STAR FLEET BATTLES

THE EARLY YEARS III
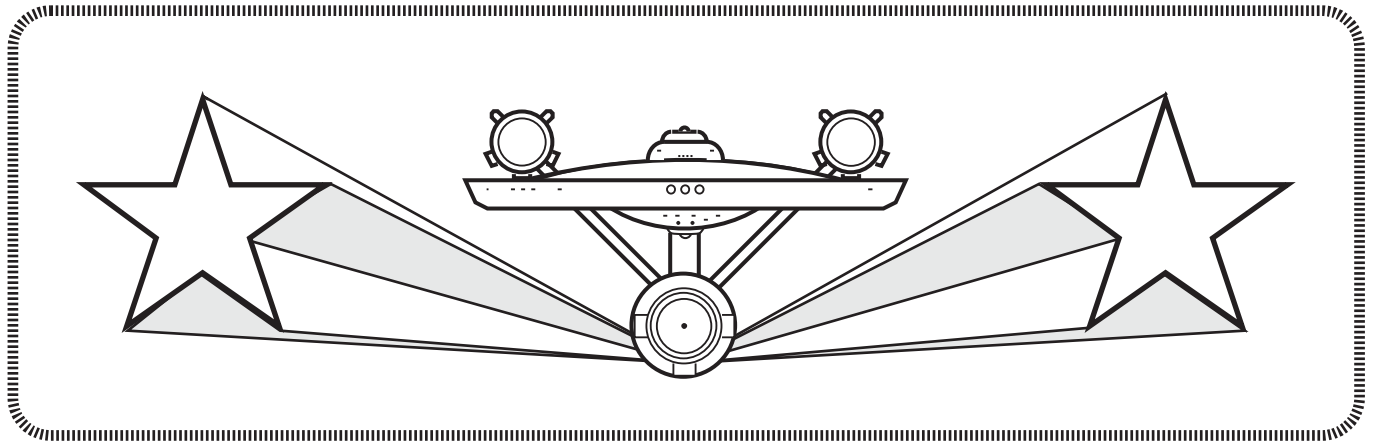
ADAM TURNER
2010

RULEBOOK

CAPTAIN'S MODULE Y3

STAR FLEET BATTLES
CAPTAIN'S EDITION

AMARILLO DESIGN BUREAU INC.

STAR FLEET BATTLES

CAPTAIN'S MODULE
☆ Y3 ☆
THE EARLY YEARS
III

TABLE OF CONTENTS

(Z43.0) NOTES ON *MODULE Y3*
EARLY YEARS MODULE III

(Z43.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE Y3 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, Y1, Y2, R8*) to use it to the fullest extent. *Module Y3* includes this 64-page rulebook, 140 counters, and a 100-page SSD book. **SEP 2010 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.

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

(Z43.4) DESIGNER'S INFORMATION

Previous modules were built around five or six new types or classes, but (to a great extent) *Module Y3* 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 even more for a future module: *Y4*).

Early battleships were provided for several of the empires so you can not only conduct one-on-one duels with the Klingon B4 in *Module Y2*, but conduct task force and fleet battles using a battleship as the flagship of the forces. Early Years battleships for the Inter-Stellar Concordium and Hydran Star Kingdom may appear in *Module Y4* or elsewhere.

The Inter-Stellar Concordium's warp-driven fleets have been filled out with a complete set of dreadnoughts and commando cruisers so that operations to seize resource planets can be conducted. Probably the next thing for the Inter-Stellar Concordium will be warp-driven command cruisers and tugs to make them fully campaign capable.

Federation warp-refitted ships were more filled out, adding the command ships and commando ships needed to for the "planet-hopping" campaign to reach the enemy homeworld. This allows you to conduct internal campaigns of the various Federation member worlds against each other, or against another empire's warp-refitted ships.

The Paravians and Carnivons filled out their fleets; each now has their own tug and a full set of Early Years pods.

General ships were provided to allow all of the empires to build the logistics needed to construct functioning empires and to fight off pirate attacks.

Blank pages are always a curse of game 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. Rather than leave pages blank, I tried to fill in what I thought of as gaps in the history. How did the Hydrans manage to fight their back onto the map in Y134? The economic power of the Lost Colonies alone could not account for it, and the Hydrans could not have known that the Klingons and Lyrans would be unaware of the Lost Colonies and would stop short of them. So there could not have been an organized effort to retreat there as happened in the General War. I think I have found the answer. Also, how did the WYN Star Cluster grow between the Usurper's arrival and his being discovered by the Orions? Between answering those questions and using other blank spaces to provide a ready access to the known errata for *Module Y2*, I hope you, our customers, will be pleased.

DEDICATION

This product is dedicated to the Explosive Ordnance Disposal units of all the armed forces, in recognition of their courage and professionalism. They risk their lives that others might live safely. We recognize their personal willingness to expose themselves to the dangers of disarming not just unstable munitions from past and present conflicts, but to render harmless the multitude of improvised explosive devices employed by the enemies of freedom.

(Z43.5) COPYRIGHT & LICENSING

(YR1.0) EARLY YEARS GENERAL UNITS

(YR1.N3) RULE NUMBERS: When *Module Y1* was published it was initially decided to number general units in the same numbering sequence as their later modern counterparts. This led to having a series of blank numbers, e.g., there are no Early Years auxiliary carriers, auxiliary space control ships, etc. When *Module Y2* was done it was decided to simply number the Early Years general units sequentially. Some rule numbers remain unused and will be assigned to general units in *Module Y4.* Additionally, as some bases are very different from other bases (those used by the Romulans, Gorns, and Paravians in particular) and required extended explanation, it was decided to use the standard rule number with an addition of the specific empire's rule number. Thus all Gorn early base stations were listed as (YR1.3-6) in *Module Y2*.

(YR1.N4) EARLY YEARS RULE RESTRICTIONS: The ship descriptions for many Early Years general units may note that the specific unit type continued in service for some time after Y120. Unless specifically noted otherwise, any unit listed in *Module Y1*, *Module Y2*, and *Module Y3* that continues in use unchanged from Y120 operates under the *Module Y* rules. Note for example that a Federation YCL (YR2.5) that is upgraded to the CL (R2.5) is not treated as an Early Years unit. Currently (as of this printing) only Early Years exploration freighters [(YR1.26A) and (YR1.26B)] were upgraded with normal systems in Y120 and later.

(YR1.3-18) PARAVIAN AERIE REMOTE OUTPOST: While nearly every empire in the Early Years had early base stations there were some differences. The Paravians are a case in point, calling these "Aerie Remote Outposts". The development of weapon systems within Paravian space did not keep pace with the rapidity with which they were able to upgrade their ships and bases with the new technology. The result was that the Paravian's early base-station equivalent actually went through a process of upgrades between Y65 and Y85 before reaching its final design.
(YR1.3-18A) S-AER: The original configuration of the Paravian Aerie Remote Outpost. It was armed with a single quantum cannon (360° firing arc) and one warp-targeted laser in place of each phaser-2 and phaser-3. These were all upgraded in Y70 to the W-AER standard.
Tractors: Type-W (Range 1, can only be used for docking friendly units).
Transporters: Range 1.
(YR1.3-18B) W-AER: This upgrade increased the shields of the S-AER, replaced the lasers with phaser-2s and phaser-3s, and replaced the quantum cannon with a quantum wave torpedo launcher (360° launching arc). This upgrade began in Y70 and all S-AERs were refitted to this standard by Y72.
Tractors: Type-W (Range 1, can only be used for docking friendly units).
Transporters: Range 1.
(YR1.3-18C) Y-AER: This upgrade increased the shields of the W-AER, replaced the phaser-2s with phaser-1s, and improved the tractors and transporters. It began in Y85, and it is not clear if every W-AER was upgraded before it was found and destroyed by the Gorns.
Tractors: Type-Y (Range 1, 360°, any legal target).
Transporters: Range 2, never extended further as all bases of this type operated by this empire were destroyed.
An SSD is provided for the Paravian Aerie Remote Outpost S-AER and W-AER in *Module Y3* and includes a table for the changes to allow the S-AER to be modified into

the W-AER, and modifying the W-AER into the Y-AER; for the Y-AER use the SSD in *Module Y1*. Use the Paravian Y-AER counter in *Module Y3*.
Paravian Aerie Remote Outpost technology upgrades by Andy Palmer.

(YR1.3A-18) PARAVIAN EARLY CIVILIAN BASE STATIONS (YCBS): Bases of this type operated by civilian agencies within Paravian society in the Early Years were given upgrades similar to those given to military early base stations at the same time. Tractor and transporter upgrades not listed on the Paravian Civilian Base Station Technology Upgrade Table (found on the SSD) were received at the same time as other Paravian units. Most early civilian base stations were taken over by the Paravian military after Y72 and converted to Aerie remote outposts, but at least four were encountered outside of the Paravian home system (on the far side away from Gorn space) that had not been so converted as of Y91. (While "civilian" bases, the Gorns destroyed them and returned survivors from their crews to the Paravian homeworld so the bases could not be used as supply and refit points by any remaining Paravian raiders.)
(YR1.3A-18A) SCBS: The original Paravian early civilian base station. It has warp-targeted lasers instead of phasers.
Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).
Transporters: Range 1.
(YR1.3A-18B) CBSI: Some early civilian base stations were upgraded with phasers replacing the lasers beginning in Y70; all were upgraded to this standard by Y72.
Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).
Transporters: Range 1.
(YR1.3A-18C) ECBS: The remaining early civilian base stations were upgraded to this standard with improved shielding and other elements in Y85 before they were cut off from the Paravian home system.
Tractors: Type-Y (Range 1, 360°, any legal target), would have been refitted to Type-M (Range 2) at no cost in Y120 if any bases of this type had survived.
Transporters: Range 2, would have been extended to Range 3 at no cost in Y100, and extended to Range 4 at no cost in Y120 if any bases of this type had survived.
(YR1.3A-18D) YCBS: No Paravian civilian base station survived to be upgraded to this standard, but had history gone differently, it is assumed that the Paravians would have upgraded any surviving civilian base stations to the standards (essentially adding three boxes to each of the shields) of other empires around Y120. Such bases would have been eligible for a phaser-1 refit (replacing all the phaser-2s with phaser-1s) after Y130, but this refit would never be universal and some bases would never receive it.
Tractors: Type-M (Range 2); refitted to Type-N at no cost in Y145.
Transporters: Range 4; extended to Range 5 at no cost in Y140.
A combined SSD is in *Module Y3*; use the Early Civilian Base Station counter in *Module Y3*.
Paravian Early Civilian Base Station technology upgrades by Andy Palmer.

(YR1.7) EARLY YEARS Q-SHIPS (YQ): All empires suffered losses of civilian shipping due to "the hazards of space". Ships encountered unknown conditions or unknown entities and failed to survive. Often they failed to even get a message out saying they were in trouble. More than a few were apparently lost to simple mechanical failure due to poor maintenance. However, insurance companies noticed statistical anomalies that could not be explained. These were

discovered to be the operations of "raiders", or pirates. The earliest recorded pirate attacks were conducted by Free Traders: merchant ships themselves down on their luck, or sometimes seized by passengers. There were unexpected consequences of the early days of warp travel.

All empires, at the end of wars, would have surplus sailors in their military forces (in the case of the Federation, this was more a matter of the reduction of the numbers of crewmen needed as the fleets were consolidated). Some of these personnel, unable to find work or simply seeking adventure, would band together to steal or buy a ship. In the Early Years, finding a colony that would accept a cargo at reduced cost, and no questions asked, was simpler than it would be after the various empires exerted more administrative control. In the interim, one of the responses to piracy was the Q-ship. Purpose-built to look like an unarmed freighter, it would be sent into a region of space where a pirate was known to be operating. Q-ships in this period, while intended to be able to defeat a pirate, were more importantly expected to get a look at the pirate ship, so that if the pirate escaped, it could be hunted down later by fleet ships.

Early Q-ships are considered naval auxiliaries, although some were operated by the civilian police authorities.

(YR1.7.1) SPECIAL EARLY Q-SHIP RULES: Early Q-ships appear as normal early freighters; they operate their shields at early freighter strength (no energy difference) until detected. They cannot be detected as Q-ships until one of the following events:

They operate or raise their shields at full (Q-ship) strength.

They fire any of their weapons or otherwise do something a standard early freighter cannot do.

They are boarded or subjected to a successful hit-and-run raid.

Whenever an early Q-ship is hit by weapons of any type, the owning player has the option of revealing his status as a early Q-ship at that point. If this is done, the early Q-ship can immediately raise its shields to full strength and fire some or all of its weapons, *before* the effects of incoming fire are resolved but *after* the number of damage points scored is known. (This violates the normal Sequence of Play.)

Damage that penetrates the shields and is scored against the armor belt can be announced as satisfying damage scored by the DAC as a means of concealing that the ship is a Q-ship. While all damage that penetrates the shields must first be scored against armor (D4.12), a die roll result of "4" (phaser) for internal damage can be announced as "transporter" even though it struck armor. The objective here is to try to trick the pirate into lowering his shields to send over boarding parties.

(YR1.7.2) MOVEMENT: Early Q-ships can accelerate by five Movement Points per turn (combined warp and impulse). They cannot disengage by acceleration.

(YR1.7A) EARLY YEARS SMALL Q-SHIP (YQ-S): Typical of the designs used by all empires in the Alpha Octant, the ship was intended to absorb an attack by a pirate, and then deliver a close-range broadside when the pirate lowered his shields to send over boarding parties. The APRs were unusual for a warship in this period but their added power was needed to make the Q-ship concept workable. Any approaching raider would have been able to detect increases in the impulse or warp drives of the "unarmed freighter", which would have given the game away.

The ship had two shuttles, and would sometimes launch one shuttle to simulate the crew "fleeing" the ship, but the primary intended use of the shuttles was to increase the number of boarders aboard a disabled pirate.

Ships of this class served through the early Y120s in all empires, except for the Romulans and Tholians (who never had Early Years Q-ships), and the Inter-Stellar Concordium. All of the survivors were withdrawn and scrapped as ineffective against the new Orion cartel ships that had begun operating in Y113. Indeed, the last ships of this type in service outside of Inter-Stellar Concordium space were not operating as Q-ships, but as colony defense ships. The Inter-Stellar Concordium continued using ships of this type until Y130.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

SSD and counter are in *Module Y3*.

(YR1.7B) EARLY YEARS LARGE Q-SHIP (YQ-L): Typical of the designs used by all empires in the Alpha Octant. The large early Q-ship, like its smaller brethren, was intended to absorb an attack by a pirate, and then deliver a close-range broadside when the pirate lowered his shields to send over boarding parties.

Ships of this class served through the early Y120s in all empires, except for the Romulans and Tholians (who never had Early Years Q-ships), and the Inter-Stellar Concordium. All of the survivors were withdrawn and scrapped as ineffective against the new Orion cartel ships that had begun operating in Y113. Indeed, the last ships of this type in service outside of Inter-Stellar Concordium space were not operating as Q-ships, but as colony defense ships. The Inter-Stellar Concordium continued using ships of this type until Y130.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

SSD and counter are in *Module Y3*.

(YR1.8) EARLY YEARS GROUND BASES are in *Module Y2*.

(YR1.9) EARLY SKIFFS: Early and sublight versions of seeker skiffs (R1.52), called "cargo skiffs", were available in the Early Years. There were also Early Year versions of the security skiff (R1.53). All empires (except the Andromedans) have one or more designs that are, more or less, similar and the designs described below will approximate any of them. All skiffs and modular cutters always had a minimal tractor capability not shown on the SSD that allowed them to dock to other units (including each other) under the provisions (C13.98). This allowed security skiffs to board inspectors on arriving (and departing) freighters to search for contraband and check the ship's "papers", and for small amounts of critical cargoes to be transferred.

All skiffs are nimble (C11.0).

All skiffs can land on planets using the aerodynamic or powered landing systems (P2.43).

(YR1.9A) EARLY CARGO SKIFF (YSK): This type of ship is commonly used as a courier by governments and some

wealthier corporations. It operates, in some regards, as a "business jet" would, taking passengers who can afford it to places that they cannot afford to wait to get to, but is primarily used to move small critical cargoes over short distances. Skiffs of this type remained in use through Y150 by all empires except the Romulans and Tholians who never used this Skiff. It was used by prospectors and advanced scouts.

SSD is in *Module Y3* on the combined skiffs SSD; use the skiff counters from *Module R8* or the YSK counters in *Module Y3*.

(YR1.9B) SUBLIGHT CARGO SKIFF (SuSK): This type of skiff is commonly used as a courier by governments and some wealthier corporations. It operates, in some regards, as a "business jet" would, taking passengers who can afford it to places that they cannot afford to wait to get to, but is primarily used to move small critical cargoes over short distances. Skiffs of this type were still in operation in all empires through Y140 as they were effective enough at moving cargoes inside solar systems. The Romulans continued using this type of skiff at least until Y168 and some may still have been in use in the backwaters of Romulan space at least as late as Y179.

SSD is in *Module Y3* on the combined skiffs SSD; use the skiff counters from *Module R8* or the YSK counters in *Module Y3*.

(YR1.9C) EARLY SECURITY SKIFF (YSSK): Skiffs of this type were frequently used to provide local security and customs enforcement for relatively prosperous colonies. Planetary governments operated some; corporations operated some; some were operated by each empire. They released deep space ships to patrol the shipping lanes between planets. They were armed with a pair of phaser-3s. Not shown on the SSD is a very weak tractor that can be used only for docking to a ship to enable the boarding parties (who were not always Marines but frequently members of the planetary constabulary or corporate security) to board a ship and check its papers. All empires, except the Romulans and Tholians, used this type of skiff until Y156.

SSD is in *Module Y3* on the combined skiffs SSD; use the skiff counters from *Module R8* or the YSSK counters in *Module Y3*.

(YR1.9D) SUBLIGHT SECURITY SKIFF (SuSSK): Skiffs of this type were used by the Gorns and Paravians between Y50 and Y70, and by the Romulans from Y50 through Y164. The ship was armed with two warp-targeted lasers and otherwise operated in the same manner as the early security skiff (YR1.9C). All empires in the Alpha Octant operated skiffs similar to this type between Y50 and Y70 while replacing them with warp-powered types. The lasers on skiffs not operated by the Romulans, Gorns, or Paravians were not warp-targeted and could not hit a target moving faster than Speed 1 or at a true range (D1.4) of more than one hex.

SSD is in *Module Y3* on the combined skiffs SSD; use the skiff counters from *Module R8* or the YSSK counters in *Module Y3*.

(YR1.10): This rule number is not used at this time.

(YR1.11) EARLY YEARS FREE TRADER (YFT): Ships of this type were produced in large numbers for both the civil and government markets by all empires. While not designed for exploration, many civilian crews headed out for uncharted regions looking to make a fast credit by finding something new before anyone else. Consequently the losses of such ships in the civilian economy were always high. This ship was also the basis for most piracy in the Early Years (before the Orion cartels established themselves). It is not known for

certain if the first acts of piracy were committed by desperate crews trying to avoid losing their ship, or were purchased by unscrupulous individuals with larceny in their souls from the start. It is known that some YFTs were taken over by passengers under various guises and then used for piracy. It is believed that some YFTs only committed a few acts of piracy when opportunity presented itself and were never caught. The majority of YFTs were engaged solely in the lawful occupation of trade, and in so doing helped build the economies of their respective empires and establish contacts with neighboring empires. The unarmed variants were thought to be particularly law-abiding, but reports indicate that a few of them were involved in raids on colonies with minimal defenses, landing ground troops to loot what they could.

YFTs continued in service in all empires except the Romulan Star Empire; the Tholian Holdfast used a few captured YFTs until at least Y134. YFTs might be found in the backwaters of an empire as late as Y160.

This ship can land on planets using the powered landing system (P2.43).

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counters are in *Module Y3*.

(YR1.12) EARLY YEARS PRIME CORVETTE (YCT): A variant of the early Free Trader intended as a local defense boat. It would be assigned to colonies of particular value to augment the defenses and free real warships for use patrolling and exploring the expanse of the empire. Most ships of this class were used by the early police forces of most empires. (The Klingons were a noted exception in that they provided their police forces with real warships, but the ISF also used ships of this type.) Most YCTs were retired by the early Y140s, being replaced by police cutters and the newer prime corvette.

The Romulans and Tholians never had ships of this type.

The option mount can hold one of the listed weapons and the BPV of the YCT is modified by Annex #8B. Any YCT operated by the military can have the listed weapon, a phaser-2, or a phaser-3. YCTs operated by civilian organizations can only have a phaser-2 or a phaser-3.

EMPIRE	WEAPONS
Federation	Photon
Klingon	Disruptor Range 10
Romulan	N/A
Kzinti	Type-A drone rack
Gorn*‡	Plasma-F
Tholian	N/A
Orion	Photon (National Guard)
Hydran	Nova Cannon
Lyran	Disruptor Range 15
ISC†	Plasma-F
Paravian*¥	Quantum Cannon, Quantum Wave Torpedo
Carnivon	Heel Nipper or Disruptor Cannon range 15

*Some YCTs operated by this empire were armed with warp-targeted lasers instead of phasers prior to Y86; replace all phasers with warp targeted lasers and adjust the BPV by Annex #8B.

‡ Some YCTs operated by this empire were armed with atomic missile launchers instead of plasma-F torpedoes prior to Y86.

¥ Paravians use quantum cannons until Y70, and can use quantum cannons or quantum wave torpedoes thereafter.

† During the Early Years of the Inter-Stellar Concordium, many YCTs were armed with weapons of some of the member states. Before Y90 a given YCT might have a plasma-drone rack, plasma-blaster, or plasma-V torpedo instead of a plasma-F torpedo or phaser in its option mount. All such weapons were phased out of service by Y90.

This ship can land on planets using the powered landing system (P2.43).

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counters are in *Module Y3*.

(YR1.13) EARLY YEARS ARMED PRIORITY TRANSPORT (YAP): Most bulk cargoes are moved by freighters. Cargoes that are critical and need to be delivered quickly can be sent in chartered (or government-owned) Free Traders. Tugs and strategic transports can be diverted from other missions to deliver vital cargoes. Often, however, a cargo in need of delivery is small, but critical, and time is of the essence. For that reason, all governments maintained a number of Priority Transports. While tugs and strategic transports could deliver such cargoes as quickly as the Priority Transports, they were often overkill (able to carry far more volume than the needed cargo) and often already involved in other critical missions.

Most early Priority Transports were retired in Y124, but some soldiered on in all empires within a single province. It is believed the last early Priority Transport in the Federation was taken out of service in Y135.

The basic design of the Priority Transport was used for its replacement, with some of the cargo deck being converted into APRs. The APRs of the later Priority Transport allowed the ship to maintain a higher speed while also generating electronic warfare to throw off an enemy's weapons or provide power to reinforce the ship's shields.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counters are in *Module Y3*.

(YR1.14) EARLY YEARS ARMED CUTTER (YCUT): Much like the early prime corvette, the early armed cutter was a design for local defense. It was used, although rarely, as a convoy escort in regions of an empire where pirates (using rogue Free Traders) were known to be operating. Records indicate that at least a few armed cutters were also used by pirates, although their operations were hampered by needing to take their prey without damaging the ship too badly, or having their own cargo ships nearby to loot the victim.

Pirate armed cutters could outrun warp-refitted fleet ships, but were not able to easily escape from the Early Years ships. They could give a small frigate a fight.

Like the early prime corvette, most were assigned to protect colonies deemed important enough, and were operated mostly by police personnel.

They were phased out of service in most empires beginning in Y120. In that final decade the various empires deployed the remaining ships in quiet areas, where a few succumbed to attacks by Orion Pirates.

The Romulans never operated ships of this type.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counters are in *Module Y3*.

(YR1.15)-(YR1.17) These rule numbers are not used at this time.

(YR1.18) EARLY YEARS SMALL TROOP TRANSPORT (YF-TS): A constant problem faced by all empires was the simple need to move people from where they were to where they were needed. Troop transports, when not actively engaged in moving troops (which might simply be replacement crewmen for ships being taken to forward bases) would often move civilians who had volunteered (or in some empires, had been drafted) to found or expand a colony.

In their wartime role, troop transports were never intended to take part in assaults on defended planets (or asteroid-mining operations), but simply to provide troops to be delivered to the fighting fronts by other units. In this role, the intention was for the GAS shuttles to be traded for admin shuttles on a warship that would conduct the actual attack. Sometimes the ship that would conduct the attack would borrow an HTS, but the primary purpose of the HTS shuttles was to land bulk cargo from the transport when it was delivering garrison, or occupation, troops or landing colonists.

A troop transport was not to be used to attack an enemy-held planet unless the ability of the defenders to damage a ship in orbit had been eliminated. Similarly, a troop transport was not to be hazarded in an asteroid field where ground defenses might engage it. As with all things, sometimes the rules imposed by fleet command could not be (or were not) observed in the field. Early troop transports were taken out of military service by Y126 in all empires that operated them. Some were purchased by civilian corporations and continued in service as "commercial liners" for another decade.

Note the minimum crew reflects the actual crew on this ship. The boarding parties are not counted as part of the crew.

Maneuver: Troop transports can accelerate by five Movement Points per turn, they cannot disengage by acceleration.

Data: The 60 boarding parties include two commando squads and six heavy weapons squads; 4 GCVs; 2 GAS-Y; 2 HTS-Y.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counter are in *Module Y3*.

(YR1.19) EARLY YEARS LARGE TROOP TRANSPORT (YF-TL): The large troop transport served the same functions

as the small troop transport (YR1.18), but of course had a larger capacity to move personnel and equipment.

The minimum crew reflects the actual crew on this ship. The boarding parties are not counted as part of the crew.

Maneuver: Troop transports can accelerate by five Movement Points per turn, they cannot disengage by acceleration.

Data: The 120 boarding parties include four commando squads and twelve heavy weapons squads; 8 GCVs; 4 GAS-Y; 4 HTS-Y.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counter are in *Module Y3*.

(YR1.20) EARLY YEARS SMALL ARMED FREIGHTER (YF-AS): Armed freighters were not a reaction to pirate attacks, although their presence did complicate the operations of early pirates. The original design intention of armed freighters was to operate nearer "the front lines". In the Early Years deep penetration raids were not as "deep" as they would be in the General War. Armed freighters were intended to operate, carrying critical supplies, just behind the fighting front where enemy raids were more likely.

The design was a compromise. Typically freighters (as opposed to Free Traders and other cargo ships) were designed to mate to a pod filled with cargo, move to a major planet, deposit the pod, and then mate up with a new pod. Pods would be loaded by planets with cargoes going in various directions and the different cargoes broken up (possibly being transferred to another pod to continue their journey). This is much the same system used for moving passenger luggage when a traveler might change planes several times before reaching his final destination. It was not possible to arm the freighter itself (the command and drive sections) because the needed systems were (at the time) too bulky, and the demand for armed freighters too limited. The solution was permanently welding a pod to a freighter, installing phasers in the pod at the cost of reducing the cargo volume, and providing more powerful engines. The resulting freighter was much less efficient in moving cargoes, as it could not drop its pod but had to unload and load cargo while stationary, but this was considered acceptable since a convoy of such freighters would be a more difficult target for a raider.

Operationally, the freighters would be very slow in combat (roughly Speed 4 while using low-powered fire control), but the stronger shields and the threat of their weapons keeping a raider at bay allowed time for the cavalry to arrive. The contingent of Marines assigned to such ships was simply to keep an enemy raider from easily silencing the ship's weapons by boarding it. Unlike later armed freighters, early armed freighters were only operated by the military.

Freighters of this type were rapidly phased out of service beginning in Y119 as they were not able to deal with the rise of the Orion Pirate cartels or the advancing technology. The Romulans never used such freighters, and the Gorns and Paravians did not use such freighters before Y80. There was never a warp-targeted laser armed version.

Maneuver: Armed freighters can accelerate by five Movement Points per turn, and they cannot disengage by acceleration.

SSD and counters are in *Module Y3*.

(YR1.21) EARLY YEARS LARGE ARMED FREIGHTER (YF-AL): Similar to the small armed-freighter with the same limitations, except that it was much faster under fire.

Freighters of this type were rapidly phased out of service beginning in Y125 as they were not able to deal with the rise of the Orion Pirate cartels or the advancing technology. They were ultimately defeated by the new armed-freighters, which were able to drop their pods.

The Romulans never used such freighters, and the Gorns and Paravians did not use such freighters before Y80.

Maneuver: Armed freighters can accelerate by five Movement Points per turn, and they cannot disengage by acceleration.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

SSD and counters are in *Module Y3*.

(YR1.22) This rule number is not used at this time.

(YR1.23) EARLY YEARS HEAVY FREIGHTER (Y-FH): Most of the wealth of any empire begins with raw materials. Without those materials being delivered to factories for conversion into goods there is little commerce. Without commerce there is no tax base. Without a tax base, there is no government. Government's principal function is to protect its citizens from harm, and to do so it requires funds to pay for things like police and soldiers. So it goes that one of the most critical and little appreciated cogs in the wheels of commerce (and ultimately government) is the lowly bulk ore carrier, the heavy freighter. Whether the ores are mined on the moons of a gas giant, the asteroids of a solar system, or from the soil of a distant colony planet, they have to be brought to the production facilities in order to be turned into goods. Pods operated by heavy freighter have inertial systems (it is vital that the mass of the cargo does not accelerate through the rear of the ship when it starts moving at warp speeds) but minimal life-support systems (they are designed to move inert materials that do not really need to be protected from the rigors of space). The heavy freighter is still capable of dropping its pods and picking up new pods. Because of the masses it is designed to move, it has a very slow acceleration rate. Heavy freighters are seldom the targets of raiders or pirates because what they haul is raw materials. While the cargo may include (for example) tons of rare mineral ores, extracting those minerals would still be a time consuming operation requiring a factory and the amounts that could be moved by a smaller ship are simply not economical. The increasing use of mobile processing ships (able to extract the metals from the ores and produce ingots) in later years made attacks on heavy freighters more common by Orion Pirates seeking the processed metals,

The Romulans never used such freighters.

Maneuver: Heavy freighters can accelerate by three Movement Points per turn, and they cannot disengage by acceleration.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

SSD and counter are in *Module Y3*.

(YR1.24)-(YR1.25) These rule numbers are not used at this time.

(YR1.26A) EARLY YEARS SMALL EXPLORATION FREIGHTER (YF-ES): The appearance of warp-powered freighters quickly led to this design. Universities in all empires used private and public funds (government grants and subsidies) to create ships that could be used to visit regions of space to more closely examine phenomena. The early exploration freighter is a permanent conversion of a freighter with strengthened shields (seen as necessary given the inherent design role of the ship to go into unoccupied, at least by the owning empire, space). It was also the first "armed" freighter (the phaser, like the shields, deemed necessary because of where the ship would go). The laboratory facilities were primitive (YG4.0) compared to those found on later ships, but the enthusiasm of their crews in these early years made up for much. The boarding parties are representative of many different types of security. Some exploration freighters had private security hired by the university, while some operated on government grants were given actual contingents of military personnel (sometimes even the crew of the ship, i.e., the freighter, were military).

By Y85 large corporations were using such freighters (not always with government sanction even in the Federation) to seek out resources to exploit. (The Orion Enclave, reputedly, used several chartered ships of this class and the larger Early Years exploration freighter to find the initial base areas for the cartels within Federation and Romulan space, but this has not been conclusively proven.) The exploration freighters massively supplemented the reach of the true survey ships operated by the various empires' naval services, and colonization efforts exploded everywhere [except in Romulan, Gorn (initially), and Paravian space] as a result.

The Romulans never used ships of this type, and the Gorn Confederation did not put any into service before Y90 due to being surrounded by enemies (Paravians on one side, Romulans on the other). The Paravians are thought to have used a few of these ships to look for Gorn colonies; at least the Gorns destroyed a few Paravian freighters that might have been exploration freighters.

Early exploration freighters continued in use far longer than any other Early Years freighter type, and were upgraded (at no BPV cost) to standard system capabilities beginning in Y120 (although some were never upgraded). The last ships of the type were phased out in the Y160s as the new improved exploration freighters (with special sensors) were added to the inventory. While their engines were grossly inferior to those of other middle years freighters, the scientists were not often in a hurry to get where they needed to go, or to leave once they had arrived. If something needed to be looked at *now*, the fleet had survey ships built on warship hulls that could get there fast enough.

Maneuver: Early Years small exploration freighters can accelerate by three Movement Points per turn, and they cannot disengage by acceleration.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

Lab facilities: Improved to the (G4.0) standard in Y120 at no cost.

SSD and counter are in *Module Y3*.

(YR1.26B) EARLY YEARS LARGE EXPLORATION FREIGHTER (YF-EL): The larger version of the exploration freighter usually operated by wealthier universities, or universities that had succeeded in convincing the government that their particular science project should be funded. Later it was the type most favored by larger corporations, if only because the improved facilities (i.e., there were more of them and more people) increased the speed at which research could be done and profit extracted.

Like the Early Years small exploration freighter, these were phased out of service in all empires in the Y160s.

Maneuver: Early Years large exploration freighters can accelerate by four Movement Points per turn, and they cannot disengage by acceleration.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

Lab facilities: Improved to the (G4.0) standard in Y120 at no cost.

SSD and counter are in *Module Y3*.

(YR1.27)- (YR1.28) These rule numbers are not used at this time.

(YR1.29) EARLY YEARS COMMERCIAL PLATFORM (YCPL): The presence of one of these bases in orbit around a planet was a sure sign that it was a prosperous one. The lack of such a base was an indication both that it was probably not well defended and that the loot (if you were a raider) was not likely to be very lucrative. By their nature, commercial platforms were themselves the location of most of the available wealth of a colony. Commercial platforms prepared cargo pods to be picked up by freighters. Sometimes a freighter would dock and small amounts of cargo would be transferred, and other times the freighter and the platform would exchange entire pods. The Early Years commercial platforms lacked positional stabilizers (G29.0). This led to disaster more than once as it was relatively easy for a ship to tractor the base and simply shove it into the planet's atmosphere, or to drag it away from the defenses of the planet to be looted at leisure. In more than one case, a raiding ship discouraged pursuit by forcing the platform into the atmosphere (after disabling its tractor beams), forcing "the cavalry" to stop and stabilize the platform's orbit. The danger of the platform being de-orbited prevented them from being set up at colony worlds judged too close to "unfriendly neighbors". Some early commercial platforms remained in use as late as Y132, but all had been replaced with newer platforms with positional stabilizers after that date.

This base has two position-B augmentation module docking stations (YR1.1A), one on each side.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); refitted to type-M (Range 2) at no cost in Y120. Tractors were never further improved.

Transporters: Range 1; extended to Range 2 at no cost in Y80 (Y81 in the Inter-Stellar Concordium, Y82 for the Paravians, Y90 for the Gorns); extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120. Transporters were never further improved.

SSD and counter are in *Module Y3*.

END GENERAL UNITS

(YR2.0) EARLY YEARS UNITED FEDERATION OF PLANETS SHIPS

(YR2.34) EARLY YEARS BATTLESHIP (YBB): In Y95, the Federation learned that the Klingons (with whom relations were then cordial) were working on a design study to build a ship larger than any other ship. The Federation had no knowledge of exactly what this design would be (the information had been gleaned through informal conversations with Klingon exchange officers), but was intrigued by the concept and embarked on its own design study.

The Federation was not aware that the Klingon's design study envisioned building entirely new, and massive, construction docks for the purpose, and chose to start with the saucer of an early dreadnought and build a larger secondary hull. The width of the Federation's existing construction docks thereby became a major factor in the design, and imposed severe constraints on the entire concept. While intended to simply be a larger command platform along the lines of the early dreadnought, the limits imposed by incorporating an early dreadnought saucer and the narrowness of the secondary hull imposed major limits on the weapons that could be installed. The Federation designers assumed that breakthroughs would be made in the design of phasers that would allow the more powerful phaser-1 to be installed. (Indeed, most empires were working on such systems, but the Federation had an intrinsic edge in that the Vulcans had already overcome many, but not all, of the problems.) Had the ship actually been built, it would have been this powerful (for the Early Years) phaser array that made it a formidable opponent for an opposing fleet.

The resulting design was never built as the study found the costs associated with building a ship of such size as both excessive and beyond its combat value. (It is questionable as to whether or not the study's conclusion was correct.) Decades later, when the Federation discovered that the Klingon empire was proceeding with the construction of the B10, this original design study would be hurriedly updated in the Y170s, forming the basis of the later BB (R2.73) design, which also did not enter production.

The Early Years battleship has a year in service of Y105 as the study concluded that had construction begun, that was the earliest year it would have been completed.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 3; extended to Range 4 at no cost in Y120.

NAMES: *Ares*, *Mars*, *Nebu*, *Kali*.

SSD and counter are in *Module Y3*.

(YR2.35) EARLY YEARS TRANSPORT FRIGATE (YFT): Logistics was always a key to the strength of any empire. The inability to supply a distant combat force would result in that force either having to withdraw or be destroyed. The transport frigate was designed to move small amounts of cargo quickly in areas of space where the threat of attack by the Kzintis (during the First Federation-Kzinti War) was deemed too great for an Armed Priority Transport. The first ships of the class only barely reached the front before that war ended, leaving the basic concept somewhat untested. They were also designed to assist in the recovery of crippled freighters [using (G14.73)] as there were never enough fleet tugs to deal with all of their critical tasks and rescue crippled freighters in combat zones. Several of the ships conducted rescues of broken-down freighters and freighters left crippled by pirate attacks. The ability to rescue small freighters eventually morphed (under combat conditions) into transport

frigates doing short hauls of normal tug cargo pods themselves which greatly aided the Third Fleet in resisting the Klingon attacks during the brief First Federation-Klingon War in Y110. At least two ships of this class were still serving in the Federation National Guard as late as Y133.

