, CMD, SC, PFT, DDE, DDV, MS.

(R16.0) JINDARIAN CARAVANS SHIPS

HCSHCS, HCX.
LCSLCS, LCX.

(R17.0) VUDAR ENCLAVE SHIPS

CACA, CCX, CV§.
DWDW, DWS§, DWE, DWP§, DWV§, DWL,
DD§, DWX§, SCX.

TACTICAL INTELLIGENCE NOTES

1. Each classification includes all refits and any unlisted variants.
 2. PFs within each empire/type are the same hull type. (Note that some empires have two types, e.g., Romulan StarHawk and Centurion. Also, WYN-foreign PFs are reported as a PF of the original empire-type.) Interceptors of that empire are distinguishable from PFs as §. (Romulan Decurion looks like Centurion§.)
 3. Pods (each empire) are a single hull type; "heavy" pods are distinguishable as §. This includes base augmentation modules.
 4. Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡ group.
 5. Each X-ship will be reported in the same category as the non-X ship on which it is based; further identification happens only when their increased or improved systems are detected; see (XD17.196). (Exception: Federation DDX and SCX form a new category as they are the only "new" X-ship hull type.)
- ‡ Ships of this ‡ group can only be distinguished from each other by their actions (e.g., how many fighters they launch), or by boarding them.
- ‡ Not a class, but a grouping of similar hull types distinguishable from the larger category at Level D.
- § Major outward differences distinguishable at Level D.

Class	Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmnd Rating	War Ship Status	Notes
R1.0 GENERAL UNITS USED BY MOST EMPIRES																
BASES																
SECTOR BASE	STX	100+	24	430	—	■	2	2	—	206	XSID	—	25+	10	RPL	X-Base, A, ◆
BASE STATION	BSX	70+	12	200	—	■	2	3	—	207	XSID	—	16+	9	RPL	X-Base, A, ◆
	BSCX	70+	12	170	—	■	2	3	—	207A	XSID+7	—	16+	9	RPL	X-Base, A, ◆
SMALL GROUND WEAPON BASES	GBDX-1	6	2	10	—	■	—	5	—	208B	XSID	4	0	0	RPL	X-Base
	GBDX-4	6	2	16	—	■	—	5	—	208A	XSID	4	0	0	RPL	X-Base
	GBDX-D	6	2	12	—	■	—	5	—	208D	XSID	4	0	0	RPL	X-Base
	GBDX-F	6	2	10	—	■	—	5	—	208K	XSID	4	0	0	RPL	X-Base
	GBDX-H	6	2	16	—	■	—	5	—	208J	XSID	4	0	0	RPL	X-Base
	GBDX-IC	6	2	12	—	■	—	5	—	208N	XSID	4	0	0	RPL	X-Base
	GBDX-L	6	2	13	—	■	—	5	—	208E	XSID	4	0	0	RPL	X-Base
	GBDX-M	6	2	18	—	■	—	5	—	208G	XSID	4	0	0	RPL	X-Base
	GBDX-MG	6	2	10	—	■	—	5	—	208Q	XSID	4	0	0	RPL	X-Base
	GBDX-P	6	2	10	—	■	—	5	—	208C	XSID	4	0	0	RPL	X-Base
	GBDX-PC	6	2	11	—	■	—	5	—	208M	XSID	4	0	0	RPL	X-Base
	GBDX-PD	6	2	15	—	■	—	5	—	208L	XSID	4	0	0	RPL	X-Base
	GBDX-R	6	2	19	—	■	—	5	—	208H	XSID	4	0	0	RPL	X-Base
	GBDX-RG	6	2	16	—	■	—	5	—	208P	XSID	4	0	0	RPL	X-Base
	GBDX-S	6	2	16	—	■	—	5	—	208F	XSID	4	0	0	RPL	X-Base
SMALL GROUND MISSILE BASES	GMBX-B	7	2	24	—	■	—	5	—	209A	XSID	4	0	0	RPL	X-Base