The Federation built at least eight ships of this class, plus at least one replacement ship, between Y90 and Y110.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Wells Fargo*, *Pony Express*, *Flying Cloud*.

SSD and counter are in *Module Y3*.

(YR2.36) WARP-REFITTED HOSPITAL SHIP (WCH): An upgrade of a design operated by the Terran forces during the First Federation-Romulan War. While most empires used freighters or simply divided the wounded among damaged ships heading to the rear for repairs, the Terrans always tried to have the best medical care possible as far forward as possible. The success of this system encouraged the other members of the Federation to provide their own medical personnel and technology to these ships, making them the premier medical facilities anywhere outside of the home star systems. Weapon systems were kept to a minimum, less because it was believed that other empires would respect the mission of the ships than that it was believed they could be kept out of harm's way. It was expected that the ships would operate far enough behind the fighting front to be safe from attack and that a small escort or two would provide local security. This was proven disastrously wrong in Y89 when, despite the best efforts of her consorts (a Rigellian WDD and a YFF), Kzintis more interested in the glory of capturing (or destroying) a cruiser than in the ship's humanitarian mission captured the *Solace*.

These ships were technically still part of the Terran National Guard, even though their crews were among the first to be integrated with members from most Federation member worlds.

Tractors: Type-Y (Range 1, 360°, can hold any legal target), but never extended further (ships were converted to YCHs).

Transporters: Range 2, but never extended further (ships were converted to YCHs).

NAMES: *Solace, Comfort, Refuge.*

SSD and counter are in *Module Y3*.

(YR2.37) EARLY YEARS HOSPITAL SHIP (YCH): After the *Solace* disaster, the Federation considered abandoning the hospital ship concept and just using freighters. The Federation Council members, however, were stunned when not just Star Fleet, but the members of the Federation's medical profession, came forward to demand that the ships continue in use. Star Fleet's review of the *Solace* disaster showed that, ultimately, it was the inability of the ship to rapidly leave the area when Kzinti ships caught it. If the *Solace* had had the improved warp engines then available she would have evaded the Kzinti attack. Thus apprised of the findings, the Federation Council voted a special funding appropriation to upgrade the remaining WCHs.

Perhaps they were driven to do it more because it was the Council that had blocked the previous Star Fleet budget request, made in Y87, to fund upgrades of the ships. The Council had chosen to support a minority opinion in Star Fleet that said the upgrades were unnecessary because the ships would never be involved in direct combat.

The improvements enabled the ships to operate effectively during the remainder of the First Federation-Kzinti War, and *Comfort* managed to avoid destruction by a surprise

Klingon attack in Y111 during the First Federation-Klingon War due to the improved engines and shielding.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Comfort*, *Refuge*.

SSD and counter are in *Module Y3*.

(YR2.0) SHIPS OF THE NATIONAL GUARDS

(YR2.38) ALPHA-CENTAURAN WARP-REFITTED COMMAND CRUISER (WACC): This ship was designed to be more resilient than the heavy cruiser and serve as the command ship of a task force rather than be more powerful. The ship did not have any additional weapons, but included a larger contingent of Marines and systems to support their operations (additional shuttles and an additional transporter). The ship had an improved power curve.

Records are unclear as to how many ships of this class there were. At least three sublight ships were converted to this design before the First Federation-Kzinti War, and at least one of those was lost in the opening stages of that war when it was unable to turn away from a massive wave of Kzinti drones. One ship was still serving as a flagship of the Alpha-Centauran National Guard forces in Y101, but it was retired and scrapped in Y109.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Belerica*, *Moritana*, *Palema*.

SSD and counter are in *Module Y3*.

(YR2.39) ALPHA-CENTAURAN WARP-REFITTED COMMANDO CRUISER (WALG): A variant of the Alpha-Centauran light cruiser optimized for landing and extracting Marines in raids. The Alpha-Centaurans are known to have operated at least three such ships, and it appears one may have been lost in combat with the Kzintis in Y90. The surviving ships were apparently scrapped in Y100 along with the other warp-refitted light cruisers.

Alpha-Centauran Marine doctrine emphasized speed over firepower. Marines were organized in companies of five platoons each of four squads; one crew unit on the ship is actually a non-fighting headquarters for the company. Three of the platoons were standard combat platoons of four boarding parties each; the fourth platoon was the strike platoon of four commando squads; the fifth platoon was the maneuver platoon composed of four squads and four ground combat vehicles. Combat operations often saw the fifth platoon's Marine squads deploy as a normal combat platoon without their vehicles, and they were often held aboard ship to be deployed as reinforcements in the event of trouble on the ground. Sometimes the ground combat vehicles would be landed as an independent unit without their Marine squads, depending on the situation. Normally, the three combat platoons would be landed and initiate an assault on an enemy location as a diversion, and the strike platoon would then be beamed directly into the target area taking advantage of the diversion.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

Data: The twenty boarding parties include four commando squads; 4 GCV; 4 GAS-Y.

NAMES: *Calistica*, *Larenia*, *Niakra*.

SSD and counter are in *Module Y3*.

(YR2.40) ANDORIAN WARP-REFITTED LIGHT CRUISER (WNL): The light cruiser, a consort for the heavy cruiser, was cheaper and thus able to be built in larger numbers. As with the heavy cruiser it retained the drone armament the Andorians preferred over the photon torpedoes adopted by the rest of the Federation member planets. It was more maneuverable than the heavy cruiser, if having slightly less firepower, and often operated on their flanks or (as might be expected) as the centerpiece of small task forces. The number of Andorian sublight light cruisers is not known, but they initially converted at least eight to this design, and another five after the Kzinti-Federation War began (apparently to replace losses as there is no indication that the number in service actually increased). At least two ships of this class were part of the Sixth Fleet from Y108 to Y112 when they were withdrawn and mothballed along with the other five ships then in service (one was lost in Y111 during the First Federation-Klingon War). All were ordered scrapped in Y120, the last ship going to the breakers in Y125 after efforts to raise funds to convert it into a museum failed.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Govar-Jarot (Grinding Ice), Jarot-Ogal (Ice Wall), Jirot-corus (Polar Wind), Jirot-Gos (Polar Thunder), Jirot-targ (polar lightning), Targ-vlest (lightning giver).*

SSD and counters are in *Module Y3*.

(YR2.41) ANDORIAN WARP-REFITTED COMMANDO CRUISER (WNLG): Typical of the breed, the Andorian warp-refitted commando cruiser was probably not well suited to the support of the Marine force it embarked, and the Andorian Marine and Naval commands never really worked out a good compromise. Individual Andorian ship captains and Marine battalion commanders of the ships often had to improvise task organizations that had little to do with the nominal paper organization of the battalion.

The embarked Marine battalion was composed of two companies. Each company was composed of three platoons, each of five boarding parties and a headquarters element composed of a boarding party, a heavy weapons squad, a GCV, and an APV. One crew unit on the ship is a non-fighting battalion headquarters to coordinate the operations of the two companies. Each company headquarters was expected to use the heavy weapons squad in combination with the GCV to provide firepower support as needed to its combat platoons, and use the transportation abilities of its attached APV and GCV to reinforce its sister company as needed. In order to facilitate landing the vehicles, the ship was equipped with a heavy transport shuttle. The Andorians retired their commando cruisers (it is believed there were only two ships of this type, but it is possible there was a third built as a replacement for the lost ship) in Y109. The two (surviving?) ships both survived participation in the First Federation-Klingon War, and were both scrapped in Y121.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

Data: The 34 boarding parties include two heavy-weapons squads; 2 GCV, 2 APV; 2 GAS-Y; 1 HTS-Y.

NAMES: *Kaarst Wind, Kaarst Snow, Kaarst Cloud.*

SSD and counter are in *Module Y3*.

(YR2.42) RIGELLIAN WARP-REFITTED COMMAND CRUISER (WRCC): The Rigellian warp-refitted command cruiser reflected the general view of the Rigellians that trade was far more important than conflict. While facilities for an admiral (or merely a commodore or a senior captain acting as a task force commander) were provided, there was little other improvement. The cargo capacity of the heavy cruiser was not reduced, although additional shuttles were added. The Rigellians provided four ships of this class, one of which spent the First Federation-Kzinti War in their home system and a second operated as the flagship of the Sixth Fleet during the war (something which miffed the Orions). The third and fourth took part in operations against the Kzintis, leading task forces at various times, and at other times operating independently (not uncommon for command cruisers of any empire) until both had been destroyed. It is unclear when the first, *General*, was lost, but the second, *Master*, was destroyed in Y90 as part of one of the last major Kzinti offensives. While perhaps not the best command cruiser, the Rigellians demonstrated repeatedly that they were willing to fight for the Federation.

The remaining two ships were both sent to the Klingon border in Y110, where they participated in the First Federation-Klingon War. They were withdrawn from the Klingon border in Y116 and ordered scrapped in Y118.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Commander, General, Leader, Master.*

SSD and counter are in *Module Y3.*

(YR2.43) RIGELLIAN WARP-REFITTED COMMANDO CRUISER (WRLG): When the Rigellians turned their attention to ground combat they forgot all about trade. The conversion of the sublight light cruiser to a commando ship was all business, and the warp refit of that ship only enhanced its capabilities by adding warp speed and transporters. The light cruiser's rather copious cargo capacity was partly converted into barracks and the remainder used for systems moved from the rear hull to make room for a greatly enlarged shuttle bay. The ship was well able to support its Marines, as it was intended to do.

While the Alpha-Centaurans believed in speed and diversion, the Rigellians focused on attack, i.e., overwhelm the enemy with firepower.

The Rigellian Marine battalion had two companies. The heavy company consisted of a headquarters squad (one boarding party) and four platoons of four squads (three boarding parties and a heavy weapons squad) each; the light company had a headquarters squad (one boarding party) and four platoons of three squads (three boarding parties) each. One crew unit on the ship is actually a non-fighting headquarters for the battalion. There was one ground combat vehicle and two armored personnel vehicles embarked that could be used to reinforce either company. Rigellian doctrine envisioned deploying the light company first to find and fix the enemy, and then deploy the heavy company to smash their positions. In actual field operations Rigellian battalion commanders proved far more flexible, and would often task organize the two companies, either swapping platoons between them or simply adding a heavy platoon to the light company, or vice versa.

The Rigellians kept two ships of this class in service through Y89, when the Kzintis destroyed the *Stout*. In Y90 the Kzintis also destroyed the *Strong* at the same time as the *Master*. In Y95 the Rigellians converted their remaining sublight light cruiser into a new commando cruiser, renaming

the ship *Unyielding*. This ship was severely damaged by the Klingons in Y111. Rather than repair the ship, the Rigellians sent it to the breakers in Y112.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

Data: The 30 boarding parties include four heavy-weapons squads; 1 GCV, 2 APV; 2 GAS-Y; 1 HTS-Y.

NAMES: *Stout, Strong, Unyeilding.*

SSD and counter are in *Module Y3.*

(YR2.44) TERRAN WARP-REFITTED COMMAND CRUISER (WCC): While the Andorians were the first Federation member nation to field a warp-refitted command cruiser, the Terrans were not very far behind them. Indeed, if the Andorians had not embarked on the conversion it is likely the Terrans never would have done so due to the difficulties they had encountered in converting their sublight heavy cruisers to warp power. Like the Andorian design, the Terran ship included an increase in firepower as well as greater power output (by increasing the impulse engines). The two designs would influence the eventual design of the Federation early command cruiser which, in addition to improved command facilities, would have more power and firepower than the early heavy cruiser on which it was based.

The Terran National Guard only had two ships of this class (after the *Auchinleck* was completed in Y73, which is used as the service date), no further conversions were undertaken.

Both ships fought in the First Federation-Kzinti War and while damaged, survived that conflict. At least one of the two ships fought against the Klingons in Y111.

In Y115, the ships were both struck from the lists and scheduled for the breakers. However one of the enduring mysteries of the *Star Fleet Universe* then intruded. One of the two ships, the *Auchinleck*, simply vanished (it was recorded literally as present one second and gone in the next) while in a parking orbit in the Sol system; no one was aboard at the time as the ship had been completely shut down. The *De Gaulle* had its tow fail (the towing ship suffered a complete failure of its tractor system) near the orbit of Jupiter and plunged into the gas giant's gravity well before another ship could arrive and take it under tow again.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Claude John Eyre Auchinleck*, *Charles de Gaulle*.

SSD and counter are in *Module Y3.*

(YR2.45) TERRAN WARP-REFITTED DESTROYER LEADER (WDL): There were a number of sublight destroyers in the Terran fleet, and they were often operated in independent groups, sometimes with a few frigates, as well as supporting the larger ships. This led to the Terrans creating a leader version to better coordinate the operations of the ships. When warp power became available, the leaders were considered for conversion first because of their slightly superior overall capabilities. In the early period of the warp refits, however, the ships proved difficult to convert. Simulations indicated the ships would be prone to catastrophic breakdowns even when not engaged in combat operations, so none were converted.

Then in Y69, an error was found in the simulation programming. When the error was fixed, it was determined

that the sublight destroyer leader could be converted to warp safely, but by that time most of them had already been consigned to the breakers.

Only eight sublight ships remained available for conversion to warp technology. Worse, it was not possible to upgrade any of the existing warp-refitted destroyers to the design without first removing the existing warp systems, which made such conversions cost prohibitive for the relatively meager gains. The eight remaining ships were all upgraded.

Two were lost during the First Federation-Kzinti War, another during the First Klingon-Federation War, and a fourth disappeared near the border of Romulan and Tholian space. The remaining four were transferred to the combined Federation police force in Y117 (along with several standard warp-refitted destroyers), but the hulls had been hard used and proved difficult to maintain. The ships were retired in Y124, but by then the experience with using them, compared to the various other warp-refitted ships that had been provided to the police, would heavily influence the design of the police cutter (R2.12).

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Ney*, *Grouchy*.

SSD and counter are in *Module Y3*.

(YR2.46) TERRAN WARP-REFITTED FRIGATE LEADER (WFL): The Terrans had a number of these ships among their sublight frigates. They were operated almost exclusively as leaders of frigate squadrons sent on independent missions. As sublight ships, they were so operationally similar to standard frigates as not to be noticed. Warp-field dynamic studies indicated that the ships would adapt well to warp technology, but this did not prove to be the case. The converted ships were found to be less agile than the standard warp-refitted frigate. While efforts were made to continue operating them as frigate leaders, they effectively retarded the operations of the other frigates; their more sluggish maneuvers made them relatively easy to identify. This led to them sometimes being used as separate squadrons in their own right.

At least ten ships were converted. Five were lost during the First Federation-Kzinti War, and another two during the First Federation-Klingon War. The remaining three were considered for transfer to the Federation police in Y113, but this was not done. The ships were used as cadet training ships by Star Fleet Academy from Y116 to Y122 when it was decided that it would be too expensive to upgrade their systems the new technology and training the cadets on the old technology would be inefficient. The ships were scrapped in Y125.

This ship can land on planets using the aerodynamic, powered, or gravity landing systems (P2.43).

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *William T. Sherman, Nagumo, Chuikov, Scipio Africanus, Cetshwayo, Wolfe, Montcalm*.

SSD and counter are in *Module Y3*.

(YR2.47) VULCAN WARP-REFITTED COMMAND CRUISER (WVCC): The Vulcans completed one ship of this type in Y71, and records indicate that two more were in service by Y74. It is unclear if the three ships were new construction or conversions of heavy cruisers. They were pure combat ships along the same lines as the Vulcan warp-refitted light cruiser, and the Vulcan monopoly on phaser-1s that could be mounted on ships made them serious combatants. One of these ships remained in the Vulcan home system at all times until Y130 when a GCA took over the mission. It was not always the same ship; the three rotated the duty. The other two were often involved in patrols on the Kzinti and Romulan borders. In this, the Vulcans heavily influenced the later design of Star Fleet's ships.

During the First Federation-Kzinti War, one of the ships was sent, at the head of a Vulcan task force, to support the defense of the Federation. The ship was a serious problem for the Kzintis, particularly when supported by other Vulcan cruisers. The Kzintis, however, eventually lured the ship into a trap and overwhelmed it in Y89. The Kzintis lost two frigates and a light cruiser destroyed and two heavy cruisers crippled in the battle.

The Vulcans never built a replacement for the lost ship, although they did send one of the two remaining ships to assume the duties of the lost ship. It was this ship which carried the Federation diplomats that negotiated the peace that ended the war in Y92.

One of the two ships was scrapped in Y130; the other is a museum ship. The Vulcans considered this use of the ship illogical and a waste of material, but the Federation Council wanted to keep the ship on which the peace treaty had been signed.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Sagavok*, *Sarpedion*.

SSD and counter are in *Module Y3*.

(YR2.48) VULCAN WARP-REFITTED SURVEY CRUISER (WVSR): While the Vulcan heavy cruiser was already a good example of what a survey cruiser should be, the Vulcans determined that increased endurance and greater redundancy in systems was needed. The heavy cruiser design frequently had to limit the extent of its operations due to limits on its systems. The survey ship increased the number of shuttles, transporters, and probes available, and reduced the Marine force to provide more scientists and researchers so that more survey teams could be deployed at one time.

By Y100 there were four such ships in service, and all had been "lent" by the Vulcans to Star Fleet. The regular crew of the ship was composed entirely of Vulcans, but the scientists and researchers came from all over the Federation.

With the development of improved special sensors in Y120, the ships were retired after the conversion of the *Sinai* and *Alaska* into the *Viking* and the *Voyager* (respectively) was complete.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *T'poran*, *T'lingan*.

SSD and counter are in *Module Y3*.

END FEDERATION UNITS

(YR3.0) EARLY YEARS KLINGON EMPIRE SHIPS

KLINGON EMPIRE WARP-REFITTED CRUISERS

(YR3.25) D3C WARP-REFITTED COMMAND CRUISER (D3C): The Klingons used standard D3s as command ships initially, using their C3s as flagships for the most important operations. By Y67, their experiences in the First Klingon-Kzinti War indicated a need for command ships, and they undertook the conversion of several D3s to this design in Y68. It is not really clear if the ships were in fact simply standard D3s converted to D3Cs, or older sublight command cruisers that were upgraded to warp technology. The large impulse deck, a feature not seen in other D3s, tended to indicate that they were pre-existing command ships, and that the Klingons had previously had trouble converting them to warp technology, but that is only one assumption. At least seven ships of the class, and perhaps more (records are unclear), were converted, it being the second variant (after the D3G) of the D3 design to enter service. As D4s entered service, they initially assumed some of the squadron command roles, and D3Cs operated more as operational control platforms rather than direct combat ships.

Initially one D3C was assigned to each of the inactive front-line fleets (Hydran frontier, Lyran frontier) while the other five were committed to action against the Kzintis. Two of the five sent to the Kzinti front were destroyed, one in Y78 and the second in Y80. In Y82, two of the remaining five ships were assigned as part of the invasion of the Romulan Empire; the Tholians destroyed both of these ships, one in Y83 and the second in Y84.

The remaining ships were part of the occupation force in Hydran space in Y90, along with most of the other remaining D3s. In Y100, the ships were withdrawn from Hydran space. Engineers examined them and determined that, even for the Klingon Empire, they were too worn out to be worth placing in mothballs, and they were scrapped in Y102.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Agile Chieftain*, *Bold Chieftain*, *Courageous Chieftain*, *Deadly Chieftain*, *Elite Chieftain*, *Ferocious Chieftain*, *Great Chieftain*.

SSD and counter are in *Module Y3*.

(YR3.26) D3I WARP-REFITTED POLICE FLAGSHIP CRUISER (D3I): The Klingon Internal Security Forces is an unusual organization in that it functions as the Klingon Empire's "coast guard/police force" as the Federation Police does, but is also more heavily armed. While most empires operated police 'cutters', the Internal Security Forces operated larger numbers of frigates (and there has always been an argument about whether some Klingon frigates were really destroyers). This is partly because the Klingons expect the Internal Security Forces to also watch the fleet. While frigates, escorts, and gunboats are not going to defeat cruisers and dreadnoughts, the Klingons always assumed that there would be enough loyal commanders in the Deep Space Fleet that the Internal Security Forces ships would tip the scales. And of course almost all ships, even those of the Internal Security Forces, had security stations manned by the Empire Security Service and spies from that agency mixed in with the crews.

Apparently as a sign of political equality, the commander of the Internal Security Forces was given his own cruiser to command, and as a sop to the Deep Space Fleet, the *Insightful Chieftain* was not fully up to the standards of a standard D3, much less a D3C. The disruptors had a much-reduced range. The *Insightful Chieftain's* principle occupation was showing that the Commander of the Internal Security Forces had a particular interest in an area. The *Insightful Chieftain* would often be sent to represent his concern without him being personally aboard. The *Insightful Chieftain* was known to engage "disloyal elements" within the Empire, and was badly damaged by the Tholians in Y110.

This was the last variant of the D3 hull to appear, entering service in Y90. The *Insightful Chieftain* was the last D3 hull in active service (the Deep Space Fleet had retired the last of its D3 hulls in Y110), being withdrawn in Y122 (when it was replaced by the D4I *Inspector*) and scrapped in Y123.

Tractors: Type-Y (Range 1, 360°, can hold any legal target).

Transporters: Range 2, but never extended further.

NAME: *Insightful Chieftain*.

SSD and counter are in *Module Y3*.

(YR3.27) D3N WARP-REFITTED DIPLOMATIC CRUISER (D3N): This was first in a series of warp-powered diplomatic cruisers. It is unclear if the Klingons had any sublight diplomatic cruisers and converted them, or if they determined they needed warp-powered diplomatic ships and built them. The ships entered service in Y70. At the time, the Klingons were heavily engaged in the First Klingon-Kzinti War, which was entering its third decade. The ships carried Klingon ambassadors into Lyran and Hydran space, in an apparent effort to keep those two powers from allying with the Kzintis. If that were the case, they were only partly successful. The Lyrans did remain neutral (although there are reports that there were some "internal problems" requiring their attention). The ship sent to the Hydran capital in Y70 was destroyed in Y72 as it was attempting to reenter Hydran space, an incident that touched off a brief border war. It was perhaps the lack of Klingon response during this month that encouraged the Hydrans (already buoyed by their victory over the Lyrans in Y71) to go to war with the Klingons in Y73. The remaining D3N, *Sage Chieftain,* carried the Klingon ambassador to the Hydran capital in Y75 to sign the concessions to the Hydrans that ended that war. However, the ambassador also negotiated trade agreements that brought the raw materials to the Empire's factories that finally ended the First Klingon-Kzinti War in Y82, although pride of place was given to the D4N *Dictator* to negotiate that surrender.

The *Sage Chieftain* was in what would become Tholian space in Y83, being deemed by the Empire as sufficient for negotiating with the technologically weak Romulans when the time came. It is not known what became of the ship in the confusion of the Tholian attack, but it was apparently lost with all hands.

These ships had no drone racks, but operated two ambassadorial shuttles (richly appointed to overawe the locals) and a GAS-Y shuttle. The crews of the D3Ns were always composed solely of Klingons with impeccable records (to assist in awing the natives); there is no chance of mutiny on any D3N.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Noble Chieftain*, *Sage Chieftain*.

SSD and counter are in *Module Y3*.

KLINGON EMPIRE EARLY FRIGATES

(YR3.28) F4C EARLY YEARS FRIGATE LEADER (F4C): The F4C appeared relatively late, almost a decade after the F4 series had entered squadron service and too late to participate in the First Klingon-Kzinti War. The first ships in the class were sent to assist in the conquest of the Hydran Kingdom. They did not operate (except by circumstance) as leaders of independent frigate squadrons, but would be the smallest ship in a task group of one, two, or three cruisers. One of the first two ships was destroyed by the Hydrans and a second was lost to the Lyrans in Y91 as the Klingons fought them over the spoils of the Hydran Kingdom.

At least a dozen ships of the class were built and four of these were handed over to the Internal Security Forces in Y120. The fate of the other ships is unknown.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Aggressive Leader*, *Brave Leader*, *Cold Leader*, *Daring Leader*, *Fierce Leader*, *War Leader*.

SSD and counter are in *Module Y3*.

(YR3.29) F4I EARLY YEARS POLICE FRIGATE (F4I): Ten ships of this class were built for the Internal Security Forces, the first three being delivered in Y89. They were intended for use as escorts for convoys traveling into regions where they were subject to attack by hostile powers and F3Is were not regarded as sufficient. Like the F3I, when the ships entered service they were more than capable of dealing with pirates. That began to change in Y115 as the Orion cartel system began to intrude into Klingon space. Ships of this class remained in service at least through Y130, but from Y124 on they were used only as planetary defense ships. While able to keep pace with modern freighters while properly maintained, spare parts had become an increasing problem and limited their usefulness. Records are unclear as to total numbers. At least half of those that entered service from Y124 were conversions of F4s, and at least five were lost to pirate attacks between Y115 and Y121, and two were simply listed as missing.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Inquisitor*, *Intuitive*, *Enforcer*, *Inspector Garrick*.

SSD and counter are in *Module Y3*.

KLINGON EMPIRE WARP-REFITTED SMALL SHIPS

(YR3.30) F3G WARP-REFITTED COMMANDO FRIGATE (F3G): The Klingons found a need to apply Marine muscle to convince recalcitrant opponents to submit to them. Because of the need, this ship entered service very quickly, the first ships becoming available before the D3G even completed its design. It was the loss of one of these ships, with its entire embarked Marine landing force, on its first mission to raid a Kzinti-held planet, and before a single Marine had even been landed, that drove the rapid completion of the D3G design. There was also a considerable reconsideration of the way these small ships would be used (and a brief schism between the Marines and the Deep Space Fleet that was not resolved for several years).

All told, the Klingons built six ships of this class. Three of them survived to be turned over to the Internal Security Forces in Y100 where they were used mostly to suppress internal revolts. One of those was borrowed by the Deep

Space Fleet for a hasty raid on a Federation colony in Y110 because it happened to be nearby. Orion Pirates destroyed one ship in Y122. The last two served out their days as Marine training ships in the Klingon capital system. Both were scrapped in Y130.

Data: The 26 boarding parties include two commando squads and two heavy weapons squads; 1 GCV; 1 GAS-Y.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Bold Descent*, *Swift Descent*, *Fearless Descent*, *Harrowing Descent*.

SSD and counter are in *Module Y3*.

(YR3.31) E1 WARP-REFITTED ESCORT (E1): This was arguably the most numerous class of ship in Klingon service in Y70. Its small size made it relatively easy to convert to warp technology, and much of Klingon space held no serious opposition (the Klingon experience with space monsters and other phenomena was then limited). It was able to outfight the occasional rogue Free Trader, which made it an effective enforcer ship. Both the Deep Space Fleet and the Internal Security Forces operated identical ships. (An E1I would just be an E1 operated by the Internal Security Forces.)

While more than capable of securing the internal stability of the Empire, the E1 was a less than satisfactory combatant against enemy warp-refitted frigates it encountered, and was best used supporting larger ships and hanging back looking for a chance to get in a shot. The ship was seriously under-powered, and required considerable patience and guile on the part of captains, using the warp engines to position the ship and then diverting the power to the disruptors. It was not unusual for the ship to only arm one disruptor in order to both maneuver and fire.

Records appear to indicate that over 40 of these ships were converted, and 25 were lost in combat by Y100. Five were converted to E1Ts (YR3.32).

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Agile*, *Adept*, *Adroit*, *Alert*, *Nimble Killer*.

SSD and counters are in *Module Y3*.

(YR3.32) E1T WARP-REFITTED STRATEGIC TRANSPORT (E1T): The Klingons were in a hurry to grab control of what would be their empire before anyone else could. This ship was one of the keys to that. Supplementing the warp-refitted tug (future product), the E1T would handle all the short haul missions of materials needed to build early base stations while freighters brought in the raw materials for the empire's factories.

At any one time, there were at least eight of these ships in service, but their small size proved a major defect. The stress of hauling pods quickly wore out the hulls and by Y98 only three remained operational (records are unclear how many others had been lost by then). In Y100, the last five operational E1s were converted to this design, and the eight ships were used only as local harbor tugs at major colonies.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y80.

Transporters: Range 1; extended to Range 2 at no cost in Y80, but never extended further.

NAMES: *Agile*, *Alert*.

SSD and counter are in *Module Y3*.

(YR4.0) EARLY YEARS ROMULAN STAR EMPIRE SHIPS

(YR4.12) EARLY MEDIUM BOMBER GROUND BASE (REB): The Romulans deployed bases of this type to operate a squadron of six Maniple bombers (YR4.F18). The intention was that bases of this type would be deployed on planets in the Romulan Star Empire's border regions deemed the most valuable and vulnerable to attack by the Gorn Confederation or the United Federation of Planets. This would have freed additional ships for the new war with the Gorns (the Third Gorn-Romulan War). Because of the energy demands needed to re-arm the plasma torpedoes of the Maniples, bases of this type were often deployed where they could be linked into a power grid (R1.28P) that could supply the needed energy.

The appearance of the Orion Pirate kingdoms almost simultaneously with the development of the Maniple-1 led to most of these bases (and their bombers) being deployed on planets within the confines of the Romulan Star Empire deemed important to the various great houses. This resulted in fewer ships being available to exploit the surprise of the initial attack. While that almost certainly had no effect on the eventual outcome, it certainly placed additional limits on the Romulans' initial gains and made the Gorn counteroffensive easier. (The Gorns had more ships available as the numbers needed to blockade the Paravian home planet and search for any raiders still on the run were considerably fewer than were needed for an active war front.)

While the bomber ready racks are shown as adjacent, each is considered a separate "bay" for chain-reaction purposes, i.e., the destruction of any box by any means will not trigger a chain reaction under (D12.0). The base is "open to the sky" allowing all six bombers to take off or land on the same impulse without restriction. The bombers are still behind the base's shield for all purposes until they take off. The base can only operate (re-arm) Maniple medium bombers, but could repair or install chaff (if available and the fighter or shuttle can use chaff) on any other shuttle or fighter type operated by the Romulan Star Empire.

The Romulans continued to deploy bases of this type (operating the various variants of the Maniple) until Y159 when the treaty of Smarba was signed with the Klingon Empire. Surviving bases were all upgraded as quickly as possible after Smarba, but some still had warp-targeted lasers (YE21.0) as late as Y174 and were still operating variants of the Maniple bomber. [Some were equipped with Cohort-1 medium bombers (R4.F11), but none ever received Cohort-2 or Cohort-3 medium bombers before being upgraded to the medium bomber ground base (R1.46A) standard.]

Plasma-D and plasma-K storage (after Y165) is identical to that of the medium bomber ground base if the base is equipped with Cohort-1s. Chaff storage becomes available in Y168 (D11.22) if the base is operating bombers able to use chaff. Pod stockpiles (J11.13) become available in Y165 if the base is operating bombers able to use pods. This base can control a number of seeking weapons equal to half its sensor rating.

SSD in *Module Y3;* use any ground base counter.

(YR4.13) EARLY HEAVY FIGHTER GROUND BASE-MEDIUM (RHB-M): The Romulans deployed bases of this type to operate a squadron of six Legate heavy fighters (YR4.F22). In one sense, they were rapidly rendered obsolete, even within the Romulan Star Empire, by the appearance of the Maniple bomber (YR4.F18). Economics, however (and possibly great-house power plays) resulted in large numbers of Legate fighters being deployed to bolster existing planetary defense battalions.

Their initial design mission was the same as that of the Maniple (strengthening the defenses of important border planets between the Romulan Star Empire and its enemies to free ships for offensive operations). The Legate was clearly outclassed in that role by the Maniple. It was, however, cheaper, and easier to transport (which meant easier to replace). Because of the energy demands needed to re-arm the plasma torpedoes of the Legates, bases of this type were usually deployed where they could be linked into a power grid (R1.28P) that could supply the energy needed.

As with the early medium bomber ground base (YR4.12), numbers of these bases were deployed within the Romulan space as great houses sought to protect their resources from the depredations of the Orion Pirate kingdoms after Y90.

While the heavy fighter ready racks are shown as adjacent, each is considered a separate "bay" for chain-reaction purposes, i.e., the destruction of any box by any means will not trigger a chain reaction under (D12.0). The base is "open to the sky" allowing all six heavy fighters to take off or land on the same impulse without restriction. The fighters are still behind the base's shield for all purposes until they take off. The base can only operate (rearm) Legate heavy fighters, but could repair or install chaff (if available and the fighter or shuttle can use chaff) on any other shuttle or fighter type operated by the Romulan Star Empire.

The Romulans continued to deploy bases of this type (still operating Legate heavy fighters) until Y159 when the treaty of Smarba was signed with the Klingon Empire. Surviving bases were all upgraded as quickly as possible after Smarba, but some still had warp-targeted lasers (YE21.0) as late as Y174 in the real backwaters of the Empire. None were ever equipped with Tribunes before being upgraded to the large heavy fighter ground base (R1.48B) standard, although most had the newer Legate-2 (YR4.F24) by Y169 (all had Legate-2s by Y174).

Plasma-D and plasma-K storage is never available to this base before it is upgraded to the heavy fighter ground base standard. Chaff storage becomes available in Y168 (D11.22) if the base is operating heavy fighters (Legate-2) able to use chaff. Pod stockpiles (J11.13) are never available to this base before it is upgraded to the heavy fighter ground base standard. This base can control a number of seeking weapons equal to half its sensor rating.

SSD in *Module Y3;* use any ground base counter.

(YR4.14) EARLY HEAVY FIGHTER GROUND BASE-SMALL (RHB-S): The Romulans deployed bases of this type operating a half squadron of three Legate heavy fighters. As with the early heavy fighter ground base (YR4.13), numbers of these bases were deployed within Romulan space, bolstering existing planetary defense battalions, as the great houses sought to protect their resources from the depredations of the Orion Pirate kingdoms after Y90. Because of the energy demands needed to re-arm the plasma torpedoes of the Legates, bases of this type were usually deployed where they could be linked into a power grid (R1.28P) that could supply the energy.

The Romulans continued to deploy bases of this type (still operating Legate heavy fighters) until Y159 when the treaty of Smarba was signed with the Klingon Empire. Surviving bases were all upgraded as quickly as possible after Smarba, but some still had warp-targeted lasers (YE21.0) as late as Y174 in the real backwaters of the Empire. None were ever equipped with Tribunes before being

upgraded to the small heavy fighter ground base (R1.48A) standard, although most had the newer Legate-2 (YR4.F23) by Y169 (and all had Legate-2s by Y174).

While the heavy fighter ready racks are shown as adjacent, each is considered a separate "bay" for chain-reaction purposes, i.e., the destruction of any box by any means will not trigger a chain reaction under (D12.0). The base is "open to the sky" allowing all three heavy fighters to take off, or land, on the same impulse without restriction. The fighters are still behind the base's shield for all purposes until they take off. The base can only operate (re-arm) Legate heavy fighters, but could repair or install chaff (if available and the fighter or shuttle can use chaff) on any other shuttle or fighter type operated by the Romulan Star Empire.

Plasma-D and plasma-K storage is never available to this base before it is upgraded to the small heavy fighter ground base (R1.48A) standard. Chaff storage becomes available in Y168 (D11.22) if the base is operating heavy fighters (Legate-2) able to use chaff. Pod stockpiles (J11.13) are never available to this base before it is upgraded to the small heavy fighter ground base standard. This base can control a number of seeking weapons equal to half its sensor rating.

SSD in *Module Y3;* use any ground base counter.

(YR4.15) EARLY FIGHTER GROUND BASE-SMALL (RFGB-S): The Romulans deployed bases of this type, operating a half squadron of six Gladiator-L fighters, beginning in Y66. By Y87, two bases of this type [or one early medium fighter ground base (YR4.16)] were a standard part of Romulan planetary defense battalions. [Some battalions had a base for Gladiator-Ls and another for Gladiator-0s (YR4.16A)]. Gladiator-L fighters on bases of this type were used to attack shuttles attempting to land enemy Marines, and to support Romulan ground forces in repelling any landings. Gladiator-Ls had only a very limited ability to attack enemy ships, yet were often sent on suicidal strike missions by desperate commanders trying to ward off an attack. Gladiator-Ls would usually try to remain under the shelter of a planet's atmosphere until needed.

Bases of this type might be co-deployed with early small plasma-fighter ground bases (YR4.15A), early medium bomber ground bases (YR4.12), early heavy fighter ground bases (YR4.13), or early small heavy fighter ground bases (YR4.14) to allow the base's Gladiator-L fighters to support Gladiator-0 fighters, Maniple bombers, or Legate heavy fighters in strike groups. Bases of this type never operated mixed squadrons of Gladiator-Ls and Gladiator-0s.

While the fighter ready racks are shown as adjacent, each is considered a separate "bay" for chain-reaction purposes, i.e., the destruction of any box by any means will not trigger a chain reaction under (D12.0). The base is "open to the sky" allowing all six fighters to take off, or land, on the same impulse without restriction. The fighters are still behind the base's shield for all purposes until they take off. The base can only operate Gladiator-L fighters, but could repair or install chaff (if available and the fighter or shuttle can use chaff) on any other shuttle or fighter type operated by the Romulan Star Empire.

Bases of this type were originally intended to be on planets in the border regions of the Romulan Star Empire (or to be quickly set up in captured territory). After Y90, they proliferated all through Romulan space as the great houses sought to protect their resources from the Orion Pirate kingdoms. The Romulans continued to deploy bases of this type (still operating Gladiator-L fighters) until Y159 when the treaty of Smarba was signed with the Klingon Empire. Surviving bases were all upgraded as quickly as possible after Smarba with phaser-3s and stronger shields [becoming identical to the small fighter ground base (R1.28A)], but some

still had warp-targeted lasers (YE21.0) and weaker shields as late as Y174 in the real backwaters of the empire. Most had Gladiator-Fs by Y169 (all had Gladiator-Fs by Y171 when the last Gladiator-Ls were withdrawn from service).

Plasma-D and plasma-K storage (after Y165) is identical to that of the small fighter ground base (R1.28A) if fighters able to use plasma-Ds or plasma-Ks are operating from the base. Chaff storage becomes available in Y168 (D11.22) if the base is operating fighters able to use chaff. Pod stockpiles (J11.13) become available in Y165 if the base is operating fighters able to use pods. This base can control a number of seeking weapons equal to half its sensor rating.

SSD in *Module Y3;* use any ground base counter.

(YR4.15A) EARLY PLASMA-FIGHTER GROUND BASE-SMALL (RPFGB-S): Beginning in Y88, some small fighter ground bases were configured to operate Gladiator-0 fighters. Such bases convert the two cargo boxes to APRs (the cargo boxes are shaded as a reminder of this) and their ready racks to plasma fighter ready racks; there is no change in base's BPV for this conversion. These bases never operated mixed squadrons of Gladiator-Ls and Gladiator-0s.

Other information is identical to that in (YR4.15) except that the ready racks can only re-arm Gladiator-0 fighters (any Romulan fighter or shuttle could be repaired in such a box).

SSD is combined with that of the early small fighter ground base in *Module Y3;* use any ground base counter.

(YR4.16) EARLY FIGHTER GROUND BASE-MEDIUM (RFGB-M): The Romulans deployed bases of this type to operate a full squadron of twelve Gladiator-L fighters beginning in Y66. By Y87, one base of this type [or two early small fighter ground bases (YR4.15)] were a standard part of a Romulan planetary defense battalion. Gladiator-L fighters on bases of this type were used to attack shuttles attempting to land enemy Marines, and to support Romulan ground forces in repelling any landings. The Gladiator-L fighters had only a very limited ability to attack enemy ships, yet were often sent on suicidal strike missions by desperate commanders trying to ward off an attack. The Gladiator-L fighters would usually try to remain under the shelter of a planet's atmosphere until needed.

Bases of this type might be co-deployed with early small plasma-fighter ground bases (YR4.15A), early medium plasma-fighter ground bases (YR4.16A), early medium bomber ground bases (YR4.12), early heavy fighter ground bases (YR4.13), or early small heavy fighter ground bases (YR4.14) to allow the base's Gladiator-L fighters to protect Gladiator-0 fighters, Maniple bombers, or Legate fighters in strike groups. Bases of this type never operated mixed squadrons of Gladiator-L and Gladiator-0 fighters.

While the fighter ready racks are shown as adjacent, each is considered a separate "bay" for chain-reaction purposes, i.e., the destruction of any box by any means will not trigger a chain reaction under (D12.0). The base is "open to the sky" allowing all twelve fighters to take off, or land, on the same impulse without restriction. The fighters are still behind the base's shield for all purposes until they take off. The base can only operate Gladiator-L fighters, but could repair or install chaff (if available and the fighter or shuttle can use chaff) on any other shuttle or fighter type operated by the Romulan Star Empire.

Bases of this type were originally intended to be on planets in the border regions of the Romulan Star Empire (or to be quickly set up in captured territory). After Y90 they proliferated all through Romulan space as the great houses sought to protect their resources from the Orion Pirate kingdoms. The Romulans continued to deploy bases of this type (still operating Gladiator-L fighters) until Y159 when the

treaty of Smarba was signed with the Klingon Empire. Surviving bases were all upgraded as quickly as possible after Smarba with phaser-3s and stronger shields [becoming identical to the small fighter ground base (R1.28A)], but some still had warp-targeted lasers (YE21.0) and weaker shields as late as Y174 in the real backwaters of the Empire. Most had Gladiator-Fs by Y169 (all had Gladiator-Fs by Y171 when the last Gladiator-Ls were withdrawn from service).

Plasma-D and plasma-K storage (after Y165) is identical to that of the medium fighter ground base (R1.28B) if fighters able to use plasma-Ds or plasma-Ks are operating from the base. Chaff storage becomes available in Y168 (D11.22) if the base is operating fighters able to use chaff. Pod stockpiles (J11.13) become available in Y165 if the base is operating fighters able to use pods. This base can control a number of seeking weapons equal to half its sensor rating.

SSD in *Module Y3;* use any ground base counter.

(YR4.16A) EARLY PLASMA FIGHTER GROUND BASE-MEDIUM (RPFGB-M): Beginning in Y88, some medium fighter ground bases were configured to operate Gladiator-0 fighters. Such bases convert the four cargo boxes to APRs (the cargo boxes are shaded as a reminder of this) and their ready racks to plasma fighter ready racks, there is no change in base's BPV for this conversion. These bases never operated mixed squadrons of Gladiator-Ls and Gladiator-0s. Other information is identical to that in (YR4.16) except that the ready racks can only re-arm Gladiator-0 fighters.

SSD is combined with that of the early medium fighter ground base in *Module Y3;* use any ground base counter.

ROMULAN EMPIRE EARLY HEAVY FIGHTER MODULE

(YR4.17) EARLY HEAVY FIGHTER HANGAR BAY MODULE (RHFM): Beginning in Y88, some bases in critical sectors were equipped with this module rather than the early hangar bay module (YR1.2H) and its four Gladiator-L fighters. Bases so equipped could operate four Legate heavy fighters. The heavy fighter mech-links are not tractor beams for any purpose on this unit.

Modules of this type remained in service until Y167, when the last ones were phased out. Modules of this type could only arm Legate heavy fighters, but any size 1 or size 2 Romulan shuttle or fighter could dock at one of the heavy fighter mech-links (max of one size 1 or size 2 fighter or shuttle per mech-link) and be repaired by the deck crews.

SSD is in *Module Y3;* there is no counter.

ROMULAN EMPIRE EARLY WARSHIPS

(YR4.18) ROYALBIRD COMMAND CRUISER: The Warbird design comprised the backbone of the Romulan fleet from the earliest Romulan wars until the General War. There was a lot of confusion about the Romulans, with the Hawk destroyer being rated as a light cruiser in many reports. Only after prolonged analysis of the reports has it come to light that the Romulan Star Empire actually operated two versions of the Warbird. The more familiar version was built around the massive plasma-R torpedo launcher; however, another version was fitted with the same two plasma-G torpedo launchers used by the Hawk. For reasons that are currently not entirely clear, the Romulans had a command version of this ship, which was given the codename "Royalbird" when Federation analysts finally identified it (the non-command version was dubbed the Stormbird). Ships of the Royalbird class were apparently very rare; it is not currently known if there were more than twelve ever built by the Romulan Star Empire, or more than four or five in service at one time.

The ships operated both in fleets led by the handful of Vulture dreadnoughts and as command ships of supporting fleets and even independent task forces. Like the Kingbird, the Royalbird mounted the same laser armament as the Vulture.

The various Romulan great houses vied to gain and maintain control over these ships, just as they did the Kingbirds, but in the case of these ships it was often the houses with less power that controlled them, apparently as a "deal" with a greater house.

The Royalbird was the same as the Kingbird save that its plasma torpedoes had considerably less range and required more power to arm. Records at this time are unclear if the Romulans continued building or operating ships of this type after Y148. Shields were added before the start of the Second Gorn-Romulan War; this ship always carried the huge nuclear space mine (M2.72).

All Royalbirds can land on planets using the aerodynamic or powered landing systems (P2.43).

NAMES: *Emperor's Will*, *Ripping Talon*, *Sovereign of the Stars*, *Final Judgment*.

All of the Royalbird SSDs are combined into a single page in *Module Y3;* an RB counter is provided.

(YR4.18A) BOLTED ROYALBIRD COMMAND CRUISER (SLRB): Appearing during the Second Gorn-Romulan War, this improvement was able to bolt its plasma-G torpedoes to a maximum range of 50,000km. The ships were tactically limited by their short-ranged lasers and low speeds. One favorite tactic of the Romulans was to land on a disputed planet, their ships effectively operating like ground-based plasma bolts to keep the Gorns at bay.

Tractors: Type-S (Range 0, rear arc towing only).

(YR4.18B) MASKED ROYALBIRD COMMAND CRUISER (WRB): New technology (masking device and seeking torpedoes) was added in Y88, prior to the Third Gorn-Romulan War. It is believed that three of these ships were used to control the covering force on the Federation border and did not participate in the war, but that at least one or two other ships did.

Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.18C) VEILED ROYALBIRD COMMAND CRUISER (YRB): The veiling device became available in Y119, and was a marked improvement for the Royalbird, making it more survivable against the recently improved Gorns. As always, these ships were mostly used to coordinate the covering force on the Federation border during the Fourth Gorn-Romulan War, but one or two were used against the Gorns.

Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.18D) CLOAKED ROYALBIRD COMMAND CRUISER (RB): The cloaking device did not replace the veiling device until Y140, which is beyond the scope of Early Years, but this did make the Royalbird much more effective.

Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.19) STORMBIRD CRUISER: A variant of the Warbird hull, it is unclear if these ships were an example of resource limits in the Romulan Star Empire or were built for tactical reasons. Their armament was no better than the Hawk destroyer's, however the ships were bigger and had more power and battery capability to use the twin plasma-G torpedoes. Numbers are hard to come by, as the Gorn records of Romulan ships destroyed in the various wars are not precise. While a known number of Romulan cruisers were engaged, it is not clear how many were Warbirds, Kingbirds, Royalbirds, or Stormbirds. Losses imposed by the Orion

Pirates, or simply encounters with space phenomena are also difficult to assess (and the Romulans have not been very forthcoming on the matter). Best estimates are that the Romulans may have built a total of 32 Stormbirds between Y66 and Y143, and lost 26 of them. Records at this time are unclear if the Romulans continued building or operating ships of this type after Y143. Shields were added before the start of the Second Gorn-Romulan War; this ship always carried the huge nuclear space mine (M2.72).

All Stormbirds can land on planets using the aerodynamic or powered landing systems (P2.43).

NAMES: *Sunhawk, Firestorm, Star Catcher*, *Bloodwind*, *Soulbird*, *Night Pallor*, *Umbra Hawk*.

All of the Stormbirds SSDs are combined into a single page in *Module Y3;* SB counters is provided.

(YR4.19A) BOLTED STORMBIRD CRUISER (SLSB): Appearing during the Second Gorn-Romulan War, this improvement was able to bolt its plasma-G torpedoes to a maximum range of 50,000km. The ships were tactically limited by their short-ranged lasers and low speeds. One favorite tactic of the Romulans was to land on a disputed planet, their ships effectively operating like ground-based plasma bolts to keep the Gorns at bay.

Tractors: Type-S (Range 0, rear arc towing only).

(YR4.19B) MASKED STORMBIRD CRUISER (WSB): The new technology (masking device and seeking torpedoes) was added in Y88, prior to the Third Gorn-Romulan War. It is believed that ten of these ships were used as a covering force on the Federation border and did not participate in the war, but that at least six or seven other ships did and none of them survived.

Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.19C) VEILED STORMBIRD CRUISER (YSB): The veiling device became available in Y119, and was a marked improvement for the Stormbird, making it more survivable against the recently improved Gorns. As always, these ships were mostly used as part of the covering force on the Federation border during the Fourth Gorn-Romulan War, but at least six were used against the Gorns and records indicate two them survived the war.

Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.19D) CLOAKED STORMBIRD CRUISER (SB): The cloaking device did not replace the veiling device until Y140, which is beyond the scope of Early Years, but this did make the Stormbird much more effective. It is believed that only six Stormbirds received the cloaking device, and that no other Stormbirds were in service at the time or were built afterward.

Tractors: Type-W (Range 1, rear arc, towing only).

ROMULAN EMPIRE SUBLIGHT BOMBERS

ROMULAN MANIPLE MEDIUM BOMBERS: The Romulan Star Empire operated fighters even before the Hydrans developed their Stingers, albeit they were not warp-capable. As with most empires, they found it possible to develop extremely large shuttles as a supplement to the local defense mission for important planets. Other empires may have operated such defense bombers in the pre-warp era when the delay between a distress call and the arrival of help was excessive. Only the Romulans continued to operate such bombers from the Early Years and into the beginnings of the General War. (That some survived into the General War was due to the conflict within the Romulan economy between building defensive systems and offensive systems, with offensive systems taking precedence.) The Romulans

steadily improved their Maniple bombers through upgrades even after the Treaty of Smarba, but the Maniples were eventually supplanted by the newer (and warp-capable) Cohort design.

Romulan early bombers had additional electronic warfare capability built into their designs (possible due to their large size). This is reflected on the SSD by the presence of an electronic warfare pod, and shown on the Master Fighter Chart as "E-EW", but this pod can only produce one point of electronic warfare, either ECM or ECCM. It can switch its status during Energy Allocation as any electronic warfare pod can, and the electronic warfare it produces, is in addition to the normal electronic warfare built into a fighter (J4.47). These E-EW systems were upgraded with normal systems (producing two points of electronic warfare) in Y171. Maniple bombers cannot operate as electronic warfare fighters under (R1.F7A). Romulan early bombers did not have chaff prior to Y168; those few that survived were provided with chaff in Y168. Romulan early bombers did not have normal pod rails (see below), and were never fitted with warp booster packs or megapacks. They otherwise operate under the rules for heavy fighters (J10.0) and bombers (J14.0) as they apply.

All variants of the Maniple bomber had four rails to carry cluster bombs (E20.36). These rails were more properly "bomb racks" as they could not be used to operate any pod type, not even after the various pods were invented beginning in Y165. They could carry pods, but the pods would be inert for all purposes. (Any cargo in a cargo pod would not survive the rigors of space unless it was material able to survive such exposure, as even a cargo pod has to be plugged into the systems of the shuttle it is attached to.)

(YR4.F18) MANIPLE-1 SUBLIGHT MEDIUM BOMBER (MN-1): Robust for its time, the two plasma-F torpedoes of a single bomber were respected even by Orion Pirates, and a full squadron was not to be taken lightly. Like most early Romulan units, it was severely hampered by its lack of warp capability and the limited range of its warp-targeted lasers. Some numbers of these survived into the General War mostly in the backwaters of the Romulan Star Empire. Chaff became available during Y168 (1 Jan). There is no reduction in BPV for Maniple-1s prior to that date.

An SSD is on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan Cohort Bomber counters from *Module J2* or any other available counters.

(YR4.F19) MANIPLE-2 SUBLIGHT MEDIUM BOMBER (MN-2): This upgrade was introduced in Y116, but did not reach wide deployment until Y118, to provide security for the rear areas during a new war with the Gorns (the Fourth Gorn-Romulan War). The upgrade included improved firing arcs on the primary warp-targeted lasers and the addition of a smaller warp-targeted laser firing in the FH arc (a modest increase in firepower that was useful against Gorn early shuttles). Many Maniple-2s on the Gorn-Romulan border were destroyed in the Gorn counteroffensive of Y124-125 that ended the war.

As with the Maniple-1, many of Maniple-2s (including new production after the end of the Fourth Gorn-Romulan War) remained in service well into the General War in out of the way spots in the Romulan Star Empire. Chaff became available during Y168 (1 Jan). There is no reduction in BPV for Maniple-2s prior to that date.

An SSD is on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan Cohort Bomber counters from *Module J2* or any other available counters.

(YR4.F20) MANIPLE-3 SUBLIGHT MEDIUM BOMBER (MN-3): A significantly improved variation of the Maniple series mounting a third plasma-F torpedo and further expanding the

firing arcs of the forward firing heavy and fighter warp-targeted lasers. It was deployed in Y152 in preparation for the next war with the Federation, but saw little active service other than against the traditional pirate raiders. Only because of its late introduction, there were fewer of these than there were Maniple-2s when the General War began. Chaff became available during Y168 (1 Jan). There is no reduction in BPV for Maniple-3s prior to that date.

An SSD is on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan Cohort Bomber counters from *Module J2* or any other available counters.

(YR4.F21) MANIPLE-4 SUBLIGHT MEDIUM BOMBER (MN-4): Many of the Maniple-3 bombers were refitted to this standard beginning in Y165. It proved impossible to upgrade them to warp capability, and their power systems could not be upgraded to handle additional phasers. The need for defenses within the Romulan Star Empire's boundaries was the only justification for this refit effort. Many Maniple-4s were destroyed during Operation Remus when they were able to make their presence felt against some independent raiders. Orion or Andromedan raiders destroyed most, if not all, of the remaining the Maniples between Y180 and Y184. The electronic warfare pod on this variant is fully functional. Chaff became available during Y168 (1 Jan). There is no reduction in BPV for Maniple-4s prior to that date.

An SSD is on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan Cohort Bomber counters from *Module J2* or any other available counters.

ROMULAN EMPIRE SUBLIGHT HEAVY FIGHTERS

ROMULAN LEGATE HEAVY FIGHTERS: The Romulan Star Empire operated fighters, albeit sublight ones, even before the Hydrans developed their Stingers. As with most empires, they found it possible to develop large shuttles as a supplement to the local defense mission for important planets. Other empires may have operated such heavy defense fighters in the pre-warp era when the delay between a distress call and the arrival of help was excessive. Only the Romulans continued to operate such fighters, up until the early years of the General War, due to the diversion of so much of their production capability towards offensive systems. The Romulans kept Legate fighters in use in the backwaters of their empire well into the General War.

Romulan early heavy fighters included additional electronic warfare capability built into their designs. This is reflected on the SSD by the presence of an electronic warfare pod, but this pod can only produce one point of electronic warfare, either ECM or ECCM. It is shown on the Master Fighter Chart as "E-EW." It can switch its status during Energy Allocation as any electronic warfare pod can, and the electronic warfare it produces is in addition to the normal electronic warfare built into a fighter (J4.47). These were replaced with normal electronic warfare systems on some surviving Legates (converted to the Legate-2 standard) in Y171. Legate fighters cannot operate as electronic warfare fighters under (R1.F7A). Romulan early heavy fighters did not have chaff prior to Y168; those few that survived were provided with it from that date. Romulan early heavy fighters did not have normal pod rails (see below), and were never fitted with warp booster packs or megapacks. They otherwise operate under the rules for heavy fighters (J10.0) as they apply.

All variants of the Legate heavy fighter had two rails to carry cluster bombs (E20.36). These rails were more properly "bomb rack" as they could not be used to operate any pod type, not even after the various pods were invented beginning in Y165. They could carry pods, but the pods would be inert

for all purposes. (Any cargo in a cargo pod would not survive the rigors of space unless it was material able to survive such exposure, as even a cargo pod has to be plugged into the systems of the shuttle it is attached to.)

(YR4.F22) LEGATE-1 SUBLIGHT HEAVY FIGHTER (LG-1): Robust for its time, the two plasma-F torpedoes of a single Legate heavy fighter were respected even by Orion Pirates, and a full squadron was not to be taken lightly. Some Romulan early base stations (YR1.3) and Romulan early space docks (YR1.1) operated a weak squadron of four Legates from a special hangar module (YR4.17). Like most early Romulan units, it was severely hampered by its lack of warp capability and the limited range of its warp-targeted lasers (one standard warp-targeted laser with an FA firing arc and one fighter version with an RX firing arc). Some number of Legates survived into the General War, mostly in the backwaters of the Romulan Star Empire. Chaff became available during Y168 (1 Jan). There is no reduction in BPV for Legate-1s prior to that date. By Y171, all Legate-1s were either withdrawn from service, converted to Legate-2s (YR4.F23), or destroyed.

An SSD is on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan Tribune counters from *Module J2* or any other available counters.

(YR4.F23) LEGATE-2 SUBLIGHT HEAVY FIGHTER (LG-2): Beginning in Y165, an unknown number of Legate-1s were upgraded to this interim design [interim in that it was eventually supplanted by the Tribune (R4.F7) in Y178]. The upgrade replaced the warp-targeted lasers with phasers (a phaser-2-FA and a phaser-3-RX). The reasons for this remain unknown, but the Romulan house system was a constant drain on the resources of the Romulan Star Empire, and this may have been an attempt to get some more use out of the Legates. Perhaps it was because the Romulans did not quite understand what the effects of warp-powered fighters would be. Chaff became available during Y168 (1 Jan). There is no reduction in BPV for Legate-2s prior to that date.

All surviving Legate-2s were phased out of service by Y180.

An SSD is on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan Tribune counters from *Module J2* or any other available counters.

ROMULAN EMPIRE SUBLIGHT MULTI-ROLE SHUTTLE

(YR4.F24) SUBLIGHT MULTI-ROLE SHUTTLE (MRS-S): This was a very rare shuttle. It has the minelaying abilities of the MLS-S (YR4.F16) and is armed with two Gladiator-L (YR4.F2) warp-targeted lasers-FA (YE21.43). It can lend the ship or base on which it is stationed one point of ECM and/or one point of ECCM provided it is within five hexes of the unit and has a lock-on to it. It does not itself benefit from the electronic warfare it generates and cannot be programmed to lend its electronic warfare to any other unit (including a fighter squadron). It has the cargo capacity of an MRS shuttle (J8.21). It cannot control seeking weapons, not even seeking weapons launched by the ship or base to which it belongs.

The MRS-S had two rails to carry cluster bombs (E20.36). These rails were more properly "bomb racks" as they could not be used to operate any pod type, not even after the various pods were invented beginning in Y165. They could carry pods, but the pods would be inert for all purposes. (Any cargo in a cargo pod would not survive the rigors of space unless it was material able to survive such exposure, as even a cargo pod has to be plugged into the systems of the shuttle it is attached to.)

Note, rule (J8.11) is in error about the use of MRS shuttles by the Romulans. The Romulans did not have warp powered MRS shuttles until Y160.

No SSD is provided. Use any Romulan shuttle.

ROMULAN EMPIRE SUBLIGHT FIGHTERS UPDATES

(YR4.F1) GLADIATOR-0 FIGHTER UPDATE: This fighter had two rails to carry cluster bombs (E20.36). These rails were more properly "bomb racks" as they could not be used to operate any pod type, not even after the various pods were invented beginning in Y165. They could carry pods, but the pods would be inert for all purposes. (Any cargo in a cargo pod would not survive the rigors of space unless it was material able to survive such exposure, as even a cargo pod has to be plugged into the systems of the shuttle it is attached to.)

There is an SSD of the Gladiator-0 on the SSD of the Early Warhawk (YR4.07) in *Module Y1*. Use any Romulan fighter counters.

(YR4.F1A) GLADIATOR-0i IMPROVED SUBLIGHT FIGHTER (G-0i): In Y130, an improved version of the Gladiator-0, dubbed the Gladiator-0i, entered service with a single fighter laser-FA. By Y145, all Gladiator-0s had been phased out of service and replaced with this improved version.

In Y160, efforts were made to fit Gladiator-0is with phaser-3s in place of the fighter laser, but the frame of the fighter proved too small to incorporate both the phaser and the advanced fire control systems needed to use it. This space problem also led to Gladiator-Is appearing without phasers initially. It proved impossible to upgrade any existing Gladiator-0s to warp technology, forcing the development of the Gladiator-I, an entirely new warp-powered ship assault fighter. All Gladiator-0i fighters were relegated to the rear areas of the Romulan Star Empire by Y170, and were completely phased out of the inventory by Y175.

There is an SSD of the Gladiator-0 on the SSD of the Early Warhawk (YR4.07) in *Module Y1*. Use any Romulan fighter counters.

(YR4.F2) GLADIATOR-L FIGHTER UPDATE: This fighter had two rails to carry cluster bombs (E20.36). These rails were more properly "bomb racks" as they could not be used to operate any pod type, not even after the various pods were invented beginning in Y165. They could carry pods, but the pods would be inert for all purposes. (Any cargo in a cargo pod would not survive the rigors of space unless it was material able to survive such exposure, as even a cargo pod has to be plugged into the systems of the shuttle it is attached to.)

There is a squadron of Gladiator-L fighters included on the Romulan bomber and fighter sheet in *Module Y3;* use Romulan fighter counters from *Module J* or any other available counters.

(YR4.F2A) GLADIATOR-Li IMPROVED SUBLIGHT FIGHTERS (G-Li): In Y130, an improved version of this fighter, dubbed the Gladiator-Li, entered service with a second fighter laser-FA. By Y143, all Gladiator-Ls had been phased out of service and replaced with this improved version.

In Y160, efforts were made to fit Gladiator-Lis with phaser-3s in place of the fighter lasers, but the frame of the fighter proved too small to incorporate both the phasers, or a single phaser, and the advanced fire control systems needed to use it. Unlike the Gladiator-0, upgrading the Gladiator-L to warp technology was possible; however, because it could not

be fitted with a modern fire control few such conversions were undertaken, and the resulting fighters were only used as, in essence, sports cars for wealthy and connected Romulans able to afford them. All Gladiator-Li fighters were relegated to the rear areas of the Romulan Star Empire by Y169, and were completely phased out of the inventory by Y172. An unknown number of the Gladiator-Ls converted to "sports cars" took part in the Battle for Remus in Y181, but they were little more than distractions, and it is doubtful if they had any real impact in what happened. That they were used at all was simply an indication of how desperate the Romulan defenders were.

There is a squadron of Gladiator-L fighters included on the Romulan bomber and fighter sheet in *Module Y3* which includes a data table for the Gladiator-Li; use Romulan fighter counters from *Module J* or any other available counters.

RULES CLARIFICATIONS

Over time, various rules have come to need clarifications as they apply to Romulan sublight units.

(G7.54) DEATH-DRAGGING CLARIFICATION: For purposes of death-dragging (G7.54):

All uncrippled sublight shuttles and sublight fighters are death-dragged at Speed 3, i.e., more than twice their maximum speed. Uncrippled (to include degraded) sublight bombers are immune to death dragging as per (J14.223).

All crippled sublight shuttles, sublight fighters, and sublight bombers are death dragged at Speed 2, i.e., more than twice their uncrippled maximum speed.

(J15.0) FIGHTER REMOTE CONTROL AVAILABILITY CLARIFICATION: Remote-controls are available to all fighters and bombers, including Romulan sublight fighters and bombers, from Y160. Remote-controls for fighters were an outgrowth of the development of the remote-controls used by minesweeping shuttles and were not available prior to the appearance of minesweeping shuttles.

(YM3.0) DUMMY T-BOMBS CLARIFICATION: When we were first doing the Romulans in the Early Years we were considering taking each ship up to its Treaty of Smarba design. For that reason we put dummy T-bombs on the SSDs. However, since many ships already had separate, existing SSDs for that refit (usually designated with a plus sign, e.g., WB+) we ultimately decided not to do that. However, we forgot that we had already put the dummy T-bombs on the SSDs, and dummy T-bombs do not work unless laid by transporters (as opposed to dummy mines in a minefield). So any dummy T-bombs on a ship that does not have any transporters should be ignored.

END ROMULAN UNITS

(YR5.0) EARLY YEARS KZINTI HEGEMONY SHIPS

YR5.R EARLY YEARS REFITS

(YR5.R1) IMPROVED WARP-REFIT: Almost uniquely among the Alpha Octant empires, the Kzintis pursued a two-track system in developing a modern fleet. While resources were poured into the Y-series of ships, they also sought to improve the warp engines of their warp-refitted ships; this refit was applied to various warp-refitted ships beginning in Y78. The result was a brief period during which the fleet consisted of Y-series ships, W-series ship, and WI-series ships. Not very many ships were given this refit and the old hulls proved unable to tolerate the increased stress of the more powerful engines. All ships that had received this refit (and had not been destroyed or lost) were retired by Y112. This refit is shown on the SSDs of those ships it was applied to; in some cases, such as the WCI in this product, a separate SSD has been provided.

KZINTI EARLY YEARS SHIPS

(YR5.19) EARLY YEARS BATTLESHIP (YBB): The U.S. Air Force data tapes are unclear about many aspects of this ship, the only thing being truly definite is no example of the class has ever been seen by Star Fleet. It is not known if the ship were simply an independent design study done by the Kzintis, or if the design study were a result of intelligence reports that the Klingons were working on such a huge ship. While the Federation learned that the Klingons were working on a battleship design as a result of diplomatic contacts, it seems unlikely that the Kzintis would have penetrated the Klingon Empire's internal security apparatus so thoroughly as to have learned of their battleship program. The reasons this design exists are thus in considerable dispute among analysts of the Hegemony's operations.

 The Kzinti Early Years battleship shows the strong influence of the Kzintis seeing themselves as their primary enemy. This is a strong indication that internal conflict was a near constant within Hegemony space, even though the Usurper War in Y116 remains the only thoroughly documented incident from this time period. The design incorporated two type-E drone racks, apparently intended to improve its ability to defend itself from drones in light of its extremely sluggish Turn Mode, but also allow greater use of its own phasers and drones offensively rather than defensively. The design also included a large cargo bay, as found on the Early Years dreadnought, to carry additional drones both for its own drone racks and those of its supporting ships.

 The tactical operations of the ship were obvious: close with the target and bury it under drones. The ship would have had an awesome speed advantage over other Early Years battleship designs in that it did not divert power to heavy weapons, which also left power available for its tractors.

 Y105 has been assigned as the most probable year this ship might have entered service had the Kzintis been able to divert enough credits to build the infrastructure needed to build the ship.

 NAMES: *Behemoth, Galacton, Titan.*

 Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no BPV cost.

 Transporters: Range 3; extended to Range 4 in Y120 at no cost.

 SSD and counter are in *Module Y3*.

(YR5.20) EARLY YEARS STRATEGIC TRANSPORT (YFT): This ship appeared rather early in Kzinti service. At the time of its appearance most conflicts fought by the Kzintis were within their own space or relatively close to it, and drone resupply was not particularly difficult, there being more than ample freighters and Priority Transports to supplement the tugs. There were also stockpiles of drones all through Kzinti space that could be used to keep the combat units supplied. For whatever reason, the Hegemony put ships of this class in service and had three by Y79. The ship was capable of carrying a standard cargo pod, provided the pod was only carrying inert items. Docking to the pod made it impossible to operate the 360° phaser. The ships were sometimes used to supplement Priority Transports and Free Traders on critical cargo runs. While not as efficient in moving bulk cargo, they were better armed and slightly more survivable if attacked.

 Given their near-equal armament compared to a standard frigate, it was not unusual for front-line commanders to borrow a ship and use it as a frigate (and the captains of these ships were more than willing to have their commands borrowed), resulting in a relatively heavy "loss rate". The Federation recorded the destruction of at least two ships of this class during the First Federation-Kzinti War. It is not known definitively how many ships of this class other empires destroyed.

 NAMES: Ships of this type were given numbers, not names.

 Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no BPV cost.

 Transporters: Range 2; extended to Range 3 in Y100 at no cost; extended to Range 4 in Y120 at no cost.

 SSD and counter are in *Module Y3*.

KZINTI WARP-REFITTED SHIPS

(YR5.21) IMPROVED WARP-REFITTED CRUISER (WCI): Records indicate that five or six warp-refitted cruisers were further refitted with newer and more powerful warp engines. These increased the ship's agility in combat, but did not prove powerful enough to allow the ships to keep station with the early strike-cruiser-class ships. The ships were sometimes used as command ships for formations composed of warp-refitted ships, but proved a poor fit as being held to the speed of the slower ships was a poor use for their power generation capabilities. There were few cases of these ships operating with other improved ships in large formations. When this happened, they were more than the warp-refitted ships of other empires could combat. While the records are unclear as to whether there were five or six of these ships, it is known that at least two were destroyed in combat. In Y109 an additional ship was lost to unexplained reasons (but believed to be a catastrophic failure of the hull due to the stress of the engines). Kzinti records are clear that the remaining ships were retired by Y112.

 NAMES: *Destined, Smasher, Strongheart, Triumph.*

 Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

 Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

 SSD and counter are in *Module Y3*.

(YR5.22) WARP-REFITTED LIGHT CRUISER (WCL): The Kzintis had a considerable number of sublight ships that they converted to warp technology. The warp-refitted light cruiser was considered a less successful conversion, although at least twenty such ships were upgraded (and records indicate at least six were entirely new construction done after Y69). The ship was able to operate effectively as part of a squadron

or task force, but its relatively weak firepower often found it lacking against the warp-refitted light cruisers of other empires. Unlike the warp-refitted cruiser, all warp-refitted light cruisers were withdrawn from service between Y105 and Y110. Of the 26 known ships, at least ten had been destroyed or wrecked beyond repair by Y105.

NAMES: *Dependable, Nightsong, Sentinel, Swift, Terror.*

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

SSD and counters are in *Module Y3*.

(YR5.22A) IMPROVED WARP-REFITTED LIGHT CRUISER (WLI): Eight ships of the warp-refitted light cruiser class were given the improved refit starting in Y78. The increased power of the engines reversed the ship's dismal performance against the warp-refitted light cruisers of the other empires, but did not make the ship a match for the Y-series ships. Like the improved warp-refitted cruiser, the ship was still too slow to operate in task forces with Y series ships (although it was often used that way as were all warp-refitted ships, whether they had the improved refit or not). The improved warp-refitted light cruiser was more often used as a rear security ship.

Of the eight ships of this class, six were lost in combat between Y78 and Y105. One of the last two was used as a laboratory ship to test new systems, but stresses that were found in its hull resulted in its retirement in Y110. The last remaining ship was also retired in that year as no longer economical to operate.

NAMES: *Dependable, Nightsong, Sentinel, Swift, Terror.*

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

SSD is combined with the WCL in *Module Y3;* use counters for the WCL in *Module Y3*.

(YR5.23) WARP-REFITTED FRIGATE (WFF): For its small size, the Kzinti warp-refitted frigate proved a good stablemate for the warp-refitted destroyer, having nearly the same firepower. It is arguable that the near equality of these two ships influenced the Kzinti admiralty to such a degree that there were no destroyers in the Y-series of ships. Indeed, the Kzintis did not attempt to reintroduce destroyers until Y160, and the performance of this ship may have been the cause. Kzinti records indicate that there were as many sublight frigates as there were sublight destroyers when the warp-refit program began, but the sublight frigate proved more readily adaptable to the new technology. By Y80, the Kzintis had converted a third more of their sublight frigates than they had of their sublight destroyers.

Successful conversion did not, however, bestow invincibility. The warp-refitted frigates were still very small ships, and suffered losses commensurate with that status.

The Kzintis converted 43 sublight frigates to warp technology and of that number, 26 were destroyed in combat by Y100. Another three were recorded as "lost to the hazards of space" between Y75 (when the first was recorded as missing) and Y105. The remaining ships were transferred to the Kzinti police where they served until Y122, being then withdrawn from service as ineffective.

NAMES: Ships of this type were given numbers, not names.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

SSD and counters are in *Module Y3*.

(YR5.23A) IMPROVED WARP-REFITTED FRIGATE (WFI): While the Kzinti sublight frigate adapted well to technology, this was less the case with the improved warp refit. The small hull of the ship proved even less able to handle the increased stress of the engines. The WFI refit was only applied to ten ships (the Kzintis had intended to apply it to the entire class) beginning in Y78. Two ships suffered near-catastrophic breakdowns before a flaw in the design was found. The flaw created a resonance that had to be adjusted for each individual ship; worse, each ship would have to be readjusted at least every six months. The economic cost and delays were unacceptable, and installing the new engines ended with the tenth ship in Y85. None of the ten converted ships survived past Y100, one being lost to the hazards of space and the other nine destroyed in combat.

NAMES: Ships of this type were given numbers, not names.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

SSD is combined with the WFF in *Module Y3;* use counters for the WFF in *Module Y3*.

(YR5.24) WARP-REFITTED SURVEY CRUISER (WSR): This ship was unique in Kzinti space. There was no existing sublight survey ship that was refitted with warp technology. Instead, an existing warp-refitted cruiser was converted to this design beginning in Y74, but the extent of the conversion resulted in the ship not entering service until Y75. The Kzintis were always more interested in the hunt and in seeking glory (and the greatest glory was defeating another Kzinti). This required very careful selection of not just the commander, but the entire crew of this ship, for those who would be dedicated to the mission and not seek glory.

The ship conducted initial surveys of what would become the Barony.

NAME: *Farseeker.*

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

SSD and counter are in *Module Y3*.

(YR5.24A) IMPROVED WARP-REFITTED SURVEY CRUISER (WSI): In Y79, after returning from its first survey mission, the *Farseeker* was given the improved warp refit. In this configuration the ship continued in service until Y110 when, on completion of its fifth survey mission an extensive overhaul was considered, but repairing the stress damage to the hull was too expensive, and the ship was retired.

NAME: *Farseeker.*

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80 but never extended further.

SSD is combined with the WSR in *Module Y3;* use counter for the WSR in *Module Y3*.