Class	Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmnt Rating	War Ship Status	Notes
	GMBX-G	7	2	26	—	■	—	5	—	209B	XSID	4	0	0	RPL	X-Base, A
	GMBX-D	7	2	18	—	■	—	5	—	209C	XSID	4	0	0	RPL	X-Base, A
SMALL GROUND POWER BASES	GPSX	7	2	22	—	■	—	5	—	210	XSID	4	0	0	RPL	X-Base
	GPWX	7	2	30	—	■	—	5	—	210A	XSID	4	0	0	RPL	X-Base
SMALL GROUND GARRISON	GMGX	17	18	30	—	■	—	5	—	211	XSID	6	0	0	RPL	X-Base
PLANETARY CONTROL BASE	GPCX	30	8	38	—	■	0+1	5	—	212	XSID	6	0	0	RPL	X-Base, V, P, ◆
	GPCFX	30	8	38	—	■	0+2	5	—	212A	XSID	6	0	0	RPL	Fed only; X-Base, V, ◆
NOTES	XSID = X-Ship Introduction Date, specific to each empire															
R2.0 UNITED FEDERATION OF PLANETS																
CX HEAVY CRUISER	GVX	60	16	295/215	5-6	1.00	1+1H	3	D	208	182	9	22	9	LPU	X-Ship, VH, ◆
	HVX	51	16	246	5-6	1.00	1+1A	3	D	212	184	9	23	9	RPL	X-Ship, VA
NEW HEAVY CRUISER	NAX	45	16	225	5-6	1.00	2	3	D	210	183	9	23	9	RPL	X-Ship
	NASX	45	16	250/180	5-6	1.00	2	3	D	211	183	9	22	9	RPL	X-Ship, ◆
STRIKE CRUISER	CSX	45	16	250	5-6	1.00	2	3	D	207	184	8	24	9	UNV, RPL	X-Ship
HEAVY WAR DESTROYER	HDWX	44	12	180	5-6	0.67	1	4	C	213	182	7	19	7	RPL	X-Ship
NEW DESTROYER	DGX	30	12	165	5-6	0.50	2	4	C	206	182	7	17	6	RPL	X-Ship
WAR DESTROYER	DWX	25	12	150	5-6	0.50	1	4	C	209	183	6	16	6	RPL	X-Ship
R3.0 KLINGON EMPIRE																
BATTLECRUISE R	D7AX	56	24	270	5-6	1.00	2	3	B	211	183	8	24	10	RPU	X-Ship, SFG
	MD7X	49	14	260	5-6	1.00	1	3	B	214	185	8	28	8	RPU	X-Ship, ◆, S

Class	Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmd Rating	War Ship Status	Notes
D5WX NEW HEAVY CRUISER	D5WX	54	20	225	5-6	1.00	1	3	B	215	183	8	23	9	RPL	X-Ship
D5X WAR CRUISER	D5DX	45	16	225/200	5-6	0.67	1	3	B	206	183	7	17	8	RPL	X-Ship, DB, ◆
	D5JX	45	16	210/195	5-6	0.67	1	3	B	208	184	7	19	7	RPU	X-Ship, Penal
	D5PX	49	10	208/183	5-6	0.67	1	3	B	209	184	7	16	8	RPL	X-Ship, PFT, ◆
	D5SX	45	16	213/183	5-6	0.67	1	3	B	207	183	7	17	8	RPL	X-Ship, ◆
	D5VHX DVHX	49	16	198/186	5-6	0.67	1+1H	3	B	210	184	7	17	8	RPL	X-Ship, VH
WAR DESTROYER	HF5X	42	16	180	5-6	0.67	1	4	A	213	182	6	20	7	RPL	X-Ship
F5WX WAR DESTROYER	F5WX	36	16	125	5-6	0.50	—	4	A	212	183	5	15	7	RPL	X-Ship
R4.0 ROMULAN STAR EMPIRE																
IMPERIAL STAR LEGIONS																
NOVAHAWK	NHX	56	28	297	5-6	1.00	1	3	C	216	187	9	24	10	RPL	X-Ship
FIREHAWK	FHEX	56	20	258	5-6	1.00	1	3	C	215	185	9	20	9	RPL	X-Ship, P, ◆
	FHFX	54	24	310	5-6	1.00	1	3	C	219	185	9	21	9	LPU	X-Ship, †, S
SPARROW HAWK	SPCX	52	18	233/205	5-6	0.67	1	3	B	214	184	8	16	7	LPU	X-Ship, ◆
	SPEX	50	14	210	5-6	0.67	1	3	B	211	184	8	16	7	RPL	X-Ship, ◆, P
	SPUX	50	14	228/205	5-6	0.67	1+1H	3	B	213	184	8	16	9	RPL	X-Ship, ◆, VH
SABERHAWK	SABX	29	16	200	5-6	0.67	—	4	A	212	186	6	21	7	RPL	X-Ship
KR KESTREL	KRMX	49	14	290	5-6	1.00	1	3	B	218	186	8	27	8	UNV, RPL	X-Ship, †, S
FALCON	FALX	14	2	210	4-6	1.00	—	3	D	217	186	6	23	9	UNV, RPL	X-Ship, †, S
HAWK	BHX	21	9	150	5-6	0.50	1	4	D	210	186	6	11	7	RPL	X-Ship, *