END KZINTI UNITS

(YR6.0) EARLY YEARS GORN CONFEDERATION SHIPS

GORN EARLY YEARS SHIPS

(YR6.19) EARLY YEARS BATTLESHIP (YBB): It is unclear if the Gorn Confederation actually designed this ship, or if it were simply a reverse-engineered design done by Star Fleet cadets for use in the simulators from the design specifications of the *Godzilla*. The layout is surprisingly modern for the projected year of service. Neither the Romulans nor the Paravians (the two empires the Confederation had been in contact with) had anything like a battleship (so far no indication of such ships have been found in the U.S. Air Force tapes as even being designed).

While the projected year in service date was too late to use against the Paravians, it would have been a Romulan Admiral's nightmare to see a Gorn punitive force being led by such a ship any time before the Treaty of Smarba.

While Y105 has been determined as the year in service date, the ship might have been built earlier. There are questions of whether or not the Confederation's shipwrights would have been able to solve the inherent problems of building engines of such size. Ultimately, one can assume that, barring a provable military threat (and maybe not even then) the Gorn Senate was unlikely to ever allocate funds for even a prototype, much less series production for such a ship.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 3; extended to Range 4 at no cost in Y120.

Balcony: 2+2 (on either side of hull).

NAME: *Shield of the Tri-Star*.

SSD and counter are in *Module Y3*.

(YR6.20) EARLY YEARS STRATEGIC TRANSPORT (YDT): This is an example of the Senate's penuriousness when it came to military spending. In Y94 the Confederation Navy requested the construction of several additional tugs so that more bases (both deep-space and ground stations) could be placed to defend the borders of the Confederation. To the Senate, the Paravians were (regrettably, of course) no longer a threat, and the Romulans were more a nuisance than a real threat (being unable to reach the core regions of the Confederation). Spending money for additional fleet tugs would be a waste, as once the new defenses were built, the tugs would not have anything to do. The Senate rejected the Navy's observations that there would always be work for tugs, and a standoff on the issue ensued. The standoff was broken in Y98 when a new firm proposed this ship. While far less capable than a real tug, its small size meant that far less money would be "wasted" when there was nothing for it to do. In the end the Senate appropriated funds for a half-dozen of these ships. They were truly too small for the mission, and were worked almost literally to death by the Navy. One ship was destroyed by a Romulan ambush in Y120 in what may have been the first move in the Fourth Gorn-Romulan War. Four of the other five were retired in Y126 as too worn out to be of further service; the fate of the sixth ship is unknown.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Balcony: 1+1 (on wings).

NAMES: *Dependable, Sturdy, Trusty*.

SSD and counter are in *Module Y3*.

GORN WARP-REFITTED SHIPS

(YR6.21) WARP-REFITTED COMMAND CRUISER (WCC): This is another sublight ship refitted with the early tactical warp drive. The original sublight ship was designed with two missions in mind: to serve as a squadron leader for cruiser squadrons operating in larger task forces, and as a flagship for task forces composed of light units operating on the flanks of the main fleets containing the battleships. The warp-refitted ship was used for the same missions. It was not unusual for these ships to conduct solitary patrols, but this was a waste of their command functions and there were never very many ships of this type. Even before warp technology was developed only one ship out of every eight cruisers was of this type. As with other sublight ships, it had received shields in Y50 for additional defense. Transporters were added to the ships as they were converted to tactical warp power. The ships had no phasers, but only warp-targeted lasers and atomic missile launchers instead of plasma-G torpedoes.

Tractors: Type-W (Range 1, rear arc, towing only).

Transporter: Range 1.

Balcony: 2+2 (on rear wings).

NAMES: *Senator Guruk, Senator Sarkon, Senator Sslith*.

SSD and counter are in *Module Y3*.

(YR6.21A) WARP-REFITTED LASER COMMAND CRUISER (WCCL): In Y68, some Gorn warp-refitted command cruisers were refitted with plasma-G bolts, but their warp-targeted lasers were not upgraded to phasers. The SSD includes BPV data to reflect this interim upgrade step; it is believed that only two ships of the class were refitted to this standard and both were operated against the Romulans. Both of these ships were refitted with phasers in Y74 becoming identical to the WCCI (YR6.21B).

SSD is combined with the SSD for the WCC in *Module Y3*; use the WCC counter in *Module Y3*.

(YR6.21B) WARP-REFITTED IMPROVED COMMAND CRUISER (WCCI): In Y68 the Confederation began refitting its warp-refitted command cruisers with phasers in place of their lasers and plasma-G bolts in place of their atomic missile racks. All ships of this class were fully upgraded by Y74.

The three surviving ships of this class were further refitted in Y105 and were designated WCCI+ from that point. Ships with the Y105 refit were able to launch plasma torpedoes in seeking mode and had pseudo plasma torpedoes. The ships were retired in Y119, as it was not deemed economically feasible to further upgrade them, even though they were still regarded as effective against the Romulans.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.

Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

SSD is combined with the SSD for the WCC in *Module Y3*; use the WCC counter in *Module Y3*.

(YR6.22) WARP-REFITTED LIGHT CRUISER (WCL): This was another sublight ship refitted with the early tactical warp drive. The original sublight ship was designed to support the sublight cruisers and battleships, and if necessary conduct independent patrols. The warp-refitted ship was used for the same missions. It was not unusual for these ships to conduct solitary patrols, or even to serve as a leader for a small task force. As with other sublight ships, it had received shields in Y50 for additional defense. Transporters were added to the

ships as they were converted to tactical warp power. The ships had no phasers but only warp-targeted lasers, and atomic missile launchers instead of plasma-G torpedoes.

Tractors: Type-W (Range 1, rear arc, towing only).
Transporter: Range 1.
Balcony: 2+2 (on wings).
NAMES: *Foe Breaker, Nest Guardian, Shield Bearer.*
SSD and counters are in *Module Y3.*

(YR6.22A) WARP-REFITTED LASER LIGHT CRUISER (WLL): In Y68, some Gorn warp-refitted light cruisers were refitted with plasma-G bolts, but their warp-targeted lasers were not upgraded to phasers. The SSD includes BPV data to reflect this interim upgrade step; it is believed that as many as eight ships of the class were initially refitted to this standard and were mostly operated against the Romulans, but some saw at least some service against the Paravians. These ships were later refitted with phasers in Y74 becoming identical to the WLI (YR6.22B).

SSD is combined with the SSD for the WCL in *Module Y3;* use the WCL counters in *Module Y3.*

(YR6.22B) WARP-REFITTED IMPROVED LIGHT CRUISER (WLI): In Y68 the Confederation began refitting its warp-refitted light cruisers with phasers in place of their lasers and plasma-G bolts in place of their atomic missile racks. All ships of this class were fully upgraded by Y74.

The eight surviving ships of this class were further refitted in Y105 and were designated WLI+ from that point. Ships with the Y105 refit were able to launch plasma torpedoes in seeking mode and had pseudo plasma torpedoes. The ships were retired in Y112, as it was not deemed economically feasible to further upgrade them, even though they were still regarded as effective against the Romulans.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.
Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.
SSD is combined with the SSD for the WCL in *Module Y3;* use the WCL counters in *Module Y3.*

(YR6.23) WARP-REFITTED FRIGATE (WFF): This was another sublight ship refitted with the early tactical warp drive. The original sublight ship was designed to operate as a consort to the sublight cruisers and battleships. It was never intended to conduct independent patrols of its own (being thought too small), but more than one was lost while conducting such a patrol (perhaps thereby proving the point). Whenever possible, if the ships had to be used for patrols, the fleet would try to operate them in squadrons of three, but often had to settle for just two. It would not be unusual to find one or more of these ships in company with a larger ship (even a WDD) as a patrol force. As with other sublight ships, it had received shields in Y50 for additional defense. Transporters were added to the ships as they were converted to tactical warp power. The ships had no phasers, but only warp-targeted lasers and atomic missile launchers instead of plasma-G torpedoes.

Tractors: Type-W (Range 1, rear arc, towing only).
Transporter: Range 1.
Balcony: 2+2 (on wings).
NAMES: *Deft, Dextrous, Nimble, Speedy, Swift.*
SSD and counters are in *Module Y3.*

(YR6.23A) WARP-REFITTED LASER FRIGATE (WFL): In Y68, some Gorn warp-refitted frigates were refitted with plasma-G bolts, but their warp-targeted lasers were not upgraded to phasers. The SSD includes BPV data to reflect this interim upgrade step; it is believed that as many as

twelve ships of the class were initially refitted to this standard and were mostly operated against the Romulans, but some saw at least some service against the Paravians. The surviving ships, six had been lost, were later refitted with phasers in Y74 becoming identical to the WFI (YR6.22B).

SSD is combined with the SSD for the WCL in *Module Y3;* use the WCL counters in *Module Y3.*

(YR6.23B) WARP-REFITTED IMPROVED FRIGATE (WFI): In Y68 the Confederation began refitting its warp-refitted frigates with phasers in place of their lasers and plasma-G bolts in place of their atomic missile racks. All ships of this class were fully upgraded by Y74.

The ten surviving ships of this class were further refitted in Y105 and were designated WFI+ from that point. Ships with the Y105 refit were able to launch plasma torpedoes in seeking mode and had pseudo plasma torpedoes. The remaining six ships were transferred to the police service in Y112, and retired in Y123 as no longer economically viable.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.
Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.
SSD is combined with the SSD for the WCL in *Module Y3;* use the WCL counters in *Module Y3.*

(YR6.24) WARP-REFITTED SURVEY CRUISER (WSR): This was a cousin, rather than a true variant, of the warp-refitted light cruiser. Three sublight light cruisers were converted to this design beginning in Y65, the conversions being completed the following year when the ships entered service. The hulls were cut in half and a large section added containing a cargo bay and extending the shuttle bays. (The expense of these conversions, which did not add power or weapons, kept the Gorns from applying them to other light cruisers.) Trapped between the Paravians and Romulans, the ships explored towards Federation and Inter-Stellar Concordium space, but never made any contact with either neighboring empire. They were less true survey ships than a reaction by the Confederation that there might be other hostile empires outside their borders. These ships had the first probe launchers ever to be mounted on Confederation ship.

Tractors: Type-W (Range 1, rear arc, towing only).
Transporter: Range 1.
Balcony: 2+2 (on wings).
NAMES: *Distant Dawn, Horizon*, *Mirage*.
SSD and counter are in *Module Y3.*

(YR6.24A) WARP-REFITTED LASER SURVEY CRUISER (WSL): In Y74, the first warp-refitted survey cruiser returned, reporting no contact. It was refitted with improved probe launchers that doubled the number of probes available, but retained its lasers. This design was designated the WSL.

SSD is combined with the SSD for the WSR in *Module Y3;* use the WSR counter in *Module Y3.*

(YR6.24B) WARP-REFITTED IMPROVED SURVEY CRUISER (WSI): In Y79, all three ships were upgraded with phasers replacing their lasers. Survey duty proved hard on the ships, and all three were retired in Y92, but their experiences were used in the designs of the YSRs that entered service in Y95.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.
Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.
SSD is combined with the SSD for the WSR in *Module Y3;* use the WSR counter in *Module Y3.*

(YR7.0) EARLY YEARS THOLIAN HOLDFAST SHIPS

(R7.87) EARLY YEARS COMMAND MODULE (YCOM): The Tholians had very few ships when they first arrived in the Alpha Octant, and needed to increase their numbers in a hurry. Fortunately for the Tholians, they arrived at a time when they were technologically ahead of the empires they met. For all practical purposes, the Tholian ships were the X-ships of their time. This made it possible for the Tholians to modify the design for the command module, which their auto-forges were capable of producing, into what amounted to a destroyer (when compared to the destroyers operated by the Alpha Octant empires at that time).

It is not known how many ships of this type the Tholians produced to supplement their small initial fleet, but production was eventually curtailed and halted completely after Y125. It was not possible to increase the size of the engine on the small hull in that period. The ships were simply too easy for the new Klingon E4s and D6s to run down, and hindered the efforts of patrol corvettes and destroyers to escape pursuit without abandoning them.

The modifications were extensive, and were only possible because the command module's docking and mating systems were removed as part of the conversion. (The converted command module can never replace a standard command module on an NBB, NDN, NHD, NCA, NCH, NCM, or NCL, and cannot form a pinwheel with other command modules.) The conversion resulted in a relatively unstable ship, making it more susceptible to breakdowns.

While the basic command module design included a web caster, the Tholians were unable to access the computer files to produce such a weapon, and after the disaster attempting to access the particle cannon files, they stopped trying to do so. (The Tholian Holdfast did not have any senior naval personnel remaining who had access codes to unlock the weapons files for particle cannons and web casters. Attempts to circumvent the codes to access the particle cannon files, which were also copy protected, initiated a core dump that totally destroyed the files. The Holdfast decided to spend more time, a lot more time, researching the codes before attempting to access the web caster files. This research came to an end in Y179 when the senior officers of the 312th Battle Squadron provided their access codes, which were still in the system.)

After Y125, the remaining ships of the class were relegated to the Romulan frontier, and by Y148 the last of them had been phased out of service and scrapped, as the Holdfast found modified patrol corvette hulls more economical to operate since it simplified their logistics operations immensely.

NAMES: *Breakwater, Bulwark, Jetty, Mole, Rampart, Seawall, Wall.*

This ship can use the gravity landing system (P2.432).

This ship is nimble (C11.0).

This ship cannot pinwheel (C14.0).

All systems on these ships always operate under the non-Y rules.

SSD and counters, labeled COM, are in *Module Y3*.

(R7.88) EARLY YEARS LIGHT COMMAND MODULE (YLCM): The conversion of the light command module was much less successful due to the intrinsic size of the ship. Ships of this class were operated as frigates by the Holdfast. They were only viable because the bulk of the Klingon ships originally in Holdfast space were the older warp-refitted ships of the D3, F3, and E1 classes. The early light command module was at least as fast as those ships, and far more maneuverable, and the ability to fire its phaser-1s, superior to the Klingon phaser-2s, in any direction while moving at maximum speed was more than the F3s and E1s could handle.

The modifications were extensive, and were only possible because the command module's docking and mating systems were removed as part of the conversion. (The converted light command module can never replace a standard command module on an NDD, NDH, NFF, or NFH, and cannot form a pinwheel with other light command modules.) The conversion resulted in a relatively unstable ship, making it more susceptible to breakdowns.

The early light command modules were withdrawn from the Klingon and Federation frontiers in Y100, being judged unable to operate effectively against the Y-series ships the two empires had deployed. Both empires had largely replaced their warp-refitted ships on their respective Tholian frontiers by that time. The Early Years light command module continued to serve on the Romulan frontier until Y135 when the last of them were phased out of service and scrapped. The Holdfast found modified police corvette hulls more economical to operate since it simplified their logistics operations immensely.

NAMES: *Stabber, Slicer, Cutter, Slasher, Ripper, Divider, Carver.*

This ship can use the gravity landing system (P2.432).

This ship is nimble (C11.0).

This ship cannot pinwheel (C14.0).

All systems on these ships always operate under the non-Y rules.

SSD and counters, labeled LCM, are in *Module Y3*.

THE THOLIAN HOLDFAST IN THE EARLY YEARS

ESCAPE FROM THE M81 GALAXY

The Tholian Holdfast was one of the last Dyson spheres constructed by The Tholian Will. It was not completed when the Seltorian revolt began, and as such, it was under-populated to begin with, and its defenses were incomplete. The Holdfast sphere was in an out-of-the-way part of the M81 Galaxy and was not immediately attacked as the revolt gained momentum. Most of the warships that were originally assigned to protect it were drawn off to defend other spheres that were more important (if only because they were fully populated).

The Holdfast sphere served as a destination for refugees fleeing from other spheres (directed there by The Will's military forces), but the numbers of these refugees (while in the tens of millions) was only a fraction of what the sphere could have supported. This was a result of one of the failings of The Tholian Will. Most commerce, while *owned* by Tholians, was not *operated* by Tholians. There were very few non-military ships in The Tholian Will that were designed to transport large groups of Tholians. Most Tholians were "homebodies", living their entire lives in the sphere in which they had been born. The ones with a "spirit of adventure" generally joined The Tholian Will Navy or The Tholian Will police forces (the latter if they did not want to venture too far from their home sphere). There were executive transports, of course, and even a few ships similar to Free Traders operated by Tholian crews (the latter being the most adventurous of all), but in comparison to the needs of a galactic empire, transportation for Tholians could be regarded as virtually non-existent outside of the government. When the need came to evacuate spheres under threat of attack and unable to move, the numbers who could escape were very limited. Far too many of them were politicians and

bureaucrats using their political power (before it was lost with the sphere they were on) to save themselves and their own family members.

Most spheres had considerable transportation assets available to them in terms of bulk cargo, but non-Tholian crews operated these ships. (Why should a Tholian get his own "hands" dirty with menial labor?) These assets (freighters, tugs, etc.) were not designed for Tholians to use, and could not be converted in a hurry for the task.

One of the things that is not yet clear is what happened to the non-Tholians in residence on the Holdfast sphere at the time it left the M81 Galaxy. There are two competing theories on the matter.

One theory is that, since they could not operate many of the various merchant ships themselves, and it was the Seltorians who were revolting, the Holdfast Tholians allowed the non-Tholians to evacuate from the sphere in whatever transport was available.

The other theory is that the Tholians simply did not care what happened to the non-Tholians, and all of them perished, whether through deliberate act or simple indifference, in the long flight of the sphere to the Milky Way Galaxy.

The Holdfast sphere had engines that were intended to move it to its final destination as a link in the chain of The Will that kept the M81 Galaxy under control, but they were not yet operational. As the Seltorian revolt increasingly went against The Will, and sphere after sphere vanished forever into the dark gloom of history, the Holdfast sphere's leaders realized that escape was their only real option. The engineers aboard the sphere labored desperately to make it ready, but it obviously would not be ready in time as a Seltorian task force was found heading directly for it. Most of the few warships that were present at the sphere, together with whatever auxiliaries were available, went to interpose themselves in a final defense. While this desperate battle was being waged, panic aboard the sphere led to riots, confusion, and the obligatory flight in the few craft capable of carrying those Tholians who thought the sphere doomed. At almost the last possible moment, a jury rig made the engines operable and the Holdfast sphere departed.

The long flight to the Milky Way was not something the Holdfast sphere had ever been intended for. The privations and heroic efforts by the Tholians to make the trip have been detailed elsewhere. Somehow the engineers kept the engines functioning, earning their place in the now bleak history of The Will.

More trials were to come.

ARRIVAL IN THE MILKY WAY

When the sphere approached the Milky Way Galaxy in Y79, its sensors detected the energy barrier. The Tholian engineers and scientists on duty considered the problem, and determined that their sphere was massive enough that it would be able to break through with little material damage. Just to be certain, all the best engineers and scientists aboard the sphere were put on duty for the passage.

It was a near complete disaster.

The energy barrier was far more violent than anything the Tholians had previously encountered: energy waves literally savaged the external surface of the sphere, destroying all existing defense systems and killing thousands of Tholians. Worse, the energies surged through the sphere's systems and crashed into the engines, setting off a series of catastrophic feedback loops. The sphere broke through the energy barrier, but by the time it had done so, all of the best engineers and scientists were themselves dead as their various duty stations controlling the engines were smashed by power surges through the control systems. Unguided, the

sphere initially careened wildly through space, until its engines literally melted down into massive heaps of slag, killing tens of thousands more Tholians in the process.

The good news for the majority of Tholians was that they had survived, but the sphere's engines were beyond their ability to ever rebuild (slag could not be repaired) without re-creating the technological base they had had in the M81 Galaxy. The sphere was relatively intact, "relatively" being the operable term. Huge stretches of its interior, barely sustainable when they left the M81 Galaxy, were now wrecked and would take decades to restore. The system maintaining the artificial sun was heavily damaged, and restoring it would be the focus of much of the Tholian effort in the coming decades. (Any Tholian who showed especial promise as an engineer was drafted into maintaining and rebuilding the containment system; this is the reason there are no Tholian legendary engineers on ships prior to Y180.)

The worst news of all was that their sensors could detect the signature of warp drives, and their communications systems could hear subspace communications all around them – they were not alone.

ESTABLISHMENT

The Holdfast had limited resources, but fortunately the sphere had come to rest in a relatively open area of space, far enough from any Klingon detection systems that its arrival had literally gone unnoticed. This gave the Holdfast time to marshal its defenses.

While the Holdfast lacked the large construction docks normally found near spheres (these would have been provided after the sphere had reached its final destination), it did have a small repair and construction yard internally (normally used to build police ships for local patrols while the sphere was under construction). Also available were two destroyers and four frigates that had been too badly damaged to take part in the final battle in the home galaxy, but which could be repaired, along with several patrol corvettes. These were supplemented further by constructing command modules, which the auto-forges could easily turn out. Additionally, shuttles and skiffs could be built to augment local defenses. All this was helped by the four harbor tugs that had been brought along.

What the Holdfast needed most, however, was raw materials and time. For the next four years (Y79-Y83) the Tholians scouted nearby space. In this they were aided by their advanced sensors, which enabled them to observe Klingon operations and detect Klingon movements before their own ships were spotted. Several small Klingon mining operations and ships disappeared in this period, apparently attacked by the Tholians to gather information.

Satisfied with what they had learned, the Tholians struck in Y83, and over the next two years smashed the Klingon forces in what would become Holdfast space. The Klingon Empire might have concentrated its fleets and defeated the Tholians, but were caught completely off guard and were already committed to their war with the Hydrans. Worse, the speed of the Tholian ships masked their small numbers and the Klingons at first believed the attacks had to be coming from Romulan space. This led to many significant strategic and tactical errors in dealing with an attack that was not from outside, but within their established defensive sphere. Even so, the Tholians lost a number of ships in this period.

By the close of Y85, the borders of the Holdfast had been established.

END THOLIAN UNITS

(YR8.0) EARLY YEARS ORION NATIONAL GUARD SHIPS

(YR8.10) NATIONAL GUARD DREADNOUGHT (WDN): The Orion Enclave built two ships of this class, the first entering service in Y90 as the flagship of its National Guard. The Orion National Guard was unusual in that it never adopted the standard ships used by the rest of the Federation, but continued to upgrade its own ship designs. This was perhaps a means of allowing their shipyard to remain in business and provide hulls to the cartels on the side. Inspections of the Enclave's shipyards was one of the things the Federation agreed not to do as part of the Enclave's joining.

The two ships never left Enclave space, and one of the two was usually "laid up for refit" in any given year. At least the Orion government would announce this. The ships were apparently often involved in delivering particularly sensitive cargoes (using their relatively copious cargo bays, often with two or four of their admin shuttles replaced with heavy transport shuttles) to rendezvous inside Enclave space.

Tractors: Type-Y (360°, Range 1, can hold any legal target).

Transporter: Range 2, extended to Range 3 in Y100 at no cost.

Cargo boxes hold 50 points.

NAMES: *Orion, Osiris*.

SSD and counter are in *Module Y3*.

(YR8.10A) ADVANCED NATIONAL GUARD DREADNOUGHT (WNR): In Y104, the *Orion* was taken in hand for an extensive refit, reentering service in Y105 as this improved design. The refit restored the hull to nearly new condition and strengthened the shields. The most critical part of the refit was the replacement of the engines with a new more powerful design. The new engines made the ship the near equal of the Federation Early Years dreadnought in terms of power generation and firepower.

The two ships (after the *Osiris* had received the same refit in Y108) continued in service until Y130, when the government of the Enclave decided the expense of keeping them in operation was simply not justified. Both ships were laid up in that year. Consideration was given to taking the ships out of mothballs in Y170, but this was not done. Some historians argue that if the ships had been reactivated, the Enclave might have remained loyal to the Federation, but this is a minority opinion. The Klingon and Romulan empires negotiated to have the two hulls destroyed during the period of the Enclave's neutrality, but did not succeed.

In Y186 a review of the condition of the ships revealed a major scandal; funds allocated to maintain the ships in mothballs had been "diverted", and proper maintenance checks had simply be "checked off" rather than performed. It would have been possible to recover the deteriorated hulls, but the expense of doing so would have purchased brand new dreadnoughts. In Y187, both hulls were consigned to the breakers.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range-2, extended to Range 3 in Y100 at no cost and to range-4 in Y120 at no cost but never extended further.

Cargo boxes hold 50 points.

NAMES: *Orion, Osiris*.

SSD is combined with the SSD of the WDN; use the WDN counter in *Module Y3*.

(YR8.11) NATIONAL GUARD FRIGATE (WFF): The Orion National Guard relied mainly on destroyers for its operations, but supplemented these with a smaller number of frigates. The National Guard frigates were almost always found with larger ships. Their function was to protect the flanks of the larger ships (even if it was only a destroyer) and to grab opportunities to hit a wounded foe. Records indicate that the Orion Enclave had ten ships of this class in Y110. They seldom left Enclave space, except on rare occasions as escorts for more prominent Orion merchants. Some did briefly deploy to the Klingon and Romulan borders during the First Federation-Kzinti War.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80.

Cargo boxes hold 50 points.

This ship can land on planets using the gravity or powered landing systems (P2.43).

This ship is nimble (C11.0).

NAMES: *Carvoll*, *Fraget*, *Hayak*, *Veprert*, others.

SSD and counters are in *Module Y3*.

(YR8.11A) ADVANCED NATIONAL GUARD FRIGATE (WFR): In Y112, the Orion government began a major refit of the National Guard frigate to this design, the first three entering service in Y113. During that year, most of the National Guard destroyers mutinied and vanished. The refitted frigates were left to fill the void. Between Y113 and Y120, the Enclave built five replacement destroyers and six more frigates as it sought, in the aftermath of the mutiny, to stabilize its internal security situation.

In Y119, however, a trade caravan of a prominent Orion merchant was en route to the Federation capital and was provided with an escort of two National Guard frigates. The two frigates proved unequal to the task of defending the caravan when an Orion Pirate early Raider Cruiser and early Light Raider attacked it. The whole caravan vanished, leaving only the wreckage of the two frigates. (There have ever since been rumors that rogue elements of the Enclave government had sacrificed the frigates, and their crews, in order to deliver a large stock of supplies to the forming cartels, but this has never been proven.)

After the disaster in Y119, frigates were not used as escorts outside of Enclave space unless a cruiser was also part of the mission. Between Y119 and Y188, seven more frigates were lost to various causes (including four destroyed by the Klingons in Y171 before the Enclave proclaimed its neutrality); all remaining ships were destroyed by the Andromedans between Y188 and Y193.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

Cargo boxes hold 50 points.

This ship can land on planets using the gravity or powered landing systems (P2.43).

This ship is nimble (C11.0).

NAMES: *Carvoll*, *Fraget*, *Hayak*, *Veprert*, others.

SSD is combined with the SSD of the WFF; use the WFF counters in *Module Y3*.

(YR8.12) NATIONAL GUARD COMMANDO CRUISER (WCG): A variant of the National Guard light cruiser, the commando cruiser entered service more than a decade after the National Guard commando destroyer. It is unclear just why the Orion Enclave thought it needed such ships. The ships were excellent designs for their time, having sufficient shuttles and transporters to rapidly deliver, or withdraw, their embarked Marine contingents. They could also land directly at the site of the attack. This also made them useful for evacuating small colonies threatened by some form of disaster.

The three ships of the class were all in service by Y87, and spent most of the First Federation-Kzinti War simply ferrying crews from the Orion Enclave to Orion National Guard ships on the Federation's Romulan and Klingon frontiers.

In Y124 two of the ships, *Oorgat* and *Vetya,* were involved in an operation to eliminate a pirate base found on a planet within Enclave space. The operation was a significant success, and much data was captured revealing the growing extent of pirate operations, particularly how the pirates were centralizing control, and offering independents the choice of accepting control or being eliminated.

The *Oorgat* was badly damaged in an operation in Y143 and scrapped shortly thereafter. The *Ferval* and *Vetyah* were both destroyed in Andromedan attacks in Y192.

The Enclave embarked Marine landing force was a small battalion organized as four companies. There were three line companies each of two platoons of three boarding parties and a combat headquarters of one boarding party. The fourth company had a heavy weapons platoon with three heavy weapons squads, a commando platoon of two commando squads, and a combat headquarters of one boarding party. Battalion headquarters was a non-fighting crew unit and one boarding party ostensibly to provide security for the headquarters while deployed.

Tractors: Type-Y (Range 1, 360°, any legal target), never extended further.

Transporters: Range 2, extended to Range 3 in Y100 at no cost and to Range 4 in Y120 at no cost but never extended further.

Cargo boxes hold 50 points.

This ship can land on planets using the gravity or powered landing systems (P2.43).

Data: The 28 boarding parties include three heavy-weapons squads and two commando squads; 3 GCV; 3 GAS-Y (replaced with GAS shuttles in Y124).

NAMES: *Ferval*, *Oorgat*, *Vetyah*.
SSD and counters are in *Module Y3*.

(YR8.13) NATIONAL GUARD COMMANDO DESTROYER (WDG): A variant of the National Guard destroyer, this type began entering service in Y73. The ship's ability to support its embarked Marines was somewhat limited because of the lack of transporters. It could only deliver ground combat vehicles by landing directly at the objective. This was not thought to be a problem (since the ship could in fact land), but proved more problematic in actual practice.

There were four ships in the class, and they spent much of their time ferrying replacement personnel to installations within the confines of Enclave space. One of the ships, however, was involved in a near-disastrous, law-enforcement mission in Y83. The local government of a small colony had collapsed into rioting and near (due to massive internal corruption) civil war and Marine contingents from the various member worlds of the Federation were dispatched to restore order. The *Exploit* landed its Marines in one of the colony's towns, only to have the rioters turn on them in fury. Before they could be transported back to the ship, the rioters killed

fourteen of the Orion Marines, and injured ten. It was only the discipline and professionalism of the Marines in the face of the rioters that enabled any of them to survive the incident. Fortunately, other contingents of Federation Marines landed elsewhere did not encounter such violent resistance, allowing order to be restored. The incident, however, influenced the design of the later commando cruiser.

The Enclave embarked Marine landing force was a small battalion organized as four companies. There were three line companies each of two platoons of three boarding parties and a combat headquarters of one boarding party. The fourth company had a heavy weapons platoon with two heavy weapons squads, a commando platoon of two commando squads, and a combat headquarters of one boarding party. Battalion headquarters was a non-fighting crew unit. Unlike the later commando cruiser, there was no organic security element attached to the battalion headquarters.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (360°, Range 1, can hold any legal target) in Y80.

Transporter: Range 1; extended to Range 2 at no cost in Y80.

Cargo boxes hold 50 points.

This ship can land on planets using the gravity or powered landing systems (P2.43).

This ship is nimble (C11.0).

Data: The 26 boarding parties include two heavy-weapons squads and two commando squads; 3 GCV; 3 GAS-Y.

NAMES: *Sunder, Breach, Exploit, Seize*.
SSD and counter are in *Module Y3*.

(YR8.13A) ADVANCED NATIONAL GUARD COMMANDO DESTROYER (WGR): Beginning in Y114, the Orion Enclave refitted its commando destroyers to this design. While the added power and strengthened shields were pluses, what the Marines most appreciated was that improved technology allowed for an increase in the number of transporter systems on the ship. This allowed the ship to land ground combat vehicles from orbit, in addition to being able to land or withdraw the Marine landing force faster.

There was no change in the embarked landing force, and the ships were largely employed in much the same manner as the larger commando cruiser. The *Seize* was lost for reasons unknown in Y149 while on a mission outside of Enclave space. Before the Enclave announced its neutrality in Y171, the Klingons destroyed the *Sunder*. *Exploit* and *Breach* were destroyed by the Andromedans sometime between Y188 and Y193.

Tractors: Type-Y (360°, Range 1, any legal target); refitted to type-M (Range 2) in Y120 at no cost but never extended further.

Transporters: Range 3; extended to Range 4 in Y120 at no cost but never extended further.

Cargo boxes hold 50 points.

This ship can land on planets using the gravity or powered landing systems (P2.43).

This ship is nimble (C11.0).

Data: The 26 boarding parties include two heavy-weapons squads and two commando squads; 3 GCV; 3 GAS-Y.

NAMES: *Sunder, Breach, Exploit, Seize*.
SSD is combined with the SSD of the WDG; use the WDG counter in *Module Y3*.

END ORION UNITS

(YR9.0) EARLY YEARS HYDRAN KINGDOM SHIPS

(YR9.19) EARLY YEARS SURVEY DESTROYER (YDSR):
This design entered service in the dark days of the collapse of the Kingdom. As Klingon and Lyran fleets drove ever deeper into the heart of the Kingdom, the need for raw materials to keep the wheels of industry turning to feed the battle fleets became more and more acute. Survey freighters run by the different guilds were simply not finding enough easily exploitable resources to make up for what was being lost. In desperation, the admiralty authorized the diversion of two destroyers under construction to this design. The two ships were barely operational when it became necessary for them to flee the capital shipyard in Y87. The ships were carrying key members of the government and members of the royal family with minimum crews, otherwise they might have been ordered to join the last stand at Hydrax.

After delivering their cargoes to the temporary capital in the Old Colonies, the ships completed fitting out and, over the wishes of their captains and crews (who wanted to fight despite their ships' relatively poor armament), were ordered to begin their designed task.

Over the next 40 years, the ships found many planets suitable for Hydran colonization, but were no more successful in discovering new and easily exploitable resources than the guild survey freighters were. Their discoveries did help increase the economic power of the Lost Colonies, but overall they did little more than make up for economic losses the devastation of Minxitith in Y101 caused.

In Y134, both ships were recalled from survey duty and became part of the liberation fleet. While assigned to supporting roles, both ships were lost in the campaign of Y135.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120, never extended further.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120, never extended further.

NAMES: *Quester, Surveyor*.
SSD and counter are in *Module Y3*.

(YR9.20) EARLY YEARS STRATEGIC TRANSPORT (YFT):
The Early Years strategic transport entered service as part of a planned class of six ships. Their intended mission profile was to support tugs in carrying critical supplies forward to Hydran task forces expected to be operating far from their normal supply bases. The Hydans, successful so far in their wars against the Klingons and Lyrans, expected that in any new war they would quickly invade their opponent's territory.

Things did not work out as planned, the Hydran admiralty having made the classic mistake of assuming the next war would be just like the last one. The Early Years strategic transports spent much of their operational time evacuating critical materials from bases and colonies about to be overrun by the Klingons, or the Lyrans after they had also invaded.

Four of the ships were destroyed in the disastrous campaign that led to the fall of the capital and one was converted into a standard Early Years frigate while under construction. The last ship of the class was withdrawn into the Old Colonies region where it participated in rebuilding the economic strength of the Kingdom. The ship was completely worn out and scrapped in Y125.

Tractors: Type-Y (Range 1, 360°, any legal target);

refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Carrier, Constructor, Deliverer, Mover, Shipper.*
SSD and counter are in *Module Y3*.

The collapse of the Hydran Kingdom during the Klingon-Lyran invasion of Y84 was very rapid. Virtually the entire Hydran fleet had been destroyed, and yet the Hydrans were able (with only three industrial planets) to produce an entirely new fleet strong enough to retake their territory within a few decades. The Klingons and Lyrans were baffled by the question: "Where did the money come from?" They could not imagine that the Lost Colonies had a big enough economy for that level of production. (Building a new military shipyard was incredibly expensive, and that had to be built before ships could be built.) Eventually, the Klingons and Lyrans realized that the Occupied Kingdom had funded its own liberation under the very noses of the two conquering empires. How that happened is a fascinating story.

Neither the Klingons nor the Lyrans had ever conquered a space-going empire before (no one had in the entire Alpha Octant, at least not in written memory) and both were making up the rules and procedures for administering a conquered territory as they went along. The nature and culture of the three empires came into play.

The Klingons and Lyrans each had a warrior elite that ruled their empire and a vast civilian economy that fueled it.

The Klingons (with no war to fight or glory to be found after peace had been made with the Lyrans in Y91) handed over the control of their half of the Hydran Kingdom to their civilian administration. The Klingon civilian economy was controlled by numerous corporations (owned by relatives of previous nobles) and wealthy nobles (creating corporations for their relatives, since the positions of the Klingon nobility were not inherited, but assigned by merit). This civilian administration was far more concerned about profit than empire security. The military built orbital bases around the major Hydran planets and operated patrols (mostly by obsolete ships seconded to the police) to make sure no Hydran warships were at large. Many of the assigned administrators were inexperienced, as the best of the Klingon business minds stayed at home.

The Lyrans were a feudal society, and each of the military elite clans had its own civilian business organizations to produce revenue and products. As the Kingdom was adjacent to the Enemy's Blood Duchy, that duke quickly established control over the Lyran half of the Hydran Kingdom. By virtue of controlling the Lyran territory through which any other Lyrans would have to pass, he ensured that only his corporations (and those of his subordinate counts) could exploit the resources. Numerous efforts by the Lyran emperor to turn the occupied Kingdom into a new duchy or a royal province were blocked.