Class	Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmnt Rating	War Ship Status	Notes
R5.0 KZINTI HEGEMONY																
HEGEMONIC FLEET																
NEW HEAVY CRUISER	NAX	55	20	235	5-6	1.00	2	3	C	210	184	8	24	9	RPL	X-Ship
MEDIUM CRUISER	CMDX	45	18	243/180	5-6	0.67	1	3	B	206	183	7	16	7	RPL	X-Ship, DB, ♦
	CMPX	46	16	183	5-6	0.67	1	3	B	208	186	7	16	7	RPL	X-Ship, ♦, P
	CMSX	44	18	230/190	5-6	0.67	1	3	B	207	184	7	18	7	RPL	X-Ship, ♦
	CMVX	46	16	175	5-6	0.67	2+1H	3	B	209	184	7	17	7	RPL	X-Ship, VH
HEAVY WAR DESTROYER	HDWX	40	12	180	5-6	0.67	1	4	B	212	185	6	20	7	RPL	X-Ship
WAR DESTROYER	DWX	38	12	150	5-6	0.50	1	4	B	211	184	6	14	7	RPL	X-Ship
FRIGATE	FEX	28	10	140	5-6	0.33	1	4	A	213	196	5	12	5	RP3	X-Ship, E, A
R6.0 CONFEDERATION OF THE GORN																
NAVY																
LIGHT CRUISER	CLX	42	12	215	4-6	0.67	2	3	D	207	183	7	18	7	RPL	X-Ship
HEAVY DESTROYER	HCDX	49	38	205/175	5-6	0.67	1	3	C	208	186	7	16	7	RPU	X-Ship, T
	HDPX	46	16	223/190	5-6	0.67	1	3	C	210	188	7	17	7	RPL	X-Ship, ♦, P
	HDSX	44	16	220/195	5-6	0.67	1	3	C	211	186	7	21	7	RPL	X-Ship, ♦
	HSVX	46	16	223/150	5-6	0.67	1+1H	3	C	209	188	7	16	7	RPU	X-Ship, ♦, VH
HEAVY BATTLE DESTROYER	HBDX	40	16	180	5-6	0.67	1	4	B	206	186	8	19	7	RPL	X-Ship
R7.0 THOLIAN HOLDFAST																
DEFENSE FORCES																
NEW LIGHT CRUISER	NLX	46	17	206	5-6	0.67	2	3	B	213	187	4+2	14+6	7	NFP	X-Ship
HEAVY CRUISER	CAX	50	20	210	5-6	0.67	4	3	B	208	183	8	22	10	RPL	X-Ship
	PAX	50	20	215	5-6	0.67	4	3	B	209	184	8	22	10	RPL	X-Ship