The Hydrans were, at their heart, a nation of merchants, and their merchant guilds more or less ignored the military (and its defeat). As in any empire, there were hundreds of freighters moving around, carrying food and raw materials from colonies to the industrial planets, and manufactured goods and people out to the colonies. During the invasion, the Klingons and Lyrans destroyed a few Hydran merchant ships, but most of them were merely "arrested" and ordered to remain in designated areas (watched by a few ships) until hostilities ended. At that point, the Coalition had a problem. They could not exploit the wealth of the conquered territory without a vast fleet of freighters, and it would take time and money to build them. Instead, it was easier to just use the

existing Hydran freighters, which (due to their construction and environmental systems) remained in operation with the original Hydran civilian crews. These were subject to random inspection, mostly by scanners, which found nothing but the food, raw materials, and manufactured goods that they had been carrying before the war.

The Klingons and Lyrans told the Hydran guilds how much they expected in tribute, which came in the form of refined metals, crystals, and fissionables since the Klingons and Lyrans could not eat Hydran food and Hydran manufactured goods (designed for very cold environments) were useless to the occupying powers. The guilds simply regarded this as a higher rate of taxes than the government and military had previously demanded, and continued business. Without a functional Hydran government, the trade guilds were able to exploit opportunities that had previously been prohibited or strictly regulated, which resulted in nearly the same profit as before. The network of Hydran cargo ships moving around the Kingdom resumed pre-war operations, and while the business environment was somewhat different, business did continue.

The Lyrans and Klingons began exploiting many Class-L, M, N, and O planets which the Hydrans had ignored, and often found it easier to have convenient Hydran freighters move the sealed pods of cargo to and from these new colonies (which were mostly operated by surplus populations from Subject Races).

Most of the Hydran fleet had been destroyed, and the Klingons and Lyrans assumed that there was no military threat. The kind of "firewall" which was built during the General War did not exist, and the "far reaches" of Hydran space were sparsely patrolled by Lyran ships, which regarded the assignment as dull.

But, a Hydran government and military did exist, on the remote Lost Colonies that the Lyrans had not known much about. The Lyrans were aware that there were *some* Hydran colonies beyond the area they had decided to occupy, but they were not aware that three of these colonies were, in fact, major industrial worlds capable of a significant level of production. During the first decade of their time in the "Lost Colonies," the Hydran royal family was far more involved in civil wars and power plays than it was in trying to rebuild the Royal Navy or re-conquer the Kingdom, although all of them regarded this as a long-term goal to be sought only after resolving the issue of who would be in charge. During those Civil Wars, the Hydrans developed the first viable fighter designs. (Because shuttles were easy to produce in small factories, and ships were not easy or quick to build, the whole Hydran military doctrine shifted to one of keeping the ships intact and using the fighters as expendable ammunition.) Once the question of who was in power had been resolved, the new King Hydraxan XI launched the first phase of the future return to his Kingdom by organizing a network of spies.

Even during the Civil War, there had been freighters coming and going between the Occupied Kingdom and the Lost Colonies. News of what was happening in the Kingdom was easy to come by, because the network of Hydran freighters continued to function. (The Klingons and Lyrans even allowed the Hydran guilds to build more freighters!) The Lyrans made no real effort to control (and barely monitored) the flow of freighters to and from the Lost Colonies. Since no manufactured goods came back into the Occupied Kingdom, they assumed that whatever unoccupied colonies were "out there" had no manufacturing capability.

At one point, the Klingons decided that it would be a good idea to occupy the Lost Colonies, but this plan was stopped by the Conquest's Gate disaster in Y114 (SL285.0). This was assumed to be an attack by a space monster, not a Hydran X-ship that dropped through a time warp. Wars on other fronts delayed other planned operations until it was too late and the Hydrans returned with a rebuilt fleet and new technology.

The new Hydran fleet doctrine assumed massive losses of fighters, which had to be restocked after each battle. The Hydrans had an advantage in that the occupied Hydran planets (which continually manufactured shuttles to use inside their own atmospheres as a primary means of transportation) had produced hundreds of replacement fighters which the Klingons and Lyrans never noticed (since they did not fly except for a preliminary test flight, which went unnoticed in the existing civilian shuttle traffic).

The Klingons and Lyrans, assuming that there was in fact no Hydran Fleet, no way one would arise, and thus no military threat, did not garrison the Occupied Kingdom to resist such an invasion, and the Restoration was swift. The guilds took over the Lost Colony shipyard, which would play a new role in the General War.

END HYDRAN UNITS

RULES UPDATES

The earliest copies of the *Module Y2* rulebook fail to include Mike West among those involved in the project. This was a grievous oversight as Mike West was very actively involved in the project from its earliest inception. Our apologies to Mike, and later copies have been amended to include his name on the list.

There are four errors on the first page (#85) of the Master Ship Chart in the earliest copies of *Module Y2*.

The entry for the early skiff (YR1.9A) shows a turn mode of "–", when the actual turn mode is "B" as was shown on the SSD in *Captain's Log #38* and now here in *Module Y3*.

The entry for the sublight seeker skiff (YR1.9B) shows "20" boarding parties, the correct number is "0" boarding parties as was shown on the SSD in *Captain's Log #38* and now here in *Module Y3*.

The entry for the early security skiff (YR1.9C) shows a turn mode of "–", when the actual turn mode is "B" as was shown on the SSD in *Captain's Log #38* and now here in *Module Y3*.

The entry for the early civilian small operations base (YR1.6E) has a "2" under the heading for "breakdown rating" and a "–" under the heading for "spare shuttles", these entries are reversed, i.e., the breakdown rating should be "–" and it should have two spare shuttles.

(YR0.0) In the lists of known ship names following the ship descriptions, some ships were marked with an asterisk (*), this is used to denote the "class ship" where known, i.e., the name of the first ship of that type. Not all class ships are known, particularly in cases where we have only a few names for a large series of ships (like ISC YCLs).

(YR0.0) CREW ON EARLY LARGE BASES: One of those things everyone is expected to know because it carries over from the original bases in *Basic Set*, all of which had a note that said: "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". A base has the number of crew units listed in Annex #3, e.g., an Early Years base station has a crew of sixty (as given in the MSC). The other twenty crew-unit boxes on the SSD are used to track crew units added by the actual augmentation modules or pods that might be attached to the base.

(YR11.0) EARLY YEARS
LYRAN STAR EMPIRE SHIPS

EARLY YEAR SHIPS

(YR11.17) EARLY YEARS BATTLESHIP (YBB): The U.S. Air Force tapes provide data that the Lyrans were developing an early battleship design. It is unclear if this design were a response to the Klingons working on such a design (possibly uncovered by Lyran intelligence), or discovering that the Kzintis were working on such a design, but the former is assumed to be the case. Note that it is assumed that, despite their alliance, the Klingons would no more have willingly revealed to the Lyrans that they were working on such a design than they would have revealed it to the Federation. While the Klingons and Lyrans were at peace with one another from Y91, strong allies from Y100 (oddly, the oldest continuing alliance of two star-faring nations in the Alpha Octant), alliances are sometimes sundered.

The design, as found in the U.S. Air Force tapes, was aimed at the Kzintis (the Hydrans having been crushed and the Carnivons nearly so), mounting four expanding sphere generators to enable the ship to shrug off waves of Kzinti (or possibly Klingon) drones. The design was otherwise a massively scaled up dreadnought with little real increase in firepower (two ESGs and two phaser-2s). Like most Early Years battleship designs, it is questionable if the oversized engines could be made workable. For whatever reason, the Lyrans dropped this design concept in Y168, starting over by scaling up the newer Lion dreadnought as seen in *Module R5*.

While Y105 has been determined as the year in service date, the ship might have been built earlier.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Majestic*, *Regal*.

SSD and counters are in *Module Y3*.

(YR11.18) EARLY YEARS COMMAND CRUISER (YCC): The first ship of this class appeared in Y80 as the personal ship of the emperor. The second appeared in Y83 as the personal ship of the duke of the Foremost Duchy. The third was delivered to the duke of the Enemy's Blood Duchy in recognition that his Duchy was making the main effort to conquer the Hydrans.

Between Y85 and 102 at least four more ships of this class were built. Two of these were given to Dukes of the Red Claw Duchy (the second a replacement for the first, which had been destroyed by the Carnivons in a battle, which cost the then-duke his life). Two were built, one each, as replacements for ships lost by the Enemy's Blood and Foremost Duchies. The ships were replaced again beginning in Y118 by the new Bengal Tiger design starting in Y118.

The Early Years command cruiser had better accommodations for its noble owners and a slight increase in firepower over the standard cruiser and an enlarged impulse deck to compensate for the power drain. Like all of the Lyran ship designs, it was a workmanlike design with a primary focus on attack and little attention paid to retreat.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Blood Duke*, *Duke Rorjahk*, *Foremost*, *Heartsunderer*, *Iron Will*, *Red Duke*, *Regnant*.

SSD and counters are in *Module Y3*.

(YR11.19) EARLY YEARS SURVEY CRUISER (YSR): The history of Lyran survey ships is a convoluted one. Surveying was always considered a prerogative of the emperor, and the ships of the regular space service that performed such duty were part of the home fleet, even though they were usually on "detached duty". This always meant that survey operations by the fleet (as opposed to the normal patrol operations of the ships of any of the dukes and counts and the various operations conducted using exploration freighters) were subject to the emperor's will. The earliest emperors took more of an interest than later ones, seeing the hunt for more territory that could be occupied and exploited as a vital mission. In Y83 the then emperor ordered the two existing warp-refitted survey cruisers to be scrapped and for this new, more efficient, and more capable design to be placed into service. There were two ships of the class; both were completed in Y84 and entered service in Y85.

The ships incorporated the new probe launchers (these were apparently copied from examples captured from one of the neighboring empires) that were standard on all Y-series Lyran ships as their single biggest improvement in information gathering. The enlarged cargo bays (as well as the improved technology in general) gave the ships much greater operational range than the previous survey cruisers.

Unfortunately, the careers of the ships were brief (shorter even than that of the ships they replaced). Less than a year after the ships had been formally commissioned, the emperor and his heir apparent died (these deaths are recorded, but there is no explanation, leading to suspicion of foul play). The new emperor had little interest in survey operations, and saw the ships simply as weak cruisers. The *Far Stars* was destroyed in combat with the Klingons in Y91, and the *Distant Suns* was lost in combat with the Carnivons in Y101. The emperor was prevailed upon to continue some survey operations by a proposal to use a pallet that could be carried by a tug (YR11.13).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Distant Suns, Far Stars*.

SSD and counters are in *Module Y3*.

(YR11.20) EARLY YEARS STRATEGIC TRANSPORT (YDT): The ravages of the Carnivons in the regions towards the galactic core (not yet fully organized as the Red Claw Duchy) placed a heavy logistics burden on the Lyrans. The successful occupation of the Hydran Kingdom actually made the situation much worse, as tugs were needed to establish new bases and colonies to control and organize the newly gained "counties". Freighters were simply not fast enough, and tugs could not be built in enough numbers when cruisers were needed to fight the Carnivons. The Lyrans finally turned to their destroyer for at least a partial solution. Destroyers could be completed as strategic transports and could move critical supplies faster than the bulk cargo movers. This would enable the tugs to concentrate on more pressing concerns and improve the overall logistic situation.

Five ships of this class were known to have been placed into service. Foremost and Red Claw Duchies each had two while Enemy's Blood operated the fifth. Given the nature of their design and mission, it was not unusual to find a ship belonging to one Duchy performing a mission within another Duchy. This created a dispute when a Foremost ship, *Purple Nebula*, was destroyed while operating in Red Claw space in

Y100. The ship had been ordered by an Enemy's Blood commander to assist in an attack on a Carnivon task force while its cargo holds were full of materials that had just been exchanged. The resulting turmoil nearly led to yet another round of civil war with all three of the Dukes blaming one another. The Lyran emperor resolved the matter by ordering a survey cruiser to assist operations in Red Claw space, making good the Foremost Duchy's losses, and threatening Enemy's Blood with force backed by the two duchies. This example of Lyran politics is much studied to this day.

The four surviving ships remained in service through Y155 when they were scrapped as no longer economical to operate.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120, but never increased further.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120, but never increased further.

NAMES: *Red Nova, Blue Eclipse, Brown Dwarf, Quantum Wave, Purple Nebula*.

SSD and counters are in *Module Y3*.

WARP-REFITTED SHIPS

(YR11.21) WARP-REFITTED SURVEY CRUISER (WSR): The first Lyran emperors considered survey to be a matter of vital concern, partly because it created an opportunity to have rivals removed from the capital planet peacefully by gifting them with new lands to develop. The development of warp power did not stop this policy, but only accelerated it. In Y66, two sublight survey cruisers were refitted with warp engines and continued their mission. The ships were not as successful as the early survey cruisers of other empires because the Lyrans were slow to develop probe-launching systems, a notable lack in these ships. Lyran survey ships (both sublight and warp-refitted) used manned shuttles rather than probes. This led to them having to return sooner than the survey ships of other empires to replace their lost shuttles (not to mention the heavy attrition rate among those who were on the shuttles when they were lost).

With the development of probe launchers (or copying of captured samples) the obsolescence of the two ships was too much to ignore. In Y82, the Lyran emperor personally ordered the two ships to be decommissioned and scrapped when they next returned to port (both returned in Y83), and for two new survey ships to be designed using state-of-the-art technology.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Distant Suns, Far Stars*.
SSD and counters are in *Module Y3*.

(YR11.22) WARP-REFITTED COMMANDO DESTROYER (WDG): In Y69, the Lyrans began converting several sublight commando ships to this design. The ships already had large shuttle bays, and it was believed the addition of warp power and transporters would make them excellent raiding vessels. This did not turn out to be the case. The hull proved too small to fully adapt to the technology while retaining its mission design. It could only carry ground vehicles at the expense of reducing the number of assault shuttles as it was not possible to increase the number of transporters. Two transporters were insufficient to quickly land or retrieve the embarked Marines.

Six ships of the class are known to have been converted (some may have been new construction). While the ships participated in the Lyran Empire's external wars, all six were destroyed in combat during various "internal disputes" (few of which gained much notice in the official history) between Y66 and Y90. At least two were destroyed while desperately trying to recover their landing forces under fire.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Data: The 26 boarding parties include three heavy-weapons squads and two commando squads; 3 GAS-Y.

NAMES: *Stalker, Gropos, Surgical Strike, Ripping Claw, Throat Ripper, Infiltrator*.

SSD and counters are in *Module Y3*.

END LYRAN UNITS

(YR1.1A) EARLY SPACE DOCK AUGMENTATION MODULE MOUNTING REVISION: All early space docks have two external mounting positions (one on each side). Ships cannot dock at these positions; they are for base augmentation modules. Each has two positions known as position-A and position-B. Neither position blocks the use of the other position. These can mount one each of the following.

Position-A: one class-A or class-B augmentation module.
Position-B: one class-B augmentation module or any pod used by the owning race.

(YR1.1A1) Early space docks will often have augmentation modules [hangar bay modules (YR1.2H), power modules (YR1.2E), repair modules (YR1.2C)] mounted to position-A.

(YR1.1A2) Position-B can dock any type of pod or pallet that is used by the owning empire's tugs. Pods or pallets are docked to early space docks for storage purposes and (except for pure cargo pods) are not operational. All boxes of all pods or pallets docked to an early space dock's augmentation mounting position-B position (they cannot be docked to position-A) are treated as cargo. Pods or pallets docked to an early space dock's augmentation mounting position-B cannot undock (except as specified in a published scenario), produce power, operate systems, fire weapons, launch or recover shuttles, or perform any other function. Class-B augmentation modules mounted to position-B (or -A) are fully functional. [This rule effectively prohibits the use of troop or starliner pods docked externally to a base's augmentation module positions. Such pods could be docked operationally only to the base's normal ship docking stations.]

(YR1.1A3) The class of each augmentation module (A or B) is shown in its description and in the "notes" column of its entry in Annex #3. Generally, class-A modules provide a significant increase in the base's combat power. There is an additional restriction in that no more than one power augmentation module can be used on any Early Years base.

See (G14.13) for transportation of augmentation modules.

(YR1.1-13) INTER-STELLAR CONCORDIUM EARLY SPACE DOCK (YDK): No SSD was done for an ISC YDK, one might appear in a future product.

(YR1.3) EARLY BASE STATION AUGMENTATION MODULE MOUNTING REVISION: Early base stations use the same rules as early space docks given in (YR1.1A).

(YR1.3A) EARLY CIVILIAN BASE STATION AUGMENTATION MODULE MOUNTING REVISION: Early civilian base stations use the same rules as early space docks given in (YR1.1A).

(YR12.0) EARLY YEARS
WYN STAR CLUSTER SHIPS

(YR12.3) EARLY YEARS AUXILIARY BATTLECRUISER (YAxBC): The greatest creation of the pre-contact WYN, this was the largest and most powerful defense ship the Usurper's personnel were able to develop without outside help. It was based on the Early Years large armed freighter, heavily modified to add additional weapons. That it was built at all was an example of how paranoid the Usurper and his followers were that, even after a decade, the Patriarch's forces might follow them. The first ship entered service in Y128, and one additional ship was built in each of the two following years. While resources were available to build more ships, the Usurper simply could not spare more personnel for crews while trying to build up infrastructure. Population was a major problem, with training youngsters to be ship crew taking the lead over everything else.

One of the ships was generally kept "on station" watching for possible intrusion, while the other two would be in orbit around the "homeworld" of its crew, allowing the crew to nominally be resting, but actually working on the colony to prepare for the future. If intruders were spotted, the crew would be beamed up to the ship and prepare to defend their homes. Drills were conducted once a month to practice embarking the crew and preparing for combat.

The ships continued in service after Y136, but by Y143 were clearly obsolescent and had been reassigned as planetary defense monitors. In Y145, in order to use their crews to man more "modern" ships, they were shut down in parking orbits with reservist crews. In Y147 all three were scrapped as uneconomical to maintain.

Refits: Phaser-2s upgraded to phaser-1s in Y145.

Maneuver: WYN Early Years auxiliary battlecruisers can accelerate by five Movement Points per turn, and they cannot disengage by acceleration. They can never pass through the WYN Star Cluster radiation zone except as freighters under robot control [(SG33.46)-(SG33.47)].

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y138, but never increased further.

Transporters: Range 2; extended to Range 4 at no cost in Y138, but never increased further.

NAMES: *Brunhilda, Gretchen, Hildegard.*
SSD and counter are in *Module Y3*.

(YR12.4) EARLY YEARS AUXILIARY CRUISER (YAxC): The Usurper and his followers were certain that, sooner or later, the Patriarch would find them and sought to build defenses against that day. Building (much less crewing) modern warships was impossible. An industrial base would be needed to build a construction drydock, and the small population simply could not support doing such a thing. In desperation, the Usurper's engineers turned to building small armed freighters. The blueprints for such ships were in the databases of their computers. Such ships were inherently slow. (They did not have the fine tuning possible in a construction drydock that made the high warp speeds of warships possible, but this was not unusual for freighter engines.) The engineers could not improve on the engine designs, but as the ships would not be intended to move cargo, this left the interior of the resulting pods open to install more systems. The first ship was completed in Y120, and two more were ready for service by Y123. The technology was limited to that available to the Usurper when he entered the Cluster, and he lacked the technological base (and outside contact) needed to make further improvements.

All told, six ships of this class were put into service. Between Y123 and Y130 one, sometimes two, of the ships were on border watch while the others were on standby with their crews working on building additional infrastructure. In Y130, the border watch mission was taken over by the new YAxBCs (YR12.3), but a monthly manning drill was continued in which the crews of the YAxCs would report aboard their ships and make them ready for combat.

The ships remained in service after Y136, but were replaced with newer designs starting in Y138. The last ship was placed in reserve status in Y143, serving as in essence a planetary defense monitors, and all were scrapped as uneconomical to maintain in Y147.

Refits: Phaser-2s upgraded to phaser-1s in Y145.

Maneuver: WYN Early Years auxiliary cruisers can accelerate by five Movement Points per turn, and they cannot disengage by acceleration. They can never pass through the WYN Star Cluster radiation zone except as freighters under robot control [(SG33.46)-(SG33.47)].

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y138, but never increased further.

Transporters: Range 2; extended to Range 4 at no cost in Y138, but never increased further.

NAMES: *Amanda, Delilah, Jennifer, Lisa, Melissa, Teri.*
SSD and counter are in *Module Y3*.

THE WYN CLUSTER IN THE EARLY YEARS

The actual recorded history of the WYN Cluster begins in Y116 when the Usurper led his surviving followers to a defiant death by plunging into the WYN Radiation Zone rather than allow the Patriarch's forces to kill or capture them. The act of defiance delivered the Usurper and his followers into a previously unknown paradise.

There were eight habitable worlds in the WYN Cluster, and the Usurper quickly chose a planet, which he named Vanonia, as the site to land his people. Life support and other systems were failing on all of the ships, not just from battle damage and the strain of the passage, but from overcrowding.

Most of the story from this point is known. The Usurper and his followers, by salvaging parts from the two cruisers, managed to repair the two frigates and used them to explore the Cluster and gather easily obtainable raw materials with which to begin building a new society, until his utopia was discovered by the Orion Pirates in Y136.

There is, however, more to the story. All was not perfection in the WYN Cluster.

The Usurper and his followers believed that, sooner or later, the Patriarch's forces would find them. There was absolute paranoia on this score. It was the main driving force for the first decade or so of the Cluster's history. While raw resources were plentiful, and the knowledge needed to convert those resources into civilization existed in the ships' computer databases, the infrastructure had to be created to do so.

The first years were spent using materials scavenged from the ships to build facilities to build more facilities to build even more facilities. Work was constant and an all-consuming need. Even children were put to work as soon as they were strong enough (never mind old enough) to handle a tool under supervision. The Cluster from its start was an armed camp.

It was obvious that ships would be needed to repel aggressors, but building warships required construction drydocks, and building those required areas of technical expertise which simply were not available, not to mention time and massive amounts of material. Instead, the Usurper's

engineers turned to the designs for armed freighters, which were in their computer banks. These they further modified by converting the cargo decks into additional weapon and power systems. Upgrading the engines or changing the control modules of the basic armed freighter designs was beyond the capabilities of the Usurper's engineers in this period. The engines were not capable of moving the ships as fast as warships (that technology would come when contact was regained with the outside universe).

As ships were built, every member of the Usurper's population who could operate a system was assigned a role aboard a ship. Ships on patrol often had little more than minimum crews as there were not enough people available to keep any ship fully manned all of the time. This is what started the "tradition" of the WYN Cluster to have very small Marine forces aboard their ships. They simply could not afford to have more Marines than they did, and when the ships were not actively engaged the Marines would take turns operating the ships.

The technology of the WYN Cluster did not advance in this period. Utterly cut off from the universe as a whole, the Usurper and his engineers were not aware of improvements in warp technology or phaser systems, much less tractor beams and transporters, that were introduced in Y120 and later. While the Usurper's engineers were aware that such improvements were being worked on in Y116, they had no means to research such improvements themselves.

The absolute number of ships the Usurper could operate, without a larger increase in population, was reached in Y130, when the WYN fleet consisted of two YFFs, three YAxBCs, and six YAxCs. Even this was only barely possible and for every Kzinti there were two jobs: his civilian job and his naval job. By this time, the Usurper had managed to disperse his people over the eight habitable planets, and each had been equipped with a limited number of ground-based defense stations and defense satellites.

It should be noted that the Usurper also put a number (believed to be seven) of small freighters into operation starting in Y119. As these are just normal Early Years freighters used to transport people and materials, they deserve mention only in so far as they allowed the growth of WYN infrastructure and internal commerce. Other (and more modern) freighters would be acquired over time after contact was re-established with the outside universe.

By Y135, the Cluster was increasingly in danger of implosion. The older Kzintis had had the benefits of education and growing up relatively free. Their children, however, had known nothing but the constant need to be ready for attack and their education was sorely lacking. They knew only what they needed to know to build ships (and whatever fabrication systems were needed to make ships) and operate weapons. Their only history was word of mouth from their elders. Their whole lives were harshly regimented discipline. The result was a strata of "civilized" adults above a strata of near (albeit disciplined) barbarians. Real civil war between the generations was in the offing, not just with the eight planets dividing against one another, but internally on each planet.

The implosion never came because contact was re-established with the outside world when the Orion Light Raider *Amarillus* arrived. The appearance of this ship came as a shock as it proved to the younger generation of Kzintis that their elders had not been lying about the larger universe. The information the *Amarillus* had about what had gone on since Y116, and what Kzinti history said about the Usurper War, was eye opening. The generational divide was still there, but the pressure had been temporarily dampened.

The *Amarillus* also brought new technology (its ship-mounted phaser-1s were a wonder to the veterans of the Usurper fleet, as was its rapid fire and overloadable disruptor

bolt, once the system was repaired). Some of this was quickly incorporated into the Usurper's ships over the next few years.

The biggest thing, of course, was the deal struck between the *Amarillus's* captain and the Usurper, and it is from that point that the development of the WYN Star Cluster and the Orion Cluster Cartel begins.

END WYN CLUSTER UNITS

(YR1.3A-4) ROMULAN EARLY CIVILIAN BASE STATION (YBS): Abbreviation should be (YCBS) so as not to confuse these with Early Base Stations (YBS).

(YR1.3A-6) GORN EARLY CIVILIAN BASE STATION (YBS): Abbreviation should be (YCBS) so as not to confuse these with Early Base Stations (YBS).

(YR1.3-13) The SSD for the ISC Base Station has no Crawford Box on it, this data would be the same as for every other non-Gorn, non-Romulan, non-Paravian base. Year in Service: Y65; Docking Points: –; Explosion Strength: 10+; Command Rating: 8.

(YR2.0) Master Ship Chart: It has been requested that in any future publication of the *Module Y2* Master Ship Chart entries for the Federation National Guard ships that they be divided with sub-empire headings in the same format as the pre-ISC member empires were done. The Federation early separated saucers should have had the same rule numbers as the base ships, e.g., the YDN saucer should have rule reference Y6 [short-hand for (YR2.6)], the rule number for the YDN.

(YR2.3) Federation Early Heavy Cruiser: The Master Ship Chart (Annex #3) incorrectly lists the docking points for this ship as "1", instead of "8".

(YR2.9) The docking points listing for this unit on the Master Ship Chart should have been 7+4, not 7-11. The docking points for this ship's separated saucer should have been 5+2+4. The saucer, with no pod or engines, is five docking-points. A single pod carried by an engine-less saucer would add two docking points; a second pod docked behind the first pod would add four docking points.

(YR2.20) The #1 shield of the Federation WSR/YSR should have been shaded such that the WSR has an eight box #1 shield and the YSR has a sixteen box #1 shield.

(YR2.21) The #1 shield of the Federation WSR/YSR should have been shaded such that the WSR has an eight box #1 shield and the YSR has a sixteen box #1 shield.

(YR2.25) The Terran WFF is missing the probe ammunition track. Its probe launcher has three probes.

(YR3.0) The Klingon early separated booms should have had the same rule numbers as the base ships, e.g., the B4 boom should have rule reference Y8 [short-hand for (YR3.8)], the rule number for the B4. Note that D4 booms and D3 booms are standard for multiple ship types (D4I, D4N, D3E, D3G, etc.) and as such are not given any one reference. Penal ships form an exception, as their booms are specific to a single ship type.

(YR4.9) The warbird freight cruiser movement data has errors. The movement cost with a pallet should note that it is the "towing" cost, as the ship pays only one point of impulse power to move whether it has a pallet or not. If it were tractored and dragged by a ship using warp engines the pallet would add to the movement cost. The presence of a pallet should have no effect on the Erratic Maneuver cost, i.e., the cost of erratic maneuvers if paid out of impulse power is six points whether a pallet is present or not. As tractor links cannot be maintained if a ship is doing Erratic Maneuvers, there is no way there can be an increase in the Erratic Maneuvers cost of the ship.

(YR13.0) EARLY YEARS INTER-STELLAR CONCORDIUM SHIPS

(YR13.27) EARLY YEARS DREADNOUGHT (YDN): The respective planets of the Inter-Stellar Concordium were aware of the concept of building larger ships, but did not initially see a need to do so once they had established their unified government. The intervening years, and contacts with various monsters, particularly Space Boars, did not change this impression.

In Y85, however, it was proposed to build a large ship, not a ship of war, but simply better able to provide supplies to a colony world in trouble. As originally proposed, the ship was to have huge cargo bays, expansive hospital facilities, a significant number of transporters, a large shuttle bay, and virtually no weapons.

By the time construction actually began in Y92 the design had been substantially altered. It was not that the Inter-Stellar Concordium had started out to build a dreadnought, so much as simulations initially showed the ship was too vulnerable to attack by pirates. This led to increasing the shields and adding phasers at the expense of reducing the medical facilities. Further simulations had the ship being destroyed by Space Boars, which led to the addition of plasma torpedoes at the expense of reducing the shuttle bays and transporters. The need to coordinate the operations of other relief ships led to greatly expanded command facilities at the cost of further reducing the ship's support facilities.

By the time the ship was completed late in Y93, it was the most powerful combat unit in the Inter-Stellar Concordium, but was still considered to be a relief ship.

The Marines are a standard Inter-Stellar Concordium "peace-maintainer" company seconded to the fleet from the police rather than true Marines.

The first ship was commissioned in Y94, and four more were built over the next decade, one for each member planet. The ships performed their stated function many times over the succeeding years, but in Y112 three of the ships were laid up. There simply were not enough disasters requiring such large ships to intervene. It was a mini-scandal in the Inter-Stellar Concordium that money had been spent building five such ships (even if the total cost was actually insignificant to the overall economy of the Inter-Stellar Concordium).

After 50 years of service, the two active ships were themselves laid up, and one of the other three was put back into service in Y144.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

N A M E S : *Concordium, Indefatigable, Indomitable, Insufferable, Presidium.*

SSD and counter are in *Module 3*.

(YR13.28) EARLY YEARS COMMAND CRUISER (YCC): This was a slightly enlarged variant of the early heavy cruiser intended to provide increased command and control facilities to coordinate the operations of task forces searching for pirate infestations and tracking Space Boar packs. The ship had no more firepower than a standard early heavy cruiser, but did have a slight increase in overall power output. At least seven ships of the class were built; two of those were replacements for ships lost. One was lost without trace in Y100, and a second was so badly damaged by an encounter

with a space monster in Y145 that it was found more economical to scrap it and build a new ship.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Affirmation, Peace Enforcer, Acclamation, Solidarity, Concordance.*

SSD and counter are in *Module 3*.

(YR13.29) EARLY YEARS COMMANDO CRUISER (YCLG): Pirates remained a problem for the Inter-Stellar Concordium, which was never able to completely suppress them. Increasingly, the Inter-Stellar Concordium Navy would find pirate lairs on isolated planets. Gathering enough ships with enough police to "make an arrest" could take time, and seconding crew as militia to assist was often found to be counterproductive. (Naval crews, while taught what to do to "protect the rights of the accused", were more prone to making mistakes, causing Inter-Stellar Concordium courts to release the accused.) This class appeared beginning in Y90 as a solution to the problem. The ship would normally embark a battalion of "peace-maintainers", organized as three companies each of two platoons of three boarding parties and a headquarters boarding party (seven boarding parties per company) and a SWAT detachment of three boarding parties and two heavy weapons squads. The battalion headquarters consisted of two crew units aboard the ship, an administrative and tactical headquarters, and a "courts" detachment that would determine if any arrests were proper and if evidence had been properly secured, and would provide lawyers for the accused. Ten of these ships were in service by Y100. While some were damaged (sometimes badly) in their operations, none was lost.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

Data: The 26 boarding parties include two heavy weapons squads; 3 GCV; 2 GAS-Y.

NAMES: *Selective, Deliberate, Intentional, Purposeful, Intrusion, Close Assault, Warrant, Serve and Protect, Restraint, Secure.*

SSD and counter are in *Module 3*.

(YR13.30) EARLY YEARS SURVEY CRUISER (YSR): With the core regions of the Inter-Stellar Concordium settled, the government began to wonder if, somewhere, there were other life. These ships were commissioned to search for that life. To the Inter-Stellar Concordium, it was obvious that any society advanced enough to have developed warp power would be a peaceful one, so little attention was paid to arms. The ships might have been commissioned a decade earlier, but there were intense debates in the government about the ships having any weapons at all because of the negative impression they might make. Ultimately, the need to have some defense against the unexpected, such as space monsters, won out.

The ships were to be less involved in research than survey ships commissioned by other empires; their goal was first contact and the opening of diplomatic relations. Exploration freighters accomplished real survey inside the gradually expanding Inter-Stellar Concordium. Even so, by

virtue of being outside of the civilized and settled regions of the Inter-Stellar Concordium, the Early Years survey cruisers racked up a considerable record of discoveries that benefited the Inter-Stellar Concordium as a whole and more than justified the expense of the five ships that were built.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Infinity, Searcher, Cosmos, Questor, Endeavor*. SSD and counter are in *Module 3*.

(YR13.N2) WARP-DRIVEN DREADNOUGHTS

All of the member planets of the Inter-Stellar Concordium had built and operated sublight dreadnoughts, but all found it uneconomical to convert sublight dreadnoughts into warp-refitted ships (it was questionable whether warp-refitted cruisers were cost effective). This was because they all developed warp systems, but had greater difficulty developing weapons that could be operated while moving at trans-light speeds. When tactical-warp-capable weapons were developed beginning in Y30, the various planets no longer had any sublight dreadnoughts in service. Designing warp-powered dreadnoughts then ran into two problems.

First was that the warp systems the Inter-stellar Concordium first developed were unique to themselves. (That all developed along the same line speaks highly about the effectiveness of the intelligence agencies each had in collecting industrial data, but all were notably less successful in gathering military information about the size of one another's fleets.) While those of other empires of the Alpha Octant (and indeed of the Omega Octant, the Magellanic Cloud, and even of the Tholian Home Galaxy) proved highly adaptable, the warp systems developed in what would become Inter-Stellar Concordium were extremely difficult to adjust to different hull forms. The larger the hull form that was being adapted, the harder it was to adapt the warp field.

The unique layout of each planet's dreadnoughts made it impossible to simply overlay the warp fields of their cruisers (which, while difficult to adapt compared to destroyers and frigates due to the size problem, were nowhere near as complex as the dreadnoughts would prove to be). By the same token, stealing progress made by other planets simply did not help because of the unique hull forms, except in keeping each planet apprised of how successful the others were in overcoming the problem. The five planets all solved the problem with adapting warp-fields to their dreadnought designs at about the same time, but by the time their first dreadnoughts were deployed, most offensive actions had ceased. The ships are a footnote to an increase in direct hostilities that might have been.

By the time the warp-field adaptability problem was finally overcome around Y88, the Inter-Stellar Concordium was already launched on a program of designing ships to have as similar a hull form as possible. The discovery that this was no longer precisely required resulted in no changes in how ships were designed, but made the later conversion of the existing ships, after Y160, much simpler than it might have been.

It is one of the what-ifs of history. Had the Inter-Stellar Concordium developed flexible warp-field technology initially (as happened everywhere else so far as is currently known; no one knows what development path the Andromedans took) war might have been much bloodier. The Inter-Stellar Concordium might never have come into being.

KORLIVILAR WARP-DRIVEN SHIPS

(YR13.31) WARP-DRIVEN DREADNOUGHT (WDN): The Korlivilar warp-driven dreadnought, like other Korlivilar ships, was dedicated to getting close to the enemy and tearing him apart. Even so, it had the best all-around phaser armament, and was second only to the Q'Naabian warp-driven dreadnought, and that because of the Q'Naabian ship's ability to launch plasma drones in any direction. The Korlivilar warp-driven dreadnought was also the most maneuverable of the warp-driven dreadnoughts and included the traditional large Marine detachment.

The Korlivilar completed one ship of this class in Y40. Two others were under construction and another two were planned (along with numbers of cruisers, destroyers, and frigates) when the fighting tapered off and continued work on such ships seemed wasteful. The Korlivilar proved unwilling to risk the one ship in any venture where it might be lost. Consequently, it only appeared in task forces where the chance of actual combat was minimal, and opposing forces withdrew rather than engage the ship and its consorts. If there was a risk of losing the ship (or even sustaining significant damage), the Korlivilar would withdraw.

The ship served as the flagship for the Korlivilar defense forces until Y83, when it was placed into mothballs. After much discussion about turning the hull into a museum ship (and several offers from large entertainment corporations to convert the ship into a luxury resort) it was scrapped in Y88.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAME: *Throat-ripper*. SSD and counter are in *Module Y3*.

(YR13.32) WARP-DRIVEN COMMANDO CRUISER (WLG): A conversion of the warp-driven light cruiser, the ship was to accompany strike forces in attacks to seize resource worlds from other star nations. The embarked Marine landing force was large compared to the size of the ship, and conditions aboard were cramped until the Marines could be landed. There were not enough shuttles to really support such a large landing force, but it was intended that the shuttles of other ships in the raid would add to the power of the attack (along with their own Marine contingents). In this way, overwhelming power would be brought against the target.

Only one ship, *Rending Claw*, in a planned class of three was completed in Y36. The other two ships were to be completed between Y40 and Y46, but if construction on any of them was begun, it was never completed. The *Rending Claw* conducted several combat operations between Y36 and Y40. After Y48, the ship's principle mission was moving colonists to new worlds and ferrying replacement personnel to various bases or to ships on distant stations or long deployments. It also was part of several rescue operations, evacuating colonists from regions of planets that proved to be too dangerous. The *Rending Claw* was scrapped in Y90.

The embarked Marine element was a battalion of two companies. Each company consisted of three combat platoons of four boarding parties each, and one heavy platoon of two boarding parties and two heavy weapons squads. Company headquarters was a single boarding party. Battalion headquarters was a single non-fighting crew unit. The battalion had four GCVs, which would be used to increase the combat power of the main attack or to cover a retreat.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost

in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Data: The 34 boarding parties include four heavy-weapons squads; 3 GCV; 2 GAS-Y.

NAME: *Rending Claw*.

SSD and counters are in *Module Y3*.

PRONHOULITE WARP-DRIVEN SHIPS

(YR13.33) WARP-DRIVEN DREADNOUGHT (WDN): The Pronhoulite warp-driven dreadnought was literally designed to operate only as part of a task force. Its rearward defenses were so weak as to be regarded as nonexistent. The Pronhoulites completed one ship of a planned class of four. At least one of the other three was under construction in Y43 when it was canceled; work on the other two never began.

The *Empress Granaflac* operated like the warp-driven dreadnoughts of the other planets; it was used only where the chance of its destruction was minimal. Warp-driven heavy cruisers or warp-driven light cruisers led most Pronhoulite task forces, like those of the other planets. The *Empress Granaflac* spent most of its operational career in its home system, the one place where it would have fought no matter what the odds were. In Y85, the *Empress Granaflac* was retired and scrapped.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAME: *Empress Granaflac III The Great*.

SSD and counter are in *Module Y3*.

(YR13.34) WARP-DRIVEN COMMANDO CRUISER (WLG): A conversion of the Pronhoulite warp-driven light cruiser, it was one of the better commando ships. While the embarked Marine landing force was smaller than that of the Korlivilar commando ship, the Pronhoulite design had superior support facilities having twice as many shuttles. The first ship entered service in Y36, and four more were planned as part of building up a war-winning fleet, all to be in service by Y50. The buildup was interrupted by the cessation of hostilities.

Before hostilities ended, the ship took part in several operations, including at least one evacuation of the garrison of a planet under assault by the Rovillians in Y39. Together with its supporting task force, the *Prince Zudner* rescued half of the Marines and workers on the planet before withdrawing under fire.

After Y46, the *Prince Zudner* was used mostly in ferrying personnel from the home system to various colonies and from the colonies to the home system. In Y50, it worked with the Rovillian warp-driven commando ship *Dergelen* to rescue Rovillian colonists threatened by a natural disaster. This was the first joint rescue operation by ships of two different planets under the protocol signed by all five planets in Y49.

The *Prince Zudner* became a ship of mystery in Y72, disappearing while on a colonial transport mission. It departed with the colonists, but never arrived at its destination. No trace of the *Prince Zudner* has ever been found.

The embarked Marines were a single company organized as five platoons and a company headquarters. All five of the platoons had five boarding parties, but the fifth platoon had a boarding party and four heavy weapons squads. Company headquarters was a single boarding party.

Tractors: Type-W (Range 1, rear arc, towing only).

Transporters: Range 1.

Data: The 26 boarding parties include four heavy-weapons squads; 5 GCV; 3 GAS-Y.

NAME: *Prince Zudner*.

SSD and counter are in *Module Y3*.

Q'NAABIAN WARP-DRIVEN SHIPS

(YR13.35) WARP-DRIVEN DREADNOUGHT (WDN): The Q'Naabian warp-driven dreadnought may have been the most dangerous of its breed, at least until it ran out of plasma drones. It had, for its type, decent phaser firing arcs, but it was its ability to launch drones in any direction (and the support of other Q'Naabian ships launching drones) that made it a difficult target to attack.

As with most of the other planets, the Q'Naabians only completed one ship, *Iridium*, out of a planned class of three. The Q'Naabians were taking a more deliberate view, and regarded these ships as interim designs, believing they would develop a better design in the coming decade that would supplant it.

The Q'Naabians were probably less willing to risk their warp-driven dreadnought in operations outside of their home system than other planets because of the difficulties they would have keeping it supplied with plasma drones. Without plasma drones, it would have been too easy for opposing ships to overwhelm it.

The *Iridium* led task forces to several Q'Naabian colonies that had been taken by forces from the other planets, or were under attack, and the effect of its approach was to cause the opposing forces to withdraw. The *Iridium* did launch a few plasma drones under combat conditions, but it was never decisively engaged.

The Q'Naabians scrapped the ship in Y52, the first of the Inter-Stellar Concordium member planets to scrap its warp-driven dreadnought.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAME: *Iridium*.

SSD and counter are in *Module Y3*.

(YR13.36) WARP-DRIVEN COMMANDO CRUISER (WLG): The Q'Naabian warp-driven commando cruiser was a less-than-satisfactory ship. Because so much of their operations would be further from their home system, the Q'Naabians went for more of a hybrid ship than the other planets. The result was a Marine contingent with too few troops, insufficient facilities to support them, and insufficient weapons to operate as a true warship. The retention of the plasma drones allowed the ship to more effectively fight as part of a task force, but did not really solve the problem that Q'Naabian ships tended to run out of plasma drones and be forced to withdraw. The small number of transporters meant that ground combat vehicles had to be landed by heavy transport shuttles, so the ship did not generally carry such vehicles (the commanders preferred ground assault shuttles to heavy transport shuttles).

The Q'Naabians had intended to build six ships of this class and operate them in pairs as a means of concentrating Marines on the objective. Like the other planets they only completed one, *Aria*, before peace was declared.

The *Aria* was involved in several operations before peace broke out; none of which had any lasting effect. After spending time moving colonists and replacement crewmen, *Aria* was retired to mothballs in Y60, and scrapped in Y73 along with the other light cruiser hulls.

The Marines were organized as a battalion of two companies. Each company had one boarding party as headquarters and two platoons. Each platoon had three

boarding parties and a heavy weapons squad. Battalion headquarters was a crew unit.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Data: The 18 boarding parties include four heavy-weapons squads; 3 GAS-Y.

NAME: *Aria*.

SSD and counter are in *Module Y3*.

ROVILLIAN WARP-DRIVEN SHIPS

(YR13.37) WARP-DRIVEN DREADNOUGHT (WDN): Analysis of the design of the Rovillian warp-driven dreadnought shows that it was a very sturdy design. Like most of the warp-driven dreadnoughts, it was not very maneuverable and would have had a difficult time bringing its primary weapons into play in short-ranged fight.

The Rovillians completed two ships in a planned class of eight: *Argar* entering service in Y40, and *Rajkaar* in Y45. Two others were scrapped in the construction yards and the other four never got past the planning stage.

Like the other planets, the Rovillians were cautious where they used their warp-driven dreadnoughts. They did not want to risk losing them until they had overwhelming force.

The *Argar* conducted several operations between Y40 and Y46, and nearly came to blows with the Pronhoulite warp-driven dreadnought in Y41, when both led task forces to the same objective. The Pronhoulites withdrew rather than risk their force.

The ships were expensive to operate, and once peace was achieved, the Rovillians took the unusual step of placing both ships in mothballs in Y51 (although their systems were updated). They remained in mothballs until Y110, when they were scrapped.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Argar, Rajkaar*.

SSD and counter are in *Module Y3*.

(YR13.38) WARP-DRIVEN COMMANDO CRUISER (WLG): Like the warp-driven commando cruisers of the other planets, the Rovillian one was based on their warp-driven light cruiser. This left it a marginally effective ship of the type. It was short on shuttles and had the weakest phaser-suite of the breed. It could be regarded as barely viable. The Rovillians planned four ships in the class, but only completed the *Dergelen* in Y35. Two other ships were delayed by being converted to standard warp-drive light cruisers while under construction as the Rovillians adjusted their war plans.

The *Dergelen* was probably the most active of the warp-driven commando ships, often accompanying task groups on raids. These helped to keep the other planet's forces off balance, particularly those of the Korlivilar and Veltressai. Plans to have the *Dergelen* accompany a raid on the Q'Naabian home system in Y35 were abandoned because the ship was not completed in time.

After Y46, the *Dergelen* was mostly engaged in ferrying personnel from the home system to various colonies and from the colonies to the home system. In Y50, it worked with the Pronhoulite warp-driven commando ship *Prince Zudner* to rescue Rovillian colonists threatened by a natural disaster. This was the first joint rescue operation by ships of two

different planets under the protocol signed by all five planets in Y49.

The ship was scrapped in Y65.

The Marines were organized as a battalion of two companies. Each company had one boarding party as headquarters, one heavy weapons squad and two platoons of four boarding parties. Battalion headquarters was a boarding party and a special operations platoon of two commando squads.

Tractors: Type-W (Range 1, rear arc, towing only).

Transporters: Range 1.

Data: The 23 boarding parties include two heavy-weapons squads and two commando squads; 3 GCV; 2 GAS-Y.

NAME: *Dergelen*.

SSD and counter are in *Module Y3*.

VELTRESSAI WARP-DRIVEN SHIPS

(YR13.39) WARP-DRIVEN DREADNOUGHT (WDN): On first look the Veltressai warp-driven dreadnought seemed to have weak defenses to its rear. The shipwrights, however, had arranged its plasma-V armament such that a minor turn would bring at least one launcher into arc along with 40% of its heavy phasers.

As with the other planets, the Veltressai only completed one ship, *At'twalaq*. Several more ships were planned, but no work was begun on them prior to Y46 when the government decided to not build any more. *At'twalaq* was placed into mothballs in Y50 (although its systems were updated) and scrapped in Y89.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAME: *At'twalaq*.

SSD and counter are in *Module Y3*.

(YR13.40) WARP-DRIVEN COMMANDO CRUISER (WLG): The Veltressai warp-driven commando cruiser was intended to bull its way to its objective, but the two times it attempted to do this, its supporting ships were not able to adequately protect it from attacks on its flanks and it was forced to break off. The ship was more successful operating with flankers or against colonies that were not defended by space forces.

Like the warp-driven commando ships of other planets, it ended its career ferrying colonists or replacement crews and conducting the occasional emergency evacuation or raid on a pirate base. It was scrapped in Y89.

The Marines were organized as a battalion of three companies. Each company had one boarding party as headquarters, and two platoons of three boarding parties each. Battalion headquarters was a crew unit and a support platoon of three heavy weapons squads.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Data: The 24 boarding parties include three heavy-weapons squads; 3 GCV; 3 GAS-Y.

NAME: *Vassaccch't*.

SSD and counter are in *Module Y3*.

END INTER-STELLAR CONCORDIUM SHIPS

(YR18.0) EARLY YEARS PARAVIAN MARAUDERS SHIPS

(YR18.N1) TRACTORS AND TRANSPORTERS: Historically, all Paravian ships were apparently destroyed by Y95. Most ship descriptions show refit data after that date. This is for use in campaigns and what-if scenarios where the Paravians were not destroyed by a Sun Snake and is not an error.

PARAVIAN WARP-REFITTED SHIPS

(YR18.8) WARP-REFITTED DREADNOUGHT (WDN): As was noted in (YR18.6), records are unclear if this ship class actually existed. If it did, it would have been a powerful raider in its own right and a tough fight for a squadron of Confederation warp-refitted battleships. More than any other empire, the Paravians tended to not operate under the same tactical doctrine. While task forces did appear, analysis of what is known of the Paravians indicates that it is entirely possible that this ship (if it existed) might have conducted "raid patrols" by itself, or only accompanied by one or two warp-refitted frigates.

For now, the ship is the stuff of nightmares (as indeed the Gray Hawk appears to have been), or it is the source of the reported loss of four warp-refitted battleships in an single engagement as reported in (YR18.6) (no date was associated with that event).

This ship cannot land on planets.

This ship has type-W tractors (towing only, Range 1, rear arc) and Range 1 transporters.

NAMES: *Demonbreaker*, *Demonburner*.

SSD and counter are in *Module Y3*.

(YR18.9) WARP-REFITTED COMMAND CRUISER (WCC): This is another ship for which the records are unclear. The Paravians principally engaged in extended raids by single ships. Sometimes, several ships cooperated in raiding a large Gorn colony or to attack a Gorn base, but operations such as those did not normally require a dedicated command platform. There are, however consistent reports in the Confederation files of contacts with a more powerful Paravian cruiser than was the norm. The SSD represents an extrapolation based on these reports. The ship may not have been a command cruiser. (It was never encountered leading a fleet of nine other ships, indeed outside of their home system there is no current record of any Paravian force ever having more than seven ships.) It may have simply been a more heavily armed variant of the heavy cruiser.

This ship can land on planets using the aerodynamic or powered landing systems (P2.43).

This ship has type-W tractors (towing only, Range 1, rear arc) and Range 1 transporters.

NAME: *Starscream*.

SSD and counter are in *Module Y3*.

(YR18.10) WARP-REFITTED COMMANDO CRUISER (WLG): Virtually every Paravian ship was intended to be a raider, although some specialized more in long-range deep space combat missions rather than attacks on colonies. The Paravians did, however, have a few specialist ships for attacking colonies that were particularly well defended. While the ultimate goal of the Paravians was the extermination of all Gorn, that did not mean that the warriors could not "profit by their good works". Simply bombarding a Gorn colony to radioactive rubble would not produce a profit. Consequently, there was almost always a strong ground component to such raids. If a colony was thought to be wealthy enough to justify it, a commando cruiser would be included in the raiding force.

Ships of this type never operated independently, unless they were returning to the home system with loot or to pick up additional troops. The ship would normally disperse its Marines (and even some of its excess crew) to any other raiders that were continuing operations before it went home. The ship was capable of landing directly on the objective to disembark its Marines, or deploy them from orbit.

The Marine force was a battalion of two companies. Each company had four platoons of four boarding parties each and a headquarters section composed of one boarding party and one heavy weapons squad. One crew unit on the ship is a non-fighting battalion headquarters.

This ship can land on planets using the aerodynamic or powered landing systems (P2.43).

This ship has type-W tractors (towing only, Range 1, rear arc) and Range 1 transporters.

Data: The 36 boarding parties include two heavy-weapons squads; 4 GCV; 4 GAS-Y.

NAMES: *Butcher of Demons*, *Harvester of Demon Souls*.

SSD and counter are in *Module Y3*.

PARAVIAN EARLY YEARS SHIPS

(YR18.11) RAPTOR-G EARLY YEARS COMMANDO CRUISER (YLG): As with other Paravian ships, as the technology was improved refits to the improved technology were scheduled. It is not definitively known if the two ships (there may have been more than two, but the variations across the light cruiser class makes this difficult to confirm) were both refitted to this standard, or only one of them was. Confederation records report that one ship of this class was destroyed inside the Paravian home system, and that a second may have been destroyed outside the system around Y87.

The embarked Marine landing force was unchanged between the warp-refitted (YR18.10) and early ships. Other than the improved systems, it is assumed the ship would have been operated exactly as the warp-refitted commando cruiser had been.

This ship can land on planets using the aerodynamic or powered landing systems (P2.43).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 36 boarding parties include two heavy-weapons squads; 4 GCV; 4 GAS-Y.

NAMES: *Butcher of Demons*, *Harvester of Demon Souls*.

SSD and counter are in *Module Y3*.

(YR18.12) RAPTOR-E EARLY YEARS SURVEY CRUISER (YSR): A ship of this type was encountered by the Gorns among the Paravian ships in and around their home system. While classified as a survey cruiser (and about as capable of the mission as any non-Vulcan survey ship), the mission profile appears to have been very different.

The Paravians intended the ship to conduct deep reconnaissance towards, and around, the Gorn Confederation homeworlds. This would make it possible for the Paravians to stage raids on those worlds. The survey cruiser would identify cache sites where supplies for the projected raids could be secreted by tugs, and routes for the tugs (and the later raid forces) could be found in advance to minimize the chances of detection by the "demons".

There is some chance that more than one of these ships were built (more than two, however, seems unlikely). It is not

known if any were actually sent on their reconnaissance missions.

This ship can land on planets using the aerodynamic or powered landing systems (P2.43).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Finder of Demonspawn, Seeker of Demonspawn*.

SSD and counter are in *Module Y3*.

(YR18.13) EARLY YEARS TUG (YTG): A ship of this class was destroyed in Y85. At the time of its destruction, the ship was participating in the defense of a Paravian Aerie Remote Outpost. The ship was first seen in operation in Y80. Given the number of bases (both civilian and remote outposts) that were found outside of the Paravian home system, there may have been more than one ship of this type, and there may have been an earlier warp-refitted variant of this ship (which is why the cargo pod has a year in service of Y70).

The ship system display includes two cargo pods. The ship was capable of operating with two pods or one pod. It cannot operate with a single pod unless that pod is on the tug's centerline. The ship could only carry a double-weight pod on the centerline. It cannot carry three pods simultaneously (one under each wing and one on the centerline). While the ship system display looks as though there is space, the wing mountings are actually closer to the centerline and would not leave room for a third pod.

Note: The Paravians as of this time do not operate double-weight pods of their own.

This ship cannot land on planets if it is carrying pods. It can only land pods on planets (or lift pods from planets) by (P2.44). If not carrying any pods, the ship can land on planets using the aerodynamic or powered landing systems (P2.43).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAME: *Seedbringer*.

SSD and counter are in *Module Y3*.

(YR18.14) EARLY YEARS STRATEGIC TRANSPORT (YDT): A variant of the Early Years destroyer, three ships of this class took part in the final battles inside the Paravian home system. While obviously capable of carrying a pod, none were observed doing so. It is believed they filled the general role of tugs within the home system, but it is possible they were used to ferry pods out to a tug, and collect pods from that tug. In this way a tug loaded with captured material could be turned around sooner than if it came all the way back to the Paravian home system. Pods carried by this unit are inactive.

The ships might also have been involved in setting up ground bases and supply caches.

This ship cannot land on planets if it is carrying a pod. It can only land a pod on a planet (or lift a pod from a planet) by (P2.44). If not carrying a pod, the ship can land on planets using the aerodynamic or powered landing systems (P2.43).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Feeder, Nurturer, Nesttender*.

SSD and counter are in *Module Y3*.

(YR18.N2) All Paravian pods are single-weight pods with a towing cost of 0.2500 if not attached to a tug.

(YR18.15) EARLY YEARS CARGO POD (P-YC): The standard Paravian cargo pod. It is an unmanned unit and is used to represent pods used to move liquids, solids, or break-bulk cargoes.

NAMES: Cargo pods were numbered, not named.

SSD is on the combined pods sheet and on the Paravian Early Years tug ship systems display in *Module Y3;* use the Paravian pod counter in *Module Y3* if the pod is dropped.

(YR18.16) EARLY YEARS SELF-DEFENSE POD (P-YSD): This pod was meant to be used in pairs, but sometimes only one was carried, either by itself (on the centerline) or in combination with some other pod. Whether carried by itself or with some other pod the firing arcs of the phasers are unchanged. The impulse engines can be used for movement functions while the pod is attached to a tug. If this pod is dropped, it cannot move under its own power or fire its phasers.

NAMES: Self-defense pods were numbered, not named.

SSD is on the combined Paravian pods sheet in *Module Y3;* use the Paravian pod counter in *Module Y3* if the pod is dropped.

(YR18.17) EARLY YEARS TROOP POD (P-YT): This pod was a fully capable sublight ship and could land on planets by the powered landing system (P2.434). Each pod carried a battalion as described in (YR18.10), and had four ground combat vehicles and three GAS-Y shuttles. Hull boxes are destroyed on "rear hull" damage points while the pod is attached to a tug, and are treated as "center hull" when the pod is operating independently.

This pod can land on planets using the powered landing system (P2.434).

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Troop pods were numbered, not named.

SSD is on the combined Paravian pods sheet in *Module Y3;* use the Paravian pod counter in *Module Y3* if the pod is dropped.

(YR18.18) EARLY YEARS HANGAR POD (P-YH): This pod was to be used by tugs raiding Confederation colonies that had remote sites too restricted for Paravian ships to land in. The heavy transport shuttles would be used to recover bulk items from such remote sites that could not be recovered by transporter. While shown as a pair, the more likely arrangement would have been one troop pod and one hangar pod.

NAMES: Hangar pods were numbered, not named.

SSD is on the combined Paravian pods sheet in *Module Y3;* use the Paravian pod counter in *Module Y3* if the pod is dropped.

PARAVIAN BASES

(YR1.3-18) AERIE REMOTE OUTPOST (Y-AER): See the description in section (YR1.3) in *Module Y3*.

(YR1.3A-18) EARLY CIVILIAN BASE STATION (YCBS): See the description in section (YR1.3A) in *Module Y3*.

END PARAVIAN SHIPS

(YR19.0) EARLY YEARS CARNIVON HORDES SHIPS

(YR19.N1) TRACTORS AND TRANSPORTERS: Historically, all Carnivon ships were apparently destroyed by Y106. Most ship descriptions show refit data after that date. This is for use in campaigns and what-if scenarios where the Kzintis and Lyrans did not destroy the Carnivons and is not an error.

CARNIVON WARP-REFITTED SHIPS

(YR19.16) WARP-REFITTED COMMAND CRUISER (WCC): Further study of the extant records of contact with the Carnivons by the Kzintis and Lyrans proved that most (but not all) Carnivon hordes had one ship of this class. This seems to have been a case of relative standing, i.e., the three "top" hordes at the time had Bear-Dog warp-refitted dreadnoughts as their "flagship", while at least six of the other hordes had warp-refitted command cruisers. The remaining hordes, having the lowest standing at the time, had warp-refitted heavy cruisers. It is not entirely clear how these standings were determined; the best theory was that the Carnivon judges had a say in the matter. (This raises some questions about just how neutral the judges were, or were they subject to being bribed.)

The most notable factors of the design were the increased shuttles and rear defenses.

There are several reports of ships of this class having been destroyed and replaced, and in some cases the replacement ship appears to have gone to one of the lesser hordes (perhaps denoting a change in the status of the two hordes in the eyes of the judges). After Y90, no more ships of this class were encountered.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Judgment, Justicar, Final Justice*.

SSD and counters are in *Module Y3*.

(YR19.17) WARP-REFITTED COMMANDO CRUISER (WCG): Ships of this type served through Y90 (at least that was the last year where a ship of this type was reported destroyed). They were supplanted by the newer YCG beginning in the early Y80s. The ship was designed to carry a full Marine battalion and support its operations, but transporter stations were woefully inadequate for the size of the battalion, and shuttles were just too slow (particularly when trying to land ground combat vehicles as well). Often the heavy transport shuttle could not be risked to attempt landing ground combat vehicles until heavy fighting was over.

A Carnivon Marine battalion consists of a battalion headquarters of one boarding party, four line-companies each of six boarding parties and a heavy weapons squad, and a special company composed of two boarding parties, two commando squads, and a heavy weapons squad.

It is not known how many ships of this class the Carnivon hordes operated. Some hordes seemed to have one, others seemed to have two or even three.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Data: The 34 boarding parties include two commando squads and five heavy weapons squads; 4 GCV; 2 GAS-Y, 1 HTS-Y.

NAMES: *Close Combat, Surprise, Flexible, Doombringer, Demonfire, Denouncer*.

SSD and counters are in *Module Y3*.

CARNIVON EARLY YEARS SHIPS

(YR19.18) ARCTIC-COYOTE DEATH BOLT LIGHT CRUISER (YCB): A variant of the Coyote Early Years light cruiser, this ship was a bombardment ship only in the sense that it could launch a relatively large number of death bolts in a relatively short amount of time. It was extremely vulnerable to internal damage, as might be imagined, and casualties among the death-bolt crews were heavy. The ship was relatively rare; some hordes had two but most had only one at any given time. They were more effective against the Lyrans than the Kzintis, who could frequently counter the death bolts with drones. The secret to the ships, however, was not their first volleys, or even first rack loads, but the many reloads they had in cargo storage. More than one Kzinti task force was forced to withdraw after running out of drones and facing the danger of being overwhelmed by death bolts.

As the wars with the Lyrans and Kzintis went against them, the Carnivons were forced to use their meager numbers of death bolt cruisers in direct combat, a place they did not belong. Both the Kzintis and Lyrans were quick to pounce on and destroy any ship of this type that came into the effective range of their weapons. The last known ship of this type was destroyed in Y102.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Smasher, Devastater, Storm, Rock of Ages, Rain of Destruction, Arrows of Despair*.

SSD and counter are in *Module Y3*.

(YR19.19) STEPPE-FOX COMMANDO DESTROYER (YDG): This was a commando version of the Fox Early Years destroyer used for raids on targets that were not well defended, or to support raids by commando cruisers on well defended targets. The ship was also used to transport crew replacements as a fast personnel transport.

Each horde seemed to have at least two of these ships, with the more powerful hordes having three or four. As might be expected from their relatively small size, they were vulnerable to destruction if their operations were not carefully planned. While four ground combat vehicles were normally carried, the ship rarely tarried long enough to land them or, if it did land them, long enough to recover them. Both operations could be immensely complicated by the need to protect the heavy transport shuttle as the ship lacked sufficient transporters to land the ground combat vehicles by that means.

The embarked Marines consisted of a short battalion of a battalion headquarters of one boarding party and three line-companies each of six boarding parties and a heavy-weapons squad.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 22 boarding parties include three heavy-weapons squads; 4 GCV; 2 GAS-Y, 1 HTS-Y.

NAMES: *Nimble, Felicity, Bright Heart, Bold Heart, Intrepid Guardian*.

SSD and counter are in *Module Y3*.

(YR19.20) PLAINS-FOX HEEL NIPPER DESTROYER (YDNI): This was a somewhat unusual design. Operationally, the ship would try to break into an enemy combat formation and employ its multiple heel nippers to fracture it. In this way, the Carnivons sought to separate the ships of their enemies from each other, eliminating their ability to provide mutual support. This only worked if the smaller ships of the Carnivon squadron closed with the ship so that they could mass their fires against the ship that was "cut from the herd".

The Carnivons attempted such tactics as doctrine (whether a ship of this type was present or not), usually with the larger heel nipper light cruiser (YR19.8). The heel nipper destroyer was simply too small to try closing with other ships, relegating it (where Carnivon leadership was willing to adapt) to secondary theaters and raids on convoys.

While most Carnivon packs had destroyers, there is no definitive accounting for how many ships of this class made up the total. They were most often seen operating with other destroyers and/or frigates. The Kzintis and Lyrans both reported ships of this type having single-handedly attacked convoys.

The last ship of this class seen was reported destroyed by the Lyrans in Y102 while trying (unsuccessfully) to divert two Lyran cruisers, one heavy and one light, away from a convoy of civilians fleeing a Carnivon colony.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Glory Seeker, Vainglory, Incredible Courage, Coup Counter, Savage Intent*.

SSD and counter are in *Module Y3*.

CARNIVON PODS

(YR19.N2) NOTES: All Carnivon pods are single-weight pods with a towing cost of 0.2500 if not attached to a tug. The Cub-C cargo pod (YR19.15) and Carnivon tug (YR19.11) were both in *Module Y2*.

(YR19.21) EARLY YEARS SELF-DEFENSE POD (P-YSD): This pod was meant to be used in pairs, but sometimes only one was carried, either by itself (on the centerline) or in combination with some other pod. If one pod is carried by itself on the centerline the firing arcs of the phasers are unchanged. If two pods are carried, the firing arc of the phasers on the left pod become L and RA, while the firing arc of the phasers on the right pod become RA and R. These firing arcs are used whether both pods are self-defense pods, or one is a self-defense pod (in either the left or right position) and the other is different type of pod.

NAMES: Self-defense pods were numbered, not named.

SSD is on the combined Carnivon pods sheet in *Module Y3;* use the Carnivon pod counter in *Module Y3* if the pod is dropped.

(YR19.22) EARLY YEARS TROOP TRANSPORT POD (P-YT): This pod was a fully capable sublight ship and could land on planets by the powered landing system (P2.434). Each pod carried a battalion. A Carnivon Marine battalion consists of a battalion headquarters of one boarding party, four line-companies each of six boarding parties and a heavy weapons squad, and a special company composed of two boarding parties, two commando squads, and a heavy weapons squad. Each pod had four GCVs and three GAS-Y shuttles. Hull boxes are destroyed on "rear hull" damage points while the pod is attached to a tug, and are treated as "center hull" when the pod is operating independently.

This pod can land on planets using the powered landing

system (P2.434).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 34 boarding parties on each pod include two commando squads and five heavy weapons squads; 4 GCV; 3 GAS-Y.

NAMES: Troop transport pods were numbered, not named.

SSD is on the combined Carnivon pods sheet in *Module Y3;* use the Carnivon pod counter in *Module Y3* if the pod is dropped.

(YR19.23) EARLY YEARS HANGAR POD (P-YH): This pod was to be used by tugs raiding colonies. The heavy transport shuttles would be used to recover bulk items from such remote sites that could not be recovered by transporter. While shown as a pair, the more likely arrangement would have been one troop pod and one hangar pod.

NAMES: Hangar pods were numbered, not named.

SSD is on the combined Carnivon pods sheet in *Module Y3;* use the Carnivon pod counter in *Module Y3* if the pod is dropped.

END CARNIVON SHIPS

(YR4.10) The warbird commando cruiser movement data has errors. The movement cost with a pallet should note that it is the "towing" cost, as the ship pays only one point of impulse power to move whether it has a pallet or not. If it were tractored and dragged by a ship using warp engines the pallet would add to the movement cost. The presence of a pallet should have no effect on the Erratic Maneuver cost, i.e., the cost of erratic maneuvers if paid out of impulse power is six points whether a pallet is present or not. As tractor links cannot be maintained if a ship is doing Erratic Maneuvers, there is no way there can be an increase in the Erratic Maneuvers cost of the ship.

(YR5.16) Delete the reference to the type-E drone racks having double reloads. Type-E drone racks in the early years did not have double reloads. The second reload was added in Y122 when the type-VI drones gained their warp-seeking guidance.

(YR6.11A) This ship was erroneously listed as having a three-letter identifier as WCL. This designation was assigned before we knew there was a Gorn Confederation warp-refitted light cruiser. This ship's designation, on the SSD, Annex #5, and Annex #10, should be changed to WAL.

(R7.0) An effort was made to incorporate an extract of Tholian ships that would have appeared in the early years period but space constraints forced this to be left out. The Jindarian extract was kept because the Jindarians were present all through the period while the Tholians did not appear until later, and even after they appear most of their ships appear near the end of the period covered by *Module Y2*.

(YR11.16) The Lyran warp-refitted destroyer's explosion strength should be "6", not "5".

(YR13.13) The SSD for the Pronhoulite WDD in SSD book has no transporter. A transporter should be added to the SSD at no change in BPV. This transporter was added to the SSD in subsequent printings. The addition was done by moving the PVL-FAs to the centerline of the ship in front of the bridge. The probe launcher was moved to the original location of PVL-A to the left of the bridge, and a transporter was added in the original position of PVL-B to the right of the bridge.

(SH266.0) DISASTER AT RIKANTHA
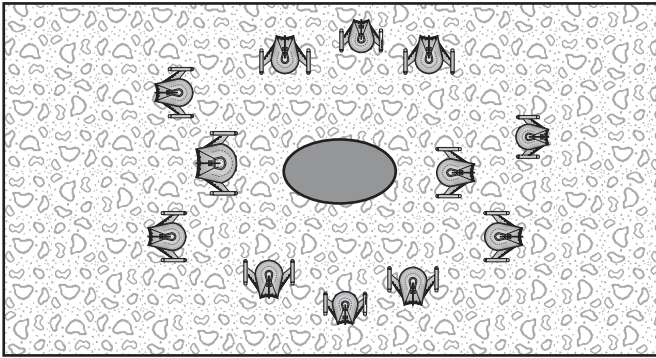
(Y141)   *by Michael West, USS Texas*

The Romulans, under the guidance of Houses Selnirak and Notrub'illah, selected the Rikantha system for rapid development in Y132. The ostensible reason for the selection was trade with a Jindarian caravan, which had been found mining the system's asteroid belt. Rikantha was otherwise a poor prospect as a colony world. The Romulan Empire poured trillions of credits into the system, and the only apparent return on the investment was the comparatively meager trade with the caravan. Huge numbers of sublight freighters entered and left the system, often in convoys under military escort, and often supplemented by freight and commando birds. Houses Selnirak and Notrub'illah went to great lengths to maintain friendly relations with the Jindarians, but despite these relations were never able to accomplish the one trade they were seeking with apparent diligence: warp power. The Jindarians, while often expressing thanks for the friendship and generosity of the Romulans, steadfastly refused to give them tactical warp technology.

House Selnirak cemented its relationship with the caravan, however, by arresting spies from Houses Rama'ch and Casifax who had attempted to suborn Jindarians to gain access to the designs for warp engines. These gestures of integrity on the part of House Selnirak and its ally Notrub'illah earned Jindarian trust. Envoys from the two houses were treated as honored guests aboard Jindarian asteroid ships over the years. All of them studiously avoided doing anything more than mentioning that the Romulan Empire would be willing to pay for warp engine technology, and promptly dropped the matter when their hosts declined to discuss it or politely indicated that it was not going to happen. The Jindarians were quite pleased with the manners of the Romulan envoys, and gradually dropped their guard. The Romulans even invited the Jindarians to maintain active fire controls so as to scan for the movements of Romulan ships and provide warning if they felt the ships were intruding too close to the Jindarian asteroid ships, but the Jindarians declined. They also declined offers of a formal alliance, but agreed to a mutual defense of the system against "hazards of space", i.e., space monsters, but not against any other Romulan enemies.

It will never be known if the Romulan "charm offensive" would have eventually borne fruit. Perhaps if the Romulans had continued trying the Jindarians might have given their friends warp technology, or at least assisted them in developing their own. It will also never be known if the Romulan effort was ever anything more than a long-term plan to lull the Jindarians into a sense of security.

During the middle of Y141, several Romulan fleets, controlled by Houses Selnirak and Notrub'illah, crept into system under their new cloaking devices. Large convoys that passed through at the same time under escort further masked the ships' presence. The fact that the Jindarian asteroid ships were all operating on passive fire control, and the various mining and other shuttles operating at the time simply did not have the capability to spot the cloaked ships, only furthered the infiltration. As was typical, the Jindarian asteroid ships were operating independently and widely separated, and each of the five ships of the caravan was the focal point of a Romulan fleet.

The Jindarians had one final defense against surprise by the Romulans, and that was the difficulty of finding a Jindarian asteroid ship in an asteroid field when it did not want to be found. The Romulans would know the general area, but attempting a specific search would be detected. To further prevent the success of such a search, the asteroid ships would routinely change location within their area of operation. What the Jindarians did not know was that the Romulan shuttles that had visited their ships (under the guidance of a Jindarian shuttle or a Jindarian tractor) had dropped "rocks" on their approaches and departures. These rocks had just enough acceleration to bring them, over a period of weeks, into contact with the targeted asteroid ship. They were not, of course, true rocks, but highly sophisticated (for the Romulans) beacons. All of them were waiting for activation codes, but were otherwise inert. It is not known how many of the beacons the Romulans attempted to land on each asteroid ship, and how many failed to land, or simply failed in the period between placement and activation. Each was coded to self-destruct if it did not make contact with an asteroid with the minimal mass of a Jindarian asteroid ship in a set time (to prevent the beacons from attaching to a non-Jindarian rock).

Jindarian watch standers suddenly found their sensors and subspace communications filled with the constant hammering of signals coming from their own ship, while Romulan warships decloaked and launched plasma torpedoes.

(SH266.1) NUMBER OF PLAYERS: 2; the Romulan player and the Jindarian player.

(SH266.2) INITIAL SETUP
TERRAIN: The entire map is an asteroid field (P3.1).
ROMULAN: Vul, KB, RB, 4xWB, 2xSB, 3xH, set up first by placing two ships, player's choice, in each map section by recording the location hex and the initial heading, Speed 0, WS-III.
JINDARIAN: CL *Jemaal's Glory*, set up after the Romulans in any asteroid hex on the map, heading chosen by random die roll, i.e., roll a die and face the ship in the direction indicated, Speed 0, WS-0. See (SH266.45).
Set up one prospecting shuttle in an asteroid hex of each map section no closer than three hexes to each other and to the *Jemaal's Glory*, heading determined randomly, speed max, WS-III. See (SH266.453).
Note that it is possible for a Jindarian unit or units to begin the scenario in the same hex as a Romulan unit or units. In such case the Jindarian unit is always considered to be off the Romulan unit's #1 shield.

(SH266.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH266.4) SPECIAL RULES
(SH266.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Romulan units cannot disengage off the map. The Jindarian units can disengage from any map edge after Turn #12. Units

which disengage in unauthorized areas are considered to be destroyed.

(SH266.42) SHUTTLES AND PFs: During the Early Years, there were no fighters (except Romulan sublight fighters), MRS shuttles, warp booster packs, mega-packs, PFs, or INTs. Players may experiment with adding these items within the general rules. Note, only Jindarian shuttles have phasers.

(SH266.43) COMMANDER'S OPTION ITEMS

(SH266.431) 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.

(SH266.432) 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 "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are available for purchase as special drones.

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

(SH266.433) Prime Teams (G32.0) are not available in this scenario.

(SH266.44) REFITS: There are no refits available to any of the ships involved in this scenario.

(SH266.45) REACTION: The Jindarian response was confused because of the unforeseen character of the attack.

(SH266.451) The ship was on passive fire control and at Speed 0 on Impulse #32 of Turn #0. On Turn #1 the Jindarian ship must spend two points of power to begin arming two shuttles as wild weasels and must complete arming the shuttles on Turn #2 and hold them on Turn #3 if they are not used. He can arm more than two shuttles as wild weasels, but cannot arm less than two.