Class	Ship Type	G9.0 Crew Units	D7.0 Brgd Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmdm Rating	War Ship Status	Notes
WAR CRUISER	CWX	44	20	185	5-6	0.67	1	3	B	210	186	7	17	7	RPL	X-Ship
HEAVY WAR DESTROYER	CWPX	46	18	191/161	5-6	0.67	1	3	B	211	187	7	16	7	RPL	X-Ship, ♦, P
HEAVY WAR DESTROYER	HDWX	50	12	150	5-6	0.67	1	4	A	212	188	6	17	6	RPU	X-Ship
R8.0 ORION DEEP SPACE EXPLORATION SOCIETY PIRATES																
SALVAGE CRUISER	PFX	44	22	272/225	5-6	0.67	2	3	C	207	186	6	27	7	RPL	X-Ship, ♦, P, cloak
BATTLE RAIDER	PFX	44	22	242/185	5-6	0.67	2	3	C	207	186	6	27	7	RPL	X-Ship, ♦, P, no cloak
HEAVY WAR DESTROYER	BRX	36	22	267	6	0.67	2	3	A	206	186	7	26	7	RPL	X-Ship, cloak
HEAVY WAR DESTROYER	BRX	36	22	237	6	0.67	2	3	A	206	186	7	26	7	RPL	X-Ship, no cloak
WAR DESTROYER	HDWX	27	16	240	6	0.67	2	4	A	209	187	6	28	6	RPL	X-Ship, cloak
WAR DESTROYER	HDWX	27	16	210	6	0.67	2	4	A	209	187	6	28	6	RPL	X-Ship, no cloak
WAR DESTROYER	DWX	27	16	180	6	0.50	1	4	A	208	186	5	23	6	RPL	X-Ship, N, cloak
WAR DESTROYER	DWX	27	16	150	6	0.50	1	4	A	208	186	5	23	6	RPL	X-Ship, N, no cloak
R9.0 HYDRAN KINGDOM ROYAL NAVY																
COMMAND CRUISER	LMX	48	24	310	5-6	1.00	2+3	3	C	211	187	10	24	10	RPL	X-Ship, V
HEAVY CRUISER	CAVX	49	18	188/153	5-6	1.00	2+4+1H	3	C	207	187	10	22	9	LP2	X-Ship, VH
NEW HEAVY CRUISER	MHX	43	18	290	5-6	1.00	2+2	3	C	212	187	10	23	9	RPL	X-Ship, V
NEW HEAVY CRUISER	IRX	44	20	275	5-6	1.00	2+1	3	C	210	186	10	24	9	RPL	X-Ship, V
PEGASUS CRUISER	PGX	29	10	160/130	3-6	0.67	1	3	D	214	190	9	15	7	LP2	X-Ship, ♦, P
MEDIUM CRUISER	MSX	37	14	280/210	5-6	0.67	1+2	3	B	215	187	9	19	7	RPL	X-Ship, V, ♦
MEDIUM CRUISER	MNX	39	16	234	5-6	0.67	1+2	3	B	213	187	9	19	7	RPL	X-Ship, V