(SH266.452) The Jindarian ship cannot self-destruct by any means.

(SH266.453) Before Energy Allocation on Turn #1 roll one die for each prospecting shuttle, including the two remaining on the ship. On a result of 1-3 it has a prospecting charge loaded. On a result of 4-6 it does not have a prospecting charge loaded. Prospecting shuttles on the ship, or which return to the ship, can have prospecting charges loaded onto them normally.

(SH266.454) The Jindarian ship cannot exit the map before the start of Turn #13 and must end every turn before Turn #13 in an asteroid hex. The Jindarian ship cannot remain in any map section more than two turns. This reflects the confusion of the attack and the Jindarians initially being unaware that the Romulans planted the beacons, i.e., the ship runs to each area of asteroids to attempt to disengage by (R16.1D), but is unable to do so.

(SH266.46) JINDARIAN WILD WEASELS: If a Jindarian wild weasel is used, the beacons on the asteroid ship may cause it to be completely compromised.

(SH266.461) Roll one die for each plasma torpedo that might be affected by the wild weasel; a result of one means that the plasma torpedo has accepted the weasel. On any other result the plasma torpedo remains targeted on the asteroid ship.

(SH266.462) After attempting to use one wild weasel, the Jindarian player is no longer required to continue holding the second weasel, but may do so. If launched, it will have the same die roll as the first weasel, as will any other shuttles subsequently armed as wild weasels.

(SH266.47) JINDARIAN OPTIONS: Historically, option boxes #1 were "forward hull" and option boxes #2 were "rear hull".

(SH266.48) ROMULAN COMMAND: There are twelve Romulan ships in this scenario. The added ship represents the staff work that was available to the Romulans to plan the attack and is allowed under (S8.24).

(SH266.49) ROMULAN REVELATION: The Romulan player is not required to decloak any given Romulan ship or reveal its location to the Jindarian player, but once a ship has decloaked its cloaking device operates normally from that point, i.e., the Jindarian player will always know the hex that ship is in.

(SH266.5) VICTORY CONDITIONS: The Jindarians win if they exit the map after Turn #12.

The Romulans win if the Jindarian ship is damaged to the point that it is no longer capable of moving with warp power at the end of Turn #12, or the Jindarian ship fails to disengage on Turn #13. This condition applies even if the Jindarian ship has repair capability remaining or has partly repaired a warp engine box and only needs to complete the repair on Turn #13. The Romulan ships will then be able to close with the ship and capture its warp technology.

If the Jindarian ship is destroyed, both sides lose.

(SH266.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH266.61) The Romulans considered trying to increase the power of their attack by placing small ground bases on some of the surrounding asteroids. The Romulans intended to explain these to the Jindarians as "additional defenses" for their asteroid ships, placing them openly and inviting the Jindarians to visit them. Historically this was not done as the Romulans decided the bases would make the Jindarians suspicious. Players may test this option by allowing the Romulan player to place one plasma-G ground base in each map sector in an asteroid hex under (P3.44). In addition, allow the Romulan player to place three medium plasma fighter ground bases, two heavy fighter ground bases and one medium bomber ground base, no more than one base per map sector, again these must be placed in asteroid hexes. Each has their attendant fighters or bombers. All bases are set up, not hidden, before the Jindarian player places his ship. All fighters and bombers can begin the scenario launched and within three hexes of their bases; these are set up after the Jindarian ship is placed. For this variation, delete 1xKB, 1xWB, 1xSB and 2xH from the Romulan at start forces.

(SH266.62) Assume the Jindarians were ready for the Romulans due to a spy in the Romulan ranks. The *Jemaal's Glory* is at WS-III, all of its shuttles begin the scenario on the ship with all its prospecting shuttles armed with prospecting charges and its admin shuttles prepared for any allowed mission. The Romulans must still set up in accordance with (SH266.2), but normal cloaking rules are used, i.e., the Jindarians know the location of every Romulan ship whether it is cloaked or not. The Jindarians win this variant by destroying the Vulture and disengaging, and they can disengage on any turn.

(SH266.63) For a larger battle, replace the Jindarian ship with a dreadnought and use both the ground bases in (SH266.61) and the full Romulan force in (SH266.2).

(SH266.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH266.71) Change the Jindarian light cruiser to a heavy cruiser or heavy battlecruiser: in each of these cases have two prospecting shuttles in each map sector at start.

(SH266.72) Delete one or two of the Romulan cruisers or destroyers.

(SH266.73) Replace some or all of the Hawk destroyers with additional Warbird or Stormbird cruisers, or change some of the Warbird or Stormbird cruisers to Hawk destroyers.

(SH266.8) TACTICS

ROMULAN: You have to get into your opponent's mind and figure out where he will be at the start. Maneuver to make maximum use of your plasma torpedoes, but expect them to be degraded by both his warp-augmented rail guns and the asteroids. This means you cannot bunch them up (lest the warp-augmented rail guns shred too many at once) and you need to set up your lines of fire carefully so that your plasmas pass through the minimum number of asteroid hexes. A full strength plasma-R will take down any armor belt on his ship, but hitting with one of those is going to be a challenge.

This is a chess game, and part of that is when to have your ships uncloak and reveal themselves.

JINDARIAN: You only have three warp-augmented rail guns and they do not have a lot of overlapping fire zones. They are also a major part of your plasma defense. Worse, while the Romulans move slowly, you have to move towards their hidden ships. You need to figure out where they might be and optimize the number of asteroid hexes between you and their plasma launchers. At least they do not have suicide shuttles, but remember, they do have a dozen nuclear space mines that they will try to lay in your path.

(SH266.X) DESIGNER'S NOTES: This is a game designed for thought on both sides. The Jindarian has to run, and the Romulan needs to be where the Jindarian runs to, and use his plasmas to keep the pressure on.

HISTORICAL OUTCOME: The Romulan attack was a disaster. While few Romulan ships were destroyed (all told, the five fleets lost six Hawks, four Warbird cruisers of all types, and one Vulture), the *Jemaal's Glory* was the only ship the Romulans came close to disabling. The Jindarians left the asteroid belt shortly after this event, but it is not clear if that was a direct result of the Romulan attack, or if they had decided it was time to move on even before the Romulans struck. It would be nearly two decades more before the Romulans would have warp technology.

(SH267.0) TOWTRUCK TRAVAILS
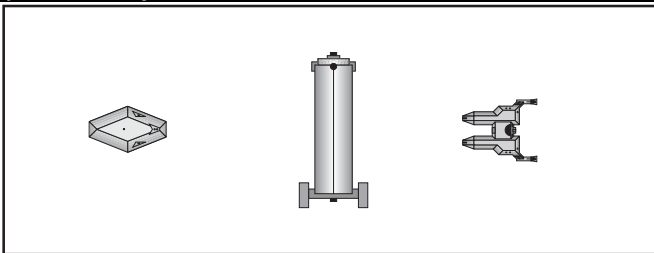
(Y87)   *by Scott Tenhoff, USS California*

The collapse of the Hydran Kingdom in Y87 was a confusing time, not just for the beaten Hydrans but for their victorious foes. This incident was a case in point. A squadron of Lyran warships shot up a Hydran convoy. Four of the ships in the convoy, normal freighters, although damaged, were taken under escort and headed towards a Lyran base. The last ship, an armed freighter and the only survivor of the convoy's escorts (a Q-ship had been destroyed) was damaged, but had surrendered rather than being destroyed. The Lyrans called up one of their new strategic transports and directed it to recover the freighter, now safely behind Lyran lines, and haul it to the base as well. The rest of the squadron

(less the frigate escorting the other freighters) continued on into Hydran space.

However, while the Lyrans considered the area of space occupied, the Hydrans did not have the same opinion, and after exchanging messages with the freighter about the contents of its cargo bays and the problems with its engines, sent their own strategic transport to rescue the freighter.

Perhaps if the Hydrans had managed to act sooner a fight could have been avoided. As it was, the Lyran ship was faced with a still potent armed freighter, and a Hydran transport anxious to carry it into the Old Colonies.

(SH267.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyran player.

(SH267.2) INITIAL SETUP
LYRAN: YDT enters the map in hex 4201, heading E, speed max, WS-III.
HYDRAN: YFT enters the map in hex 0130, heading B, speed max, WS-III.
YF-AS in hex 1421, initial facing at the Hydran player's option, Speed 0, WS-III. See (SH267.45).

(SH267.3) 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 #10.

(SH267.4) SPECIAL RULES
(SH267.41) MAP: Use a floating map. The Lyran units can only disengage in directions A or B. The Hydran units can only disengage in directions D or E. Units which disengage in unauthorized directions are considered to be destroyed.
(SH267.42) SHUTTLES AND PFs: During the Early Years, there were no fighters (except Romulan sublight fighters), MRS shuttles, warp booster packs, mega-packs, PFs or INTs. Players may experiment with adding these items within the general rules. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.
(SH267.43) COMMANDER'S OPTION ITEMS
(SH267.431) 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.
(SH267.432) 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 "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are not available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages as appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH267.433) Prime Teams (G32.0) are not available in this scenario.
(SH267.44) REFITS: There are no refits available to any of the ships involved in this scenario.
(SH267.45) THE FREIGHTER: This ship is operated by the Hydran player for all purposes unless it is boarded and captured by the Lyran player, in which case it become dormant (the weapons will not work).
(SH267.451) This ship is fully operational except that it cannot move out of any hex under its own power and it has no damage control capability remaining. This does mean the freighter's shuttle could be ready for a special mission, i.e., suicide shuttle or wild weasel.

(SH267.452) It can perform tactical warp maneuvers, but cannot perform sublight tactical maneuvers. It can perform a zero-energy turn.

(SH267.453) The freighter immediately surrenders to the Lyran player if the Hydran YFT has been destroyed, captured, or has disengaged.

(SH267.454) The freighter cannot self-destruct. If the Hydran YFT fires on the freighter it immediately comes under the control of the Lyran player. The Lyran player can fire on the freighter normally, but if he destroys the freighter he has lost the scenario.

(SH267.455) If the Hydran YFT successfully picks up the freighter under (G14.0) and moves it ten hexes in directions D or E, the YFT has disengaged with the ship.

(SH267.46) LYRAN DISENGAGEMENT: The Lyran ship must disengage by distance, or by having destroyed or forced the disengagement of the Hydran YFT, by the end of Turn #10 or it is considered to have been destroyed.

(SH267.47) HYDRAN DISENGAGEMENT: If the Hydran YFT is ever more than 25 hexes from the freighter, even for a single impulse, it has disengaged regardless of direction.

(SH267.5) VICTORY CONDITIONS: Whichever side is in possession of the freighter at the end of the scenario wins.

The Hydran player wins if the Lyran destroys the freighter or otherwise fails to capture it and the YFT is not destroyed.

The Lyran player wins the scenario if the freighter is captured and the YFT is destroyed or forced to disengage.

(SH267.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH267.61) Move the action to the Federation and Kzinti border. Replace the Lyran YDT with a Kzinti YFT and the Hydran YFT with a Federation YFT.

(SH267.62) Replace the armed freighter with an unarmed freighter and use a Hydran Musketeer against a Lyran WFF.

(SH267.63) For a larger battle, replace the small armed freighter with a large armed freighter and use a Hydran tug against a Lyran tug.

(SH267.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH267.71) Replace the armed freighter with an unarmed freighter or a large armed freighter.

(SH267.72) Increase or decrease the number of turns before the Lyran YDT must disengage.

(SH267.73) Move the starting hex of the freighter. Closer to the Lyran favors him by allowing him more energy on Turn #1 and the Hydran player less if he wants to reach it.

(SH267.8) TACTICS

HYDRAN: Stay close to the freighter and use its phasers to help pound through the Lyrans shields. Use its bulk to complicate his use of his ESG.

LYRAN: Force the fight away from the freighter and make the Hydran YFT stand or leave. Only hit the freighter with damage enough to destroy his weapons. Be leery of a surprise suicide shuttle launch at just the wrong moment if you go for an overrun. On the other hand, even if the shuttle is not armed as a suicide shuttle (he may need the holding power somewhere else) it could still ruin an ESG overrun.

(SH267.X) DESIGNER'S NOTES: Two targets, but one you cannot afford to destroy.

HISTORICAL OUTCOME: The Lyran YDT drove off the Hydran YFT and towed the freighter to the base.

(SH268.0) BUILDING UP
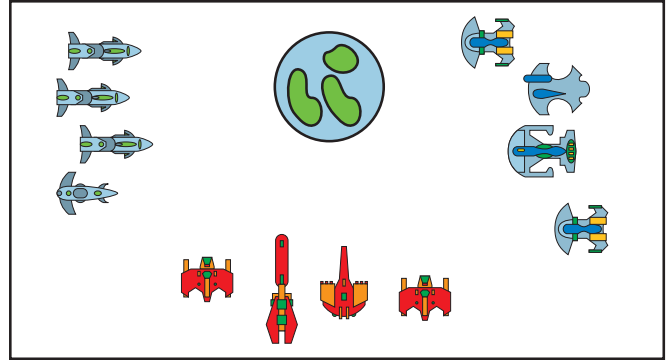
(Y37)   *by Gary Carney, HMCS Ontario*

As the various nations began building up their fleets able to fight at warp speeds, the future members of the Inter-Stellar Concordium were still contesting the resource worlds. One of these was Ashakvait IV. Each of the five future Inter-Stellar Concordium member worlds had armed camps on the planet (this was not an unusual circumstance on the resource worlds). Each hoped that using their new warp-driven ships they would be able to reinforce their existing ground forces sufficiently to, with the support of the ships, take control of the entire planet.

At different times each nation would send a task force to land reinforcements on a resource planet and evacuate wounded personnel. Sometimes task forces from two nations would arrive at a given resource planet at the same time, resulting in conflict. However, in one memorable case three task forces arrived at Ashakvait IV almost simultaneously. Each detected the other two task forces, and moved cautiously towards the planet. While delivery of the additional troops and evacuation of the wounded was deemed important, there were too few warp-driven ships in each nation's fleet to risk heavy losses.

(SH268.1) NUMBER OF PLAYERS: 3; the Korlivilar player, the Rovillian player, and the Veltressai player. There are also four and five player options (SH268.62). Two players could play the scenario by simply eliminating one of three task forces, or by adopting the four player setup and each player controlling two task forces as allied forces.

(SH268.2) INITIAL SETUP
TERRAIN: Class-M planet (P2.21) in hex 2215 of Map #5.
KORLIVILAR: WCA (8 boarding parties, 4 heavy weapons squads, 2 commando squads, 1 crew unit), WLG (10 boarding parties, 2 heavy weapons squads, 2 commando squads), 2xWFF (each: 9 boarding parties, 3 heavy weapons squads), all within five hexes of hex 2215 of Map #1, heading C, speed max, WS-III.
ROVILLIAN: 2xWCL (each: 10 boarding parties, 2 heavy weapons squads, 2 commando squads), WLG (9 boarding parties, 3 heavy weapons squads), WDD (10 boarding parties, 2 heavy weapons squads), all within five hexes of hex 2215 on Map #3, heading E, speed max, WS-III.
VELTRESSAI: WCA (8 boarding parties, 4 heavy weapons squads, 2 commando squads, 1 crew unit), WLG (9 boarding parties, 3 heavy weapons squads), 2xWDD (each: 8 boarding parties, 4 heavy weapons squads), all within five hexes of hex 2215 on Map #8, heading A, speed max, WS-III.

(SH268.3) LENGTH OF SCENARIO: The scenario continues until only forces belonging to one side (not counting ground forces on the planet) remain on the map, or until the end of Turn #20.

(SH268.4) SPECIAL RULES
(SH268.41) MAP: The map is fixed; it does not float.

The map consists of nine map sheets. Map #1 is the top left map. Map #2 is the top middle map. Map #3 is the top right map. Map #4 is below Map #1. Map #5 is below Map #2. Map #6 is below Map #3. Map #7 is the bottom left map. Map #8 is the bottom center map. Map #9 is the bottom right map.

Any unit leaving the map has disengaged and cannot return.

The Korlivilar units can only disengage in direction F. The Rovillian units can only disengage in direction B. The Veltressai units can only disengage in direction D. Units which disengage in unauthorized directions are considered to be destroyed.

(SH268.42) SHUTTLES AND PFs: During the Early Years, there were no fighters (except Romulan sublight fighters), MRS shuttles, warp booster packs, mega-packs, PFs or INTs. Players may experiment with adding these items within the general rules. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.

(SH268.43) COMMANDER'S OPTION ITEMS

(SH268.431) The ships have no Commander's Option Points remaining to spend. Each is carrying reinforcements for its forces on the ground; these are listed in (SH268.2) as the personnel in parenthesis following each ship. Note that these are in addition to the ship's normal boarding parties, including being in addition to the Marine forces normally carried on the WLGs.

(SH268.432) The nations that are involved in this scenario do not use drones. In a variation where a non-Q'Naabian drone-armed empire is used, all drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are available for purchase as special drones if the year selected for the variation allows their purchase.

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

(SH268.433) Prime Teams (G32.0) are not available in this scenario.

(SH268.44) REFITS: There are no refits available to any of the ships involved in this scenario.

(SH268.45) MISSION: The mission of each force is to deliver ground troops and supplies to the area of the planet currently held by its forces, evacuate wounded from the planet, and prevent the other nations from doing the same.

(SH268.451) The Korlivilar must deliver their troops to the 2215C hexside of the planet.

The Rovillians must deliver their troops to the 2215E hexside of the planet.

The Veltressai must deliver their troops to the 2215A hexside of the planet.

(SH268.452) All the troops on the commando ships (plus any non-fighting crew unit headquarters; see the commando ships' ship descriptions), but only the added troops and crew units on the non-commando ships, are counted as reinforcements. The normal boarding parties of the non-commando ships cannot be landed.

(SH268.453) Each force has 200 spaces of supplies that must also be landed. Of these supplies, 100 spaces is carried in the two cargo boxes of each WLG, the remaining 100 spaces must be divided between the ships of the task group before the scenario begins, but no ship

can have less than 20 spaces of supplies. A record of how the supplies are divided must be kept and must record supplies delivered. These supplies are lost with the first excess damage point scored on the ship if they have not already been delivered. Note that while the WLGs already have 100 points in their cargo boxes, under this rule they will have a minimum of twenty additional cargo points.

(SH268.454) Each force must recover ten crew units of wounded troops from their part of the planet's surface listed in (SH268.451).

(SH268.455) Supplies and troops may be landed by transporter or shuttle.

(SH268.46) REQUIRED DISENGAGEMENT: Any ship of that is crippled must disengage. The player is free to conduct this disengagement in any manner he chooses, but the ship must end every subsequent turn further from the planet in the approved direction for disengagement than it was at the start of the turn. This is to allow the player to transfer supplies and personnel from the disengaging ship to other ships, but the player is not required to make these transfers. The player might also transfer evacuated casualties to the disengaging ship. Note: Enemy ships are not required to stop trying to destroy a disengaging ship.

(SH268.47) GROUND COMBAT: While there are ground troops on the planet, no ground combat is conducted during this scenario.

(SH268.48) ALLIES: None of the nations are allied with each other, but are free to negotiate with (or threaten) one another as needed to land their troops and supplies and evacuate their casualties.

(SH268.5) VICTORY CONDITIONS: The scenario is won by the side that delivers the most troops and supplies, evacuates its ten crew units of wounded personnel, and loses the least ships. At the end of the scenario, for each nation, count the number of ground units landed, add to this the number of points of supplies landed, and then subtract four times the Economic Point Value of any ships destroyed. The player with the highest total has won the scenario.

(SH268.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH268.61) Replace the forces of one nation with a force from one of the two uninvolved nations; see the forces in (SH268.62).

(SH268.62) Add a fourth force from one of the other nations. To do this, move the Veltressai starting point to within five hexes of hex 2215 of Map #7, heading B. The added force is then set up within five hexes of hex 2215 of Map #9, heading F. The Veltressai encampment is moved to hexside 2215B of the planet, the added force's encampment is on hexside 2215F of the planet. For a five-player variant, add the fifth task force by setting it up within five hexes of hex 2215 of Map #2, heading D, with its encampment located on hexside 2215D of the planet.

The Pronhoulite task forced would be a WCA (8 boarding parties, 4 heavy weapons squads, 2 commando squads, 1 crew unit), WLG (10 boarding parties, 2 heavy weapons squads, 1 commando squad), WDD (10 boarding parties, 2 heavy weapons squads, 1 commando squad), and WFF (9 boarding parties, 2 heavy weapons squads).

The Q'Naabian task force would be a WLG (8 boarding parties, 4 heavy weapons squads, 2 commando squads, 1 crew unit), WDD (10 boarding parties, 2 heavy weapons squads, 2 commando squads), and 2xWFF (each: ten boarding parties, 2 heavy weapons squads).

(SH268.63) For a larger battle, add a WDN to each force. The WDN will not have any Commander's Option Points and is not carrying any supplies. It could have supplies or additional ground troops transported over from the other ships of its task group during the scenario and subsequently land those troops and supplies. This assumes the scenario is set in Y40 or later.

(SH268.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH268.71) Allow the least experienced player to upgrade one of his smaller ships to the next larger ship, or have the strongest player downgrade one of his ships to the next smaller size. (In the latter case, adjust the number of boarding parties aboard the ship consistent with the Commander's Option points normally available to that ship.) Optionally, both could be done.
(SH268.72) Give a less experienced player a bonus of ten or twenty points of troops and supplies supposedly already landed, or penalize a stronger player by ten or twenty points, i.e., the first ten or twenty boarding parties or supplies he delivers are not counted.

(SH268.8) TACTICS: This is driven by the need to land your ground troops and supplies and evacuate your forces, while keeping the enemy from doing the same. That would be hard enough if there were just one opposing force. If you are too successful in landing your forces and evacuating your casualties, the other two may gang up on you. And you have to stop both of them from landing their forces and evacuating their casualties. So temporary alliances are going to have to be made, and then broken, only to be remade with great frequency before this is over.

(SH268.X) DESIGNER'S NOTES: Command is often difficult, with competing priorities. Destroying the enemy task forces would obviously be a good thing, but if they succeed in landing their troops they may capture the whole planet, cutting your nation off from the resources entirely.

HISTORICAL OUTCOME: The three task force commanders were exceptionally cautious. After exchanging some long-range fire, a truce was negotiated. Each sent shuttles to land in the area held by one of the opposing forces to be checked for tricks (troops or combat supplies as opposed to medical supplies). The shuttles of each nation then went to its respective encampment and loaded the wounded before returning to their ships. All three task forces then withdrew.

(SH269.0) THE FIRST INTRUSION
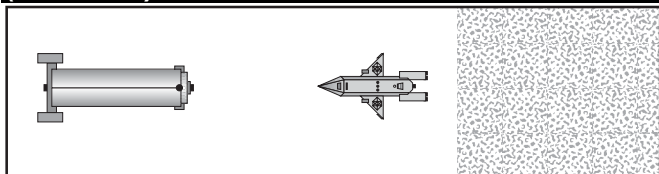
(Y136)   *by Ken Kazinski, USS New York*

In Y136, the Orion Light Raider, *Amarillus,* found itself trapped by converging Klingon ships and the WYN Radiation Zone. Already badly damaged as a result of an attack on a small convoy that had proven to be two small Q-ships, the ship's surviving officers determined that they would have to self-destruct to avoid capture. However, the ship had been boarded during the action, and while the Klingon Marines had

been defeated, they had managed to disable the ship's self-destruct systems.

With no other choice, the officers drove the ship into the radiation zone to protect the secrets of cartel operations in Klingon space. There was no real hope of survival: crossing the radiation zone was impossible and turning back or even altering course in a major way to exit the radiation zone would simply leave them at the mercy of Klingon ships. Even so, the crew worked to make what repairs they could and kept the damaged engines at the maximum speed they could sustain without burning out. While systems became increasingly unreliable, there was always hope for a miracle to save them.

A miracle was what they thought they had found when the ship's degrading sensors suddenly recorded a massive decrease in the intensity of the radiation field. The crew of the *Amarillus* was stunned to discover that the radiation zone was a hollow sphere. The crew took stock of their situation. It was obvious that they could attempt to exit the radiation zone back into normal space after making what repairs they could, but the damaged engines had burned so much fuel that not enough remained to make the return trip.

Worse, subspace radio signals indicated they were not alone inside the radiation zone. As the officers were contemplating their options, time ran out as a freighter approached. With no options, the *Amarillus*, despite its much-degraded condition, attacked in hopes of seizing the freighter and using its fuel to power an escape.

(SH269.1) NUMBER OF PLAYERS: 2; the Orion player and the WYN player.

(SH269.2) INITIAL SETUP
TERRAIN: The xx30 map edge is the edge of the WYN Radiation Zone (P7.0).
WYN: YAxC *Lisa* in 2215, heading D, speed max, WS-III.
ORION: LR *Amarillus* in 2218, heading A, Speed 5, WS-III. See (SH269.45)

(SH269.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH269.4) SPECIAL RULES
(SH269.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The WYN units can only disengage in directions A, B, or F. The Orion units cannot disengage by any means; this is win or die. Units which disengage in unauthorized directions are considered to be destroyed.
(SH269.42) SHUTTLES AND PFs: At the time of this engagement, for the empires involved, there were no fighters, MRS shuttles, warp booster packs, mega-packs, PFs or INTs. Players may experiment with adding these items within the general rules. Note that the WYN are under the Early Years rules and their admin shuttles do not have phasers.
(SH269.43) COMMANDER'S OPTION ITEMS
(SH269.431) The WYN 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 Orion ship can purchase additional or special equipment as Commander's Option Items up to 5% of its Combat BPV.

See (S3.2) for details and exceptions.
(SH269.432) All drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages as appropriate to that

empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH269.433) Prime Teams (G32.0) are not available in this scenario.

(SH269.44) REFITS had not been installed on any of the ships involved in this incident.

(SH269.45) THE *AMARILLUS* was involved in heavy combat before escaping into the zone and was badly damaged. This is reflected as follows:

(SH269.451) Only two boarding parties remain (plus any purchased with Commander's Options). The ship has only ten of its original crew units remaining (including the two boarding parties), plus any crew units added as a result of Commander's Options; it may form a maximum of two militia squads.

(SH269.452) The ship has one shuttle (this is the spare shuttle broken out of storage).

(SH269.453) The ship has two 360° phaser-1s operational, and a phaser-1 in its LS option mount. Option mounts A and C, and 360° phaser-1 #3 have all been destroyed.

(SH269.454) The ship has no continuous damage control points available.

(SH269.455) The ship has only six points of warp power available; four left-warp and two right-warp. The impulse engines are destroyed.

(SH269.456) In addition to the above, mark the following systems as destroyed: Bridge, one tractor, one shuttle box, two cargo boxes, and one center hull box.

(SH269.457) The ship's shields had been fully restored before the *Lisa* found it.

(SH269.46) RULES: The *Lisa* is restricted to the Early Years rules; the *Amarillus* is under the normal *Star Fleet Battles* rules and is clear of the WYN Radiation Zone effects.

(SH269.47) SELF-DESTRUCTION: Neither ship can self-destruct.

(SH269.5) VICTORY CONDITIONS: The scenario is won by reducing the other player's ship to a powerless hulk.

If either ship is destroyed, both players lose.

If both ships are reduced to powerless hulks, both players win.

(SH269.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH269.61) Replace the Orion Light Raider with a Lyran Manx police ship, or a Klingon E3 escort.

(SH269.62) Use an undamaged Light Raider with a disruptor in option A and phaser-1s in options B and C. Assume the ship exited the radiation zone on Turn #1 and the scenario is starting on its second turn after passing through the Zone (P7.0).

(SH269.63) For a larger battle, use a CR against an YAxBC. The CR has the same damage and options as listed for the LR in (SH269.45), except for the following changes: One FA+L phaser-1 and the RA+R phaser-3 are destroyed instead of a single phaser-1-360°. The ship has ten points of warp power remaining; six left-warp and four right-warp.

(SH269.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH269.71) Increase or decrease the starting damage on the *Amarillus*.

(SH269.72) Allow the *Amarillus* to perform one or two continuous damage repairs during the scenario; these repairs can only be applied to systems that were operational at the start of the scenario, not systems which began the scenario destroyed.

(SH269.73) Reduce or eliminate the continuous damage repair capabilities of the *Lisa*.

(SH269.8) TACTICS

ORION: You have heavier phasers and he has weaker shields, but you are really short on power. Doubling what engines you have left is risky, but you will probably have to do it at least twice. His drones are also going to be a problem; try to draw out and destroy his drones before closing for the final exchanges. Remember that he can use his shuttle as a scatter-pack, but it is not armed so he cannot use it as a phaser platform. While you can use yours as a phaser platform, you might need it as a wild weasel, if you can find enough power to hold it in that mode.

WYN: You need to get close to hit him with your drones, get a couple of type-IVs to have a hard punch. Remember he only has three phaser-1s, but also remember you have paper shields, and not too many internals will put you out of action.

(SH269.X) DESIGNER'S NOTES: A pivotal event in WYN history, second only to the arrival of the Usurper and his followers.

HISTORICAL OUTCOME: The phaser-1s of the *Amarillus* cut through the *Lisa's* shields easily, but the comparative speed of the *Lisa* combined with her ability to throw drones soon returned the favor. Both ships were soon left powerless. While the engineers were working to restore power, the Usurper arrived on the *Flamer*, with the *Slasher* in support. The Usurper was impressed with the *Amarillus* technology and entered into negotiations with the *Amarillus's* commander, unaware that the ship was unable to self-destruct. Had the Usurper been aware of the *Amarillus's* disabled self-destruct systems, it is probable that he would have ordered his Marines to capture the ship. As it was the deal that was struck that day and over the following days would make the *Amarillus's* crew wealthy beyond their wildest dreams, and put the Cluster on a clear path to its future.

With the help of the Usurper's engineers and then limited industrial infrastructure, the *Amarillus* was repaired and left the Cluster to begin recruiting followers, not just for the WYN Star Cluster, but for the Cluster Cartel.

(SH270.0) THEY MUST BE STOPPED
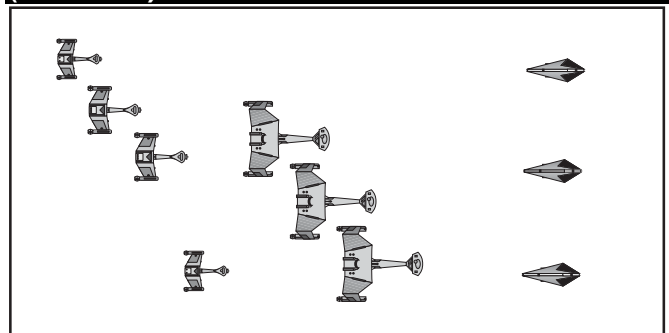
(Y83)   *by Loren Knight, USS California*

In Y83, the Tholians began their campaign to carve out a security perimeter around the Holdfast sphere. Strike groups formed around their six regular warships augmented by patrol corvettes and modified command modules hit key Klingon logistics and defense nodes. These forces moved rapidly from one objective to another using their superior warp systems, creating an impression of greater strength than the Tholians actually had.

The first assaults were directed at Klingon positions on the far side of the Holdfast sphere from the Klingon Empire. The Tholians intended to then destroy nodes closer to the Klingon home systems, disrupting any attempt by the Klingons to reinforce their Romulan frontier and thereby keeping the Klingons confused as to what exactly was happening. In this, the Tholians achieved an astounding level of success, eventually forcing the Klingons to take up a defensive stance on what would become the border between the Klingon Empire and the Tholian Holdfast.

Not everything, however, went as planned. In one case, a Klingon task force trying to reach the beleaguered defenders on the Romulan frontier was discovered moving directly towards the Holdfast sphere. Only one Tholian force was in position to intercept: a squadron of YCoMs.

(SH270.1) NUMBER OF PLAYERS: 2; the Klingon player and the Tholian player.

(SH270.2) INITIAL SETUP
KLINGON: 1xD3C, 2xD3, 2xF3, 2xE1, set in any hex anywhere along the 01xx edge of Map A, heading B or C, speed max, WS-III.
THOLIAN: Set up three YCoMs after the Klingons, anywhere within three hexes of hex 2215 on Map A, heading E or F, speed max, WS-III.

(SH270.3) 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 #8.

(SH270.4) SPECIAL RULES
(SH270.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map consists of two map sheets; the 42xx edge of Map A abuts the 01xx edge of Map B. The Tholian units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F; uncrippled Klingon ships can disengage off the 42xx edge of Map B; see (SH270.45). Units which disengage in unauthorized directions or areas are considered to be destroyed.
(SH270.42) SHUTTLES AND PFs: During the Early Years, there were no fighters (except Romulan sublight fighters), MRS shuttles, warp booster packs, mega-packs, PFs, or INTs. Players may experiment with adding these items within the general rules. Note that the Klingons are under the Early Years rules and their admin shuttles do not have phasers.
(SH270.43) COMMANDER'S OPTION ITEMS
  (SH270.431) 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.
  (SH270.432) All drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are not available for purchase as special drones.
  Each drone-armed ship can purchase special drones up to the historical percentages as appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
  (SH270.433) Prime Teams (G32.0) are not available in this scenario.
(SH270.44) REFITS had not been installed on any of the ships involved in this incident.
(SH270.45) KLINGON DISENGAGEMENT: The Klingons are attempting to reach forces that are cut off and in need of support. Any Klingon ship that is crippled would not be of any use on such a mission and must disengage in directions E or

F. Any crippled Klingon ship must immediately turn towards the map edge it is closest to and head towards that edge with a heading of E or F as appropriate. Any uncrippled Klingon ship can disengage by exiting the maps off the 42xx edge of Map B.

(SH270.5) VICTORY CONDITIONS: If the Klingons exit an uncrippled ship off the 42xx edge of Map B they win the scenario. Otherwise they have lost the scenario. The Klingon level of defeat under (S2.3) is one level worse for each D3 destroyed. Both F3s count as one D3 for this purpose, i.e., if both F3s are destroyed, it is the same as one D3 having been destroyed.

If no uncrippled Klingon ship has exited the 42xx map edge before the end of Turn #8, the Tholians win the scenario. The Tholian level of victory under (S2.3) is raised by one for each YCoM that survives the scenario and is also raised by one for each Klingon D3 that is destroyed (the two F3s together count as one D3 for this purpose).

Note: the Klingon E1s are relevant only in that if one of them makes it off the 42xx edge of Map B uncrippled, the Klingons win the scenario.

(SH270.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH270.61) Replace the Klingon force with three warp-refitted cruisers and two warp-refitted destroyers from any other empire.
(SH270.62) Replace the entire Klingon force with one C3 and six E1s.
(SH270.63) For a larger battle, add an NDD to the Tholian force and a C3 to the Klingon force. Add a third map sheet, Sheet C, with its 01xx edge abutting the 42xx edge of Map B. The Klingons must exit an uncrippled ship off the 42xx edge of Map C to win the scenario.

(SH270.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH270.71) Change the D3C to a standard D3.
(SH270.72) Replace one or both of the E1s with F3s, or one or both of the F3s with E1s.
(SH270.73) Delete or add an F3 or E1 to the Klingon force, or add a YLCM to the Tholian force.

(SH270.8) TACTICS
  KLINGON: Your goal is simple, exit an uncrippled ship off the 42xx edge of Map B. It would be nice to just sacrifice crippled ships to help accomplish that, but as your ships are crippled they have to disengage. Maneuver as needed to bring different shields into play; and do not count on getting past the Tholians. As the crow flies it would normally take your ships just about five turns to make the transit, but if you do not arm and fire disruptors and phasers you probably will not make it at all. You only have about three turns of power you can waste shooting at the Tholians, spend it wisely.
  THOLIAN: Hit them and keep hitting them. It would be nice not to lose your ships, but they are all expendable if you can stop the Klingons.

HISTORICAL OUTCOME: The Tholians succeeded in turning back the Klingon force, destroying both the escorts and one of the F3s and badly damaging the three D3s. One of the YCoMs was lost, but the Holdfast sphere's location was safe, for the time being.

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END MODULE Y3 HISTORICAL SCENARIOS

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ANNEXES

MODULE Y3 ANNEXES

These annexes cover only *Module Y3* and only include items from previous products needed to fully integrate the rules and ships found in the Early Years Project.

ANNEX #3: MASTER SHIP CHART

See Page #55.

ANNEX #3A: MOVEMENT COST AND TURN MODES FOR TUGS AND STRATEGIC TRANSPORTS

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Federation YFT	0.33 B	0.67 D	1.00 D	–
Klingon E1T	0.33 A	0.67 D	1.00 D	–
Kzinti YFT	0.33 A	0.67 D	1.00 D	–
Gorn YDT	0.50 C	0.75 D	1.00 D	–
Hydran YFT	0.33 C	0.67 E	1.00 E	–
Lyran YDT	0.50 B	0.75 D	1.00 D	–
Paravian YTG	1.00 B/D	1.00 B/D	1.00 D/E	1.50 E/F
Paravian YDT	0.50 B/D	0.75 C/E	1.00 D/F	–

NOTE: The number of pods is the total equivalent weight. Some pods are "double weight." No tug can carry three pods (some can carry only one), but some can carry three "pod weights."