Class	Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Gmnd Rating	War Ship Status	Notes
	TRX	40	16	230	5-6	0.67	1	3	B	216	188	9	21	7	RPL	X-Ship
	VDX	45	12	180/145	5-6	0.67	1+1H	3	B	208	187	9	17	7	RPL	X-Ship, ♦, VH
HEAVY WAR DESTROYER	HDWX	36	16	240	5-6	0.67	1+2	4	B	209	188	7	19	7	RPL	X-Ship, V
R11.0 LYRAN EMPIRE																
BATTLE CRUISER	BCX	59	24	260	4-6	1.00	2	3	C	206	187	12	27	10	RPL	X-Ship
HEAVY CRUISER	STX	49	10	280	5-6	1.00	1	3	C	210	189	8	29	9	RPU	X-Ship, +, S
NEW HEAVY CRUISER	NAX	51	16	225	5-6	1.00	1	3	C	212	187	9	23	10	RPL	X-Ship
WAR CRUISER	CWPX	40	10	191/161	5-6	0.67	1	3	B	213	187	8	17	7	RPL	X-Ship, ♦, P
	CWSX	37	10	203/153	5-6	0.67	1	3	B	208	188	8	17	7	RPL	X-Ship, ♦
	CWVX	46	14	170/150	5-6	0.67	2+2H	3	B	207	185	8	18	7	RPU	X-Ship, VH
	SJX	40	12	210	5-6	0.67	1	3	B	211	189	8	23	7	RPL	X-Ship, +, S
HEAVY WAR DESTROYER	HDWX	38	14	200	5-6	0.67	1	4	A	209	188	7	19	7	RPL	X-Ship
R12.0 WYN STAR CLUSTER																
WAR CRUISER	CWX	43	16	200	5-6	0.67	2	3	C	206	185	8	19	7	RPL	X-Ship
	CWPX	47	14	200/170	5-6	0.67	1	3	C	210	190	8	16	7	RPU	X-Ship, ♦, P
HEAVY WAR DESTROYER	HDWX	42	14	165	5-6	0.67	1	4	C	208	189	6	17	6	RPU	X-Ship
FRIGATE	FFX	22	10	120	6	0.33	1	4	A	207	182	4	11	4	RPL	X-Ship, N
ORION-BUILT BATTLE RAIDER	OBX OBRX	36	22	238	6	0.67	2	3	A	209	189	7	17	7	OP3	X-Ship
AUXILIARY BATTLECRUISER	ABX AxBX	28	10	255	3-6	0.67	1	3	D	205	189	8	26	7	RPL	X-Ship, ML, N2

Class	Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmnd Rating	War Ship Status	Notes
R13.0 INTERSTELLAR CONCORDIUM																
PACIFICATION FORCES																
HEAVY CRUISER	CAX	54	22	280	5-6	1.00	3	3	D	206	190	11	25	9	RPL	X-Ship
NEW HEAVY CRUISER	NAX	52	18	275	5-6	1.00	3	3	D	212	191	9	25	9	RPL	X-Ship
LIGHT CRUISER	CLSX	40	16	200/150	5-6	0.67	2	3	C	211	190	7	19	7	RPL	X-Ship, ♦
	CMX	44	18	220	5-6	0.67	2	3	C	207	189	7	20	7	RPU	X-Ship
	CSVX	48	16	180	5-6	0.67	2+3	3	C	208	189	7	19	7	RPL	X-Ship, V
	PFTX	44	16	240/180	5-6	0.67	2	3	C	213	193	7	18	7	LP2	X-Ship, ♦, P
HEAVY DESTROYER	HDDX	40	14	165	5-6	0.67	2	4	C	210	192	6	19	6	RPL	X-Ship
FRIGATE	FFX	20	10	92	6	0.33	1	4	A	209	183	5	9	4	RPL	X-Ship, N
R14.0 LYRAN DEMOCRATIC REPUBLIC																
DEFENSE FORCES																
WAR CRUISER	CMX	44	16	190	5-6	0.67	1	3	B	204	183	8	19	7	UNV, RPL	X-Ship
MILITARY POLICE	MPX	28	10	108	6	0.50	1	4	A	205	183	5	13	4	RPU	X-Ship
R15.0 SELTORIAN TRIBUNAL																
PROSECUTION FORCES																
HEAVY CRUISER	CAX	58	26	240	4-6	1.00	1+1G	3	D	39	186	9	24	9	UNV	X-Ship
DESTROYER	DDX	32	16	118	5-6	0.50	1+1G	4	C	40	186	5	14	5	UNV	X-Ship
R16.0 JINDARIAN NOMADS																
CARAVANS																
HEAVY STRIKE CRUISER	HGX	39	16	240	5-6	1.00	2	3	C	46	183	11	23	9	LPW	X-Ship
LIGHT STRIKE CRUISER	LGX	32	12	175	5-6	0.67	2	3	C	47	183	8	18	7	LPW	X-Ship
R17.0 VUDAR ENCLAVE																
AUXILIARY POLICE FORCES																
HEAVY CRUISER	CCX	56	16	280	5-6	1.00	2	3	C	39	184	9	29	10	RPU	X-Ship
DESTROYER	SCX	35	12	180/120	5-6	0.50	1	4	B	40	184	5	15	5	RPU	X-Ship, ♦