POD WEIGHTS

Paravian: The Paravian Marauders do not have any double-weight or triple-weight pods as of this printing. All Paravian pods are single weight with a towing cost of 0.2500.

Carnivon: The Carnivon Hordes do not have any double-weight or triple-weight pods as of this printing. All Carnivon pods are single weight with a towing cost of 0.2500.

ANNEX #4: MASTER FIGHTER CHART

See Page #64.

ANNEX #5 ABBREVIATIONS

Arctic-Coyote .... Variant of Carnivon light cruiser optimized to launch death bolts.
CBSI .... Improved version of Paravian sublight civilian base station, phasers replace lasers.
D3C .... Command cruiser variant of Klingon D3.
D3I .... Police flagship variant of Klingon D3.
D3N .... Diplomatic cruiser variant of Klingon D3.
E1 .... Warp-refitted Klingon escort.
E1T .... Strategic transport variant of Klingon E1.
ECBS .... Refit of Paravian early civilian base station.
F3G .... Commando variant of Klingon F3 frigate.
F4C .... Frigate leader variant of Klingon F4.
F4I .... Police variant of Klingon F4.
G-0i .... Improved Romulan Gladiator-0 sublight fighter.
Gladiator-0i .... Improved Romulan Gladiator-0 sublight fighter.
Gladiator-Li .... Improved Romulan Gladiator-L sublight fighter.
G-Li .... Improved Romulan Gladiator-L sublight fighter.
Legate .... Romulan sublight heavy fighter.
LG-1 .... Legate-1 variant of Romulan sublight heavy fighter.
LG-2 .... Legate-2 variant of Romulan sublight heavy fighter.
Maniple .... Romulan sublight medium bomber.
MN-1 .... Maniple-1 variant of Romulan sublight medium bomber.
MN-2 .... Maniple-2 variant of Romulan sublight medium bomber.
MN-3 .... Maniple-3 variant of Romulan sublight medium bomber.
MN-4 .... Maniple-4 variant of Romulan sublight medium bomber.

MRS-S .... Sublight multi-role shuttle operated by the Romulans before the Treaty of Smarba.
Plains-Fox .... Variant of Carnivon destroyer that replaced disruptor cannons with heel nippers.
P-YC .... Early Years cargo pod.
P-YH .... Early Years hangar pod.
P-YSD .... Early Years self-defense pod.
P-YT .... Early Years troop pod.
Raptor-E .... Paravian Early Years survey cruiser.
Raptor-G .... Paravian Early Years commando cruiser.
RB .... Romulan cloaked variant of Royalbird command cruiser.
REB .... Romulan early bomber base for sublight Maniple bombers.
RFGB-M .... Romulan medium fighter ground base for a squadron of Gladiator-L fighters.
RFGB-S .... Romulan small fighter ground base for a half-squadron of Gladiator-L fighters.
RHB-M .... Romulan early heavy fighter base for a squadron of Legate heavy fighters.
RHB-S .... Romulan small heavy fighter base for a half-squadron of Legate heavy fighters.
RHFM .... Romulan hangar bay module for Legate heavy fighters.
Royalbird .... Variant of Romulan Kingbird command cruiser with two plasma-G torpedoes instead of one plasma-R torpedo.
RPFGB-M .... Romulan medium fighter ground base for a squadron of Gladiator-0 fighters.
RPFGB-S .... Romulan small fighter ground base for a half-squadron of Gladiator-0 fighters.
SB .... Romulan cloaked variant of Stormbird cruiser.
SCBS .... Paravian early civilian base station.
SLRB .... Romulan bolted variant of Royalbird command cruiser.
SLSB .... Romulan bolted variant of Stormbird cruiser.
Steppe-Fox .... Variant of Carnivon destroyer optimized for commando operations.
Stormbird .... Variant of Romulan Warbird cruiser with two plasma-G torpedoes instead of one plasma-R torpedo.
WACC .... Alpha-Centauran warp-refitted command cruiser, variant of WAC.
WALG .... Alpha-Centauran warp-refitted commando cruiser, variant of WAL.
WCC .... Terran warp-refitted command cruiser, variant of WCA.
WCCI .... Refit of Gorn warp-refitted command cruiser replacing atomic missile racks with plasma bolts and replacing warp-targeted lasers with phasers.
WCCL .... Refit of Gorn warp-refitted command cruiser replacing atomic missile racks with plasma bolts but retaining warp-targeted lasers.
WCG .... Orion National Guard commando cruiser.
WCG .... Warp-refitted commando cruiser.
WCH .... Federation warp-refitted hospital ship, variant of the Federation WCL.
WCI .... Improved variant of Kzinti warp-refitted cruiser.
WDG .... Orion National Guard commando destroyer.
WDL .... Terran warp-refitted destroyer leader, variant of WDD.
WDN .... Orion National Guard dreadnought.
WDN .... Inter-Stellar Concordium warp-driven dreadnought.
WFF .... Orion National Guard frigate.
WFI .... Improved variant of Kzinti warp-refitted frigate.
WFI .... Refit of Gorn warp-refitted frigate replacing atomic missile racks with plasma bolts and replacing warp-targeted lasers with phasers.
WFL .... Partial refit of Gorn warp-refitted frigate replacing atomic missile racks with plasma bolts but retaining warp-targeted lasers.
WFL .... Terran warp-refitted frigate leader, variant of WFF.
WFR .... Refit of Orion National Guard frigate.

WGR.........................Refit of Orion National Guard commando destroyer.
WLG..........................Inter-Stellar Concordium warp-driven commando light cruiser.
WLI...........................Improved variant of Kzinti warp-refitted light cruiser.
WLI...........................Refit of Gorn warp-refitted light cruiser replacing atomic missile racks with plasma bolts and replacing warp-targeted lasers with phasers.
WLL..........................Partial refit of Gorn warp-refitted light cruiser replacing atomic missile racks with plasma bolts but retaining warp-targeted lasers.
WNL..........................Andorian warp-refitted light cruiser.
WNLG.......................Andorian warp-refitted commando cruiser, variant of WNL.
WNR.........................Refit of Orion National Guard dreadnought.
WRB.........................Romulan masked variant of Royalbird command cruiser.
WRCC.......................Rigellian warp-refitted command cruiser, variant of WRC.
WRLG.......................Rigellian warp-refitted commando cruiser, variant of WRL.
WSB.........................Romulan masked variant of Stormbird cruiser.
WSI...........................Refit of Gorn warp-refitted survey cruiser replacing warp-targeted lasers with phasers.
WSI...........................Improved variant of Kzinti warp-refitted survey cruiser.
WSL..........................Partial refit of Gorn warp-refitted survey cruiser installing improved probe launchers but retaining warp-targeted lasers.
WVCC.......................Vulcan warp-refitted command cruiser, variant of WVA.
WVSR.......................Vulcan warp-refitted survey cruiser, variant of WVA.
YAP..........................Early Years Armed Priority Transport.
YAxBC......................WYN Early Years auxiliary battlecruiser, variant of Early Years large armed freighter.
YAxC.........................WYN Early Years auxiliary cruiser, variant of Early Years small armed freighter.
YBB...........................Early Years battleship.
YCBS........................Refit of Paravian early civilian base station.
YCH...........................Federation Early Years hospital ship, variant of the Federation YCL.
YCLG........................Early Years commando cruiser.
YCOM........................Variant of Tholian command module used as a destroyer in the Early Years.
YCPL........................Early Years commercial platform.
YCT...........................Early Years prime corvette, variant of early Free Trader.
YCUT........................Early Years cutter, variant of Early Years Armed Priority Transport.
YDSR........................Hydran survey ship variant of Early Years destroyer.
YDT...........................Early Years strategic transport based on a destroyer.
YEL...........................Early Years large exploration freighter.
YES...........................Early Years small exploration freighter.
YFAL.........................Early Years large armed freighter.
YFAS.........................Early Years small armed freighter.
YFH...........................Early Years heavy freighter.
YFT...........................Early Years Free Trader.
YFT...........................Early Years strategic transport based on a frigate.
YFTL.........................Early Years large troop transport.
YFTS.........................Early Years small troop transport.
YLCM........................Variant of Tholian light command module used as a frigate in the Early Years.
YQ.............................Generic identifier for all Early Years Q-ships based on either large or small freighters.
YQL...........................Early Years large Q-ship.
YQS..........................Early Years small Q-ship.
YRB...........................Romulan veiled variant of Royalbird command cruiser.
YSB...........................Romulan veiled variant of Stormbird cruiser.

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: All units able to use the Gravity Landing System (P2.432) are noted as such with a "GL" in their notes column on the Master Ship Chart. If the unit does not have a "GL" note, it cannot land by this method. Note that shuttles, fighters, and bombers and variants thereof cannot land by this method.

AERODYNAMIC: All units able to use the Aerodynamic Landing System (P2.433) are noted as such with a "AL" in the notes column on the Master Ship Chart. If a unit does not have a "AL" note, it cannot land by this method. In addition to the preceding, the following units can land by this method:
- All fighters and bombers except Jindarian fighters and bombers.
- The Paravian YDT and YTG cannot land by this method if carrying a pod, but can if not carrying a pod.

ENGINE: All units able to use the Engine Landing System (P2.434) are noted as such with a "PL" in their notes column on the Master Ship Chart. If the unit does not have a "PL" note, it cannot land by this method. In addition to the preceding, the following units can land by this method:
- All shuttles including sublight shuttles, sublight fighters, sublight bombers.

BONUS: All units that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.4311), these are all noted as such with a "LB" in their notes column on the Master Ship Chart. If the unit does not have a "LB" note, it does not receive this bonus. In addition to the preceding, the following also have the crash landing bonus:
- All shuttles including sublight shuttles, sublight fighters, sublight bombers.

ANNEX #7F NIMBLE UNITS

Add the following units to the list of units considered to be nimble for the purposes of (C11.1):

All skiffs (YSK, SUSK, YSSK, SUSSK); All shuttles and fighters (including those on a seeking course and sublight ones, including bombers); Klingon E1, E1T†; Tholian YCoM, YLCM; Orion: WFF, WFR, WDG, WGR.

† This unit is only nimble if it is not carrying a pod (Klingon E1T).

ANNEX #7G: CARRIER INFORMATION

Empire	CV	Ftrs	Admin	Bays	Store	DC
ROMULAN BASES (R4.0)						
Romulan	REB	6B	2	OS	0/300¥	18
	RHB-M	6H	2	OS	0	12
	RHB-S	3H	1	OS	0	6
	RFGB-M	12	2	OS	0/200¥	12
	RPFGB-M	12	2	OS	0	12
	RFGB-S	6	1	OS	0/100¥	6
	RPFGB-S	6	1	OS	0	6
	RHFM	4H	0	0+1M	0	8

This chart shows the number of fighters, administrative shuttles, and bays that each of the listed units has.

DC indicates the number of deck crews.

OS: Outside, open field, landing area.

Some bases remained in service after Y164 and were equipped with fighters (bombers in the case of the REB) able to use plasma-D and plasma-K torpedoes. These are shown as having split storage, e.g., 0/300¥. Prior to Y165, there are no plasma-Ds or plasma-Ks stored at these bases. From Y165, if and only if the base is equipped with units able to use plasma-Ds and plasma-Ks, the number listed after the slash is the number of plasma-D spaces available (two plasma-Ks can replace one plasma-D). Plasma-D and plasma-K storage must be proportional to what is loaded on the units.

¥: These are type-D plasma torpedoes, not drones.
B: In the Fighters column indicates medium bombers.
H: In the Ftrs column indicates Heavy Fighters.
+M: Indicates mech-links for heavy fighters, all one bay.

ANNEX #7N: DRONE RELOADS

In the *Captain's Edition*, ships with multiple drone (or other containerized seeking weapon, e.g., death bolts) 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 rack reloads and are noted here. These are stored in cargo boxes (where present) and subject to loss due to combat damage.

RULE	SHIP	TYPE	STORAGE
YR5.19	Kzinti YBB	R	300
YR19.18	Carnivon YCB	R	200†

R = Ship with unusual reload storage.
† Death bolt storage.
NOTE: The storage is in addition to normal drone rack reloads. The Kzinti YBB has a total of 404 drone spaces (300 in storage, 52 in the six B-racks, two C racks, and two E-racks, 52 in reloads for the racks). The Carnivon YDB has a total of 248 death bolts (200 in storage, 24 in the six death bolt racks, 24 in reloads for the racks).

ANNEX #7R: SHIPS ABLE TO PINWHEEL

NOT ELIGIBLE (C14.213): Light Command Module, Early Command Module, Early Light Command Module.

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

FEDERATION SHIPS

YBB..........................YBB.
YBB-Scr....................YBB-Scr.
YCA..........................YCA, YCC.
YC-Scr ....Any YBB, YDN, YCA, YCC, YDD, YTG saucer without warp engines.
YCL ....YCL, WCL, YCM, WCM, WSR, YCS, WCH, YCH.
YDD..........................YDD.
WDD.........................WDD, WDL.
YDN..........................YDN.
YDN-Scr ....YDN-Scr.
YFF...........................YFF, YFT.
YF-Scr.......................Any FF saucer without warp engines.
Police ....WDD, WDL.
YTug..........................YTG.

NATIONAL GUARD

ALPHA-CENTAURAN
YAC...........................YAC, WACC.
WAL..........................WAL, WALG.
YAD..........................YAD.
WAF ....WAF.
ANDORIAN
YNC...........................YNC, WAC.
WNL ....WNL, WNLG.
YND...........................YND.
WNF ....WNF.
ORION
WDN..........................WDN, WNR‡.
YCA...........................YCA, WCA.
WCL ....WCL, WCG.
WDD..........................WDD, WDR‡, WDG, WGR‡.
WFF...........................WFF, WFR‡.
RIGELLIAN
YRC...........................YRC, WRCC.
WRL..........................WRL, WRLG.
YRD...........................YRD.
WRF..........................WRF.
TERRAN
WDN..........................WDN.
WCA..........................WCA., WCC.
WFF...........................WFF, WFL§.

VULCAN
YVC...........................YVC, WVCC, WVSR.
WVL..........................WVL.
YVD...........................YVD.
WVF..........................WVF.

KLINGON SHIPS

B4..............................B4.
B4-Boom B4-Boom
C................................C4, C3.
C-Boom C4-Boom, C3-Boom
D...............................D4, D4C, D4E, D4G, D4I, D4J. D4N, D3, D3C, D3E, D3G, D3I, D3J, D3N.
D-Boom ....D4-Boom, D4J-Boom§, D3-Boom, D3J-Boom§.
E1..............................E1, E1T(§ when carrying a pod).
F ....F4, F4C, F4G, F4I, F4J, F3, F3G, F3I, F3J.
T4..............................T4.

ROMULAN SHIPS

VUL...........................SVL, WVL, YVL, VUL.
WB ....SWB, WWB, YWB, WB, SLKB, WKB, YKB, KB, SWBF, WWBF, YWBF, WBF, SWBC, WWBC, YWBC, WBC, SB‡, YFA‡.
SB‡...........................SLSB, WSB, YSB, SB, SLRB, WRB, YRB, RB.
YFA‡.........................YFA.
H...............................SHK, WHK, YHK, H-S, WH‡.
WH‡..........................SWH, WWH, YWH, WH-S.
Snipe.........................SSN, WSN, YSN, SNS.
Sublight Freighter ....FRT.
Ground Bases..........See General Ships and Units.

KZINTI SHIPS

BB ....YBB.
SCS...........................YDN.
WDN ....WDN.
C................................YCS, YCC, YSR.
CL..............................YCL, YCD, YCG.
FF..............................YFF, YDF, YFT(§ when carrying a pod); WYN ZYF.
Tug............................WCA, WCI, WCC, WSR, WSI, YTG, WTG.
WCL..........................WCL, WLI.
WDD ....WDD, WDG.
WFF...........................WFF, WFI.

GORN SHIPS

BB ....YBB.
YDN ....YDN.
CL..............................YCL, YCC, YCG, YSR, YTG.
CA..............................YTG.
DD.............................YDD, YDT(§ when carrying a pod).
FF..............................YFF.
WBB..........................WBB, WBI, WBL.
WCA ....WCA, WCI, WAL, WCG, WGL, WCC, WCCL, WCCI.
WCL..........................WCL, WLL, WLI, WSR§, WSL§, WSI§.
WDD ....WDD, WDI, WDL.
WFF ....WFF, WFL, WFI.

THOLIAN SHIPS

NDD...........................NDD.
NFF............................NFF.
DD.............................DD.
PC ....PC, PC+, CPC(§ when carrying a pod), DPC, CMC.
POL...........................POL.
COM ....YCOM.
LCM ....LCM, YLCM.
Pods..........................on CPC detected at level D§.
Packs.........................P-C on any Tholian ship detected at level D§.
Pinwheels..................Identify the component ships individually.
Separated Rear Hulls identified at same level as the combined hull and command module.

ORION SHIPS

CR‡.........................YCR.
LR............................YLR.
YSL.........................YSL, YVK.
WCA.......................WCA, YCA.
WCL........................WCL.
WDD......................WDD, WDR‡.

HYDRAN SHIPS

YDN ....YDN, WDN.
GRN..........................GRN, FUS, YCC, YTG, WCC, WTG.
YDD ....YDD, YDG, WDD, WDG, WDSR, YDSR.
VOL..........................VOL, MUS, YFT(§ when carrying a pallet).

LYRAN SHIPS

BB ....YBB§.
DN...........................YDN, YDH‡.
CA...........................YCA, YCC, YSR, YTG‡.
YCL..........................YCL.
YDD ....YDD, YDG, YDT(§ when carrying a pallet).
FF..............................YFF.
WDN ....WDN.
WCA ....WCA, WSR.
WCL.........................WCL.
WDD ....WDD, WDG.
WFF..........................WFF.

WYN SHIPS

YFF ....YFF.
YAxBC.......................YAxBC.
YAxC.........................YAxC.

ISC SHIPS

YDN ....YDN.
YCA...........................YCA, YCC.
YCL...........................YCL, YLG, YSR.
YDD ....YDD.
YFF ....YFF.
YTG...........................YTG.
KORLIVILAR
WDN ....WDN.
WCA ....WCA.
WCL..........................WCL, WLG.
WDD ....WDD.
WFF..........................WFF.
PRONHOULITE
WDN ....WDN.
WCA ....WCA.
WCL..........................WCL, WLG.
WDD ....WDD.
WFF..........................WFF.
Q'NAABIAN
WDN ....WDN.
WCA ....WCA.
WCL..........................WCL, WLG.
WDD ....WDD.
WFF..........................WFF.
ROVILLIAN
WDN ....WDN.
WCA ....WCA.
WCL..........................WCL, WLG.
WDD ....WDD.
WFF..........................WFF.
VELTRESSAI
WDN ....WDN.
WCA ....WCA.
WCL..........................WCL, WLG.
WDD ....WDD.
WFF..........................WFF.

PARAVIAN SHIPS

DN............................WDN, YDN.

CA............................SCA‡, WCA, WCC, YCA.
CL............................WCL,, WLG YCL. YLG, YSR, YTG.
DD ....SDD‡, WDD, YDD, YDT(§ when carrying a pod).
FF ....SFF‡, WFF, YFF.

CARNIVON SHIPS

YDN.........................YDN, WDN.
YCA ....YCC, YCA, WCA. WCC.
YCL ....WCL, WCG, YCL, YCB, YCN, YCG, YSR, YTG.
YDD.........................WDD, YDD, YDB, YDG, YDNI.
YFF...........................WFF, YFF.

GENERAL SHIPS AND UNITS

YAP ....YAP, YCUT§.
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.
Free Trader ....Early Years Free Trader, Early Years prime
                           corvette.
Ground Base...........All small ground bases are of one type. Medium
                           bases are §. Specific type is
                           determined only by observation of
                           systems or actions.
Heavy Freighter.......YFH.
Large Freighter........UF-L, YQ-L, YF-TL, YF-AL, YF-EL; WYN
                           YAxBC§.
Skiff ....YSK, SUSK, SSK, SUSSK.
Small Freighter........UF-S, YQ-S, YF-TS, YF-AS, YF-ES; WYN
                           YAxC§.

TACTICAL INTELLIGENCE NOTES

1. Each classification includes all refits and any unlisted variants.
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.
† Ships of this ‡ group can only be distinguished from each other by
    their actions 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.

SHUTTLE DECKS ON BASES

(R1.1G5) SHUTTLE DECK (OPTIONAL): Bases have a large shuttle deck that is not shown on the SSD.

BASE	SHUTTLES
Early Years Commercial Platform	HTS-Y, two empty slots.
Early Base Station*	HTS-Y, two empty slots.
Early Civilian Base Station*	HTS-Y, two empty slots.
Early Space Dock (two decks)*:	deck one: HTS-Y, two empty slots; deck two: HTS-Y, two empty slots.

*Shuttles on Romulan bases prior to Y160 will be sublight versions. Romulan early space docks replace one of the two HTS-S with an MLS-S and an MSS-S in Y150.

BASE ROTATION CHANGE COSTS

(R1.1G6) ROTATION: Bases can change their rotation rate, and even reverse their rotation direction.

BASE	COST
Early Years Commercial Platform	2
Early Base Station, Early Civilian Base Station	8
Early Space Dock (Paravian Nest Defense Platform)	12

END OF ANNEXES, MODULE Y3

(YR1.0) GENERAL UNITS USED BY SEVERAL FLEETS

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
EARLY YEARS FREIGHTERS																
YF-H	2	0	90/20	1-6	1.00	—	3	E	Y3	Y1.23	75	9	4	0	RPW	ML
YF-AL	12	6	21	1-6	0.50	—	4	D	Y3	YR1.21	70	6	5	0	RPW	ML
YF-EL	20	6	40/18	1-6	0.50	2	4	D	Y3	YR1.26B	70	6	4	0	RPA	ML
YF-TL	70	120	200/35	1-6	0.50	—	4	D	Y3	YR1.19	68	6	4	0	RPA	ML, T
YF-AS	8	4	15	1-6	0.33	—	4	C	Y3	YR1.20	70	3	3	0	RPW	ML
YF-ES	10	3	20/9	1-6	0.33	1	4	C	Y3	YR1.26A	70	3	2	0	RPA	ML
YF-TS	35	60	90/28	1-6	0.33	—	4	C	Y3	YR1.18	68	3	2	0	RPA	ML, T
EARLY YEARS PRIORITY TRANSPORTS																
YAP	4	2	68/13	3-6	0.20	—	4	C	Y3	YR1.13	75	1	3	0	RPW	
YCUT	7	3	18	3-6	0.20	—	4	C	Y3	YR1.14	80	1	5	3	RPW	
EARLY YEARS FREE TRADERS																
YFT	3	2	65/11	4-6	0.50	—	4	C	Y3	YR1.11	65	3	4	0	RPW	PL, LB
YCT	10	4	35	4-6	0.50	—	4	C	Y3	YR1.12	75	3	7	3	RPW	PL, LB
EARLY YEARS Q-SHIPS																
YQ-S	6	4	12	1-6	0.33	—	4	C	Y3	YR1.7A	75	3	4	3	RPW	ML
YQ-L	12	8	26	1-6	0.50	—	4	D	Y3	YR1.7B	75	6	7	3	RPW	ML
EARLY YEARS BASES																
YCPL	20	6	12	—	■	—	4	—	Y3	YR1.29	65	3	3+	0	RPW	No Stabilizers
YBS	60	8	varies	—	■	2	3	—	Y1-Y2	YR1.3	65	—	10+	8	LPW	◆
YCBS	60	8	Varies	—	■	2	3	—	Y2	YR1.3A	65	—	10+	8	LPW	
EARLY YEARS SKIFFS																
YSK	1	0	14/5	4-6	0.25	—	5	B	Y3	YR1.9A	72	1	1	3	RPW	N, AL, PL, LB
SuSK	1	0	12/2	—	△	—	5	—	Y3	YR1.9B	1	1	1	3	RPW	N, AL, PL, LB
YSSK	3	2	17/8	4-6	0.25	—	5	B	Y3	YR1.9C	72	1	1	3	RPW	N, AL, PL, LB
SuSSK	3	2	14/4	—	△	—	5	—	Y3	YR1.9D	1	1	1	3	RPW	N, AL, PL, LB
YSSKL	3	2	14/6	4-6	0.25	—	5	B	Y3	YR1.9C	72	1	1	3	RPW	N, AL, PL, LB, LZ

NOTES FOR GENERAL UNITS

ML: Maneuver limitations on acceleration and/or disengagement. See ship description.   N: Nimble; see (C11.0).

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

◆: The unit has special sensors and can operate under the rules in (YG24.0).   No Stabilizers: This base is not equipped with positional stabilizers (G29.0).

LZ: Variant of Early Years security skiff armed with warp-targeted lasers used by the Gorn Confederation and the Paravian Marauders.

AL: This unit can land on planets using the aerodynamic landing system (P2.433).

PL: This unit can land on planets using the powered landing system (P2.434).   LB: This unit has the landing bonus in (P2.4311).

(YR2.0) THE UNITED FEDERATION OF PLANETS

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
FEDERATION EARLY YEARS SHIPS																
YBB	70	26	148	2-6	2.00	2	2	F	Y3	YR2.34	105‡	36	27	10	CNJ	LPW
YCH	36	4	63/33	4-6	0.75	1	3	C	Y3	YR2.37	90	6	9	4	RP2	Hospital
YFT	9	2	45/27	5-6	†	—	4	†	Y3	YR2.35	91	4+4	5	3	LPW	TG
FEDERATION EARLY YEARS SHIPS SEPARATED SAUCER SECTIONS																
YBB Scr	30	8	60	2-6	1.00	—	4°	C	Y1	—	105‡	6	13	10	CNJ	LPW, LB
YBB SS	30	8	35/18	—	Δ	—	4°	—	Y1	—	105‡	5	5	5	LPW	LPW, LB
YFF Scr	§	§	§	—	Δ	—	4°	—	Y1	—	85	3	3	1	RPW	LB
FEDERATION WARP-REFITTED SHIPS																
WCH	36	4	50/20	4-6	0.75	1	3	C	Y3	YR2.36	82	6	7	4	RP3	Hospital
FEDERATION NATIONAL GUARD SHIPS																
ALPHA-CENTAURAN WARP-REFITTED SHIPS																
WACC	36	10	68	3-6	1.00	1	3	E	Y3	YR2.38	74	9	10	9	RPW	
WALG	22	20	64/30	3-6	0.75	—	3	C	Y3	YR2.39	71	9	7	6	RPW	T
ANDORIAN WARP-REFITTED SHIPS																
WNL	30	10	52	4-6	0.67	1	3	C	Y3	YR2.40	71	6	7	6	RPW	
WNLG	29	34	67/34	4-6	0.67	1	3	C	Y3	YR2.41	71	6	6	6	RP2	T
RIGELLIAN WARP-REFITTED SHIPS																
WRCC	39	10	67	4-6	1.00	1	3	D	Y3	YR2.42	74	7	9	9	RPW	
WRLG	30	30	60/31	4-6	0.67	1	3	C	Y3	YR2.43	71	6	7	6	RP3	T
TERRAN WARP-REFITTED SHIPS																
WCC	46	10	69	5-6	1.00	1	3	D	Y3	YR2.44	73	8	11	9	RP2	
WDL	15	6	38	5-6	0.50	—	4	B	Y3	YR2.45	70	4	5	6	RPW	
WFL	13	6	43	5-6	0.33	—	4	A	Y3	YR2.46	62	3	4	4	RPW	AL, GL, PL, LB
VULCAN WARP-REFITTED SHIPS																
WVCC	32	14	80	6	1.00	2	3	D	Y3	YR2.47	74	7	11	9	RPU	
WVSR	34	8	90/67	6	1.00	2	3	D	Y3	YR2.48	79	7	6	8	LP2	◆

NOTES FOR FEDERATION UNITS

◆ The unit has special sensors and can operate under the rules of (YG24.0).

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

PL: This unit can land on planets using the powered landing system (P2.434).

§: Saucer will have entire crew of the original ship. Economic value unchanged; combat value 15% of the original.

AL: Can land on planets using the aerodynamic landing system (P2.433).

GL: This unit can land on planets using the gravity landing system (P2.432).

LB: This unit has the landing bonus in (P2.4311).

Hospital: This ship is a hospital ship.

TG: Tug, see (G14.0).

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(YR3.0) THE KLINGON EMPIRE																
KLINGON EARLY YEARS SHIPS																
F4C	22	12	49	4-6	0.50	1	4	A	Y3	YR3.28	86	4	7	5	RPW	
F4I	18	8	43	4-6	0.50	—	4	A	Y3	YR3.29	89	4	7	4	RPW	ISF
KLINGON WARP-REFITTED SHIPS																
D3C	38	16	63	4-6	1	1	3	B	Y3	YR3.25	71	7	12	9	RPW	
D3I	32	10	56	4-6	1	1	3	B	Y3	YR3.26	90	7	8	8	RPU	ISF
D3N	38	12	74/59	4-6	1	1	3	B	Y3	YR3.27	70	7	11	8	RP2	
F3G	25	26	37/23	4-6	0.50	—	4	A	Y3	YR3.30	69	4	5	4	LPW	T
E1	12	6	35	4-6	0.33	—	4	A	Y3	YR3.31	63	3	5	3	RPW	N
E1T	12	4	40/22	4-6	†	—	4	†	Y3	YR3.32	63	3+2	4	3	LPW	TG, N (No Pod)
KLINGON EARLY YEARS SEPARATED BOOM SECTIONS																
D3-Bm	8	4	36/18	—	∆	—	4°	—	Y1	—	63	3	1	4	RPW	

NOTES FOR KLINGON UNITS

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

ISF: Ships used by the Internal Security Forces.

TG: Tug, see (G14.0).

N: Nimble, see (C11.0).

N (No Pod): The ship is nimble when not carrying a pod.

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(YR4.0) THE ROMULAN STAR EMPIRE																
ROMULAN EARLY YEARS WARBIRD HEAVY CRUISER VARIANTS																
SLRB	25	8	24	—	∆	—	3	—	Y3	YR4.18A	66	5	9	9	RPL	★, AL, PL, LB
WRB	25	8	36	—	∆	—	3	—	Y3	YR4.18B	89	5	9	9	RPL	★, AL, PL, LB, R
YRB	25	8	44	—	∆	—	3	—	Y3	YR4.18C	119	5	9	9	RPL	★, AL, PL, LB, R
RB	25	8	54	—	∆	—	3	—	Y3	YR4.18D	140	5	9	9	RPL	★, AL, PL, LB, R
SLSB	15	5	17	—	∆	—	3	—	Y3	YR4.19A	66	5	8	8	RPL	★, AL, PL, LB
WSB	15	5	29	—	∆	—	3	—	Y3	YR4.19B	89	5	8	8	RPL	★, AL, PL, LB, R
YSB	15	5	37	—	∆	—	3	—	Y3	YR4.19C	119	5	8	8	RPL	★, AL, PL, LB, R
SB	15	5	47	—	∆	—	3	—	Y3	YR4.19D	140	5	8	8	RPL	★, AL, PL, LB, R
ROMULAN EARLY YEARS BASES																
REB	19	4	20/6	—	■	1+1B	5	—	Y3	YR4.12	90	6	0	0	RPW	V, BM
RHB-M	11	2	15/5	—	■	0+1H	5	—	Y3	YR4.13	88	6	0	0	RPW	VH
RHB-S	6	2	12/4	—	■	0+1H	5	—	Y3	YR4.14	88	4	0	0	RPW	VH
RFGB-S	6	2	12/4	—	■	0+1	5	—	Y3	YR4.15	66	4	0	0	RPW	V

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
RPFGB-S	6	2	12/4	—	■	0+1	5	—	Y3	YR4.15A	88	4	0	0	RPW	V
RFGB-M	11	2	15/5	—	■	0+2	5	—	Y3	YR4.16	66	6	0	0	RPW	V
RPFGB-M	11	2	15/5	—	■	0+2	5	—	Y3	YR4.16A	88	6	0	0	RPW	V
RHFM	6	0	7	—	■	—	5°	—	Y3	YR4.17	88	2	+0	+0	RPW	VH, N-A

NOTES FOR ROMULAN UNITS

★: Has one large nuclear space mine included in BPV (M2.71).

V: True carrier able to lend EW to fighters.

R: This ship is a refit of another class listed on the chart, not a new ship type.

VH: True carrier able to operate heavy fighters.

BM: Able to operate medium bombers.

AL: Can land on planets using the aerodynamic landing system (P2.433).

PL: This unit can land on planets using the powered landing system (P2.434).

LB: This unit has the landing bonus in (P2.4311).

NOTE: Romulan ships include a masking device (in Y88 through Y139), veiling device (Y119 through Y118), veiling device (in Y88 through Y139), or cloaking device (Y140 or later) unless a special scenario rule notes otherwise. This applies to all Romulan ships in the Early Years except the sublight freighter which does not have any such devices. Romulan small ground bases do not have masking, veiling, or cloaking devices. Romulan bases that have such devices will be noted as such on their SSDs, and in such cases the device is included in the base's BPV. Romulan Early Years Civilian Base Stations do not include any of these devices. If a device (whether masking, veiling, or cloaking as available by the year) is added to a base, it will add 15% to the BPV of the base to pay for it. The presence or absence of a masking, veiling, or cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces).

NOTE: All Romulan shuttles will be sublight types until Y160. The Romulans can use sublight skiffs as per (YR1.9).

N-A: Class A Augmentation Module.

(YR5.0) THE KZINTI HEGEMONY

KZINTI EARLY YEARS SHIPS

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
YBB	66	30	152	2-6	2.00	2	2	F	Y3	YR5.19	105‡	36	30	10	CNJ	LPW
YFT	18	6	53/45	5-6	†	1	4	†	Y3	YR5.20	79	4+2	7	3	LPW	TG

KZINTI WARP-REFITTED SHIPS

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
WCI	31	12	58	4-6	1.00	1	3	C	Y3	YR5.21	79	8	12	8	RPL	R
WSR	31	6	50/30	4-6	1.00	1	3	C	Y3	YR5.24	75	8	9	8	UNQ	
WSI	31	6	56/36	4-6	1.00	1	3	C	Y3	YR5.24A	79	8	10	8	UNQ	R
WCL	25	10	44	4-6	0.75	1	3	C	Y3	YR5.22	64	7	8	6	RPW	
WLI	25	10	50	4-6	0.75	1	3	C	Y3	YR5.22A	79	7	10	6	RPL	R
WFF	13	4	32	5-6	0.33	—	4	B	Y3	YR5.23	64	4	5	3	RPW	
WFI	13	4	34	5-6	0.33	—	4	B	Y3	YR5.23A	79	4	6	3	RPL	R

NOTES ON KZINTI UNITS

All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223) if they have drone racks.

R: This ship is a refit of another class listed on the chart, not a new ship type.

TG: Tug, see (G14.0).

(YR6.0) CONFEDERATION OF THE GORN

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	C6.5 Break down	S2.1 BPV	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
GORN EARLY YEARS SHIPS																
YBB	76	24	2-6	150	2.00	1+2G	2	F	Y3	YR6.19	105‡	36	28	10	CNJ	LPW
YDT	18	6	4-6	41/27	†	—	4	†	Y3	YR6.20	100	4+2	6	4	LPW	TG
GORN WARP-REFITTED SHIPS																
WCC	27	8	3-6	32	0.75	1+1G	3	E	Y3	YR6.21	66	8	10	9	RPW	
WCCL	27	8	3-6	42	0.75	1+1G	3	E	Y3	YR6.21A	68	8	10	9	RP2	R, Y1
WCCI	27	8	3-6	52	0.75	1+1G	3	E	Y3	YR6.21B	68	8	10	9	RPW	R, Y1
WCCI+	27	8	3-6	57	0.75	1+1G	3	E	Y3	YR6.21B	105	8	10	9	RPW	R, Y1
WCL	20	4	3-6	27	0.67	1	3	E	Y3	YR6.22	66	6	8	6	RPW	
WLL	20	4	3-6	33	0.67	1	3	E	Y3	YR6.22A	68	6	8	6	RPW	R, Y1
WLI	20	4	3-6	43	0.67	1	3	E	Y3	YR6.22B	68	6	8	6	RPW	R, Y1
WLI+	20	4	3-6	48	0.67	1	3	E	Y3	YR6.22B	105	6	8	6	RPW	R, Y1
WSR	20	4	3-6	53/22	0.67	1	3	E	Y3	YR6.24	66	6	6	6	RPL	
WSL	20	4	3-6	53/25	0.67	1	3	E	Y3	YR6.24A	74	6	6	6	RPL	R, Y1
WSI	20	4	3-6	53/33	0.67	1	3	E	Y3	YR6.24B	79	6	6	6	RPL	R, Y1
WFF	10	4	4-6	18	0.33	—	4	D	Y3	YR6.23	66	3	5	3	RPW	
WFL	10	4	4-6	23	0.33	—	4	D	Y3	YR6.23A	68	3	5	3	RPW	R, Y1
WFI	10	4	4-6	30	0.33	—	4	D	Y3	YR6.23B	68	3	5	3	RPW	R, Y1
WFI+	10	4	4-6	35	0.33	—	4	D	Y3	YR6.23B	105	3	5	3	RPW	R, Y1

NOTES FOR GORN UNITS

TG: Tug, see (G14.0).

R: This ship is a refit of another class listed on the chart, not a new ship type.

Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.

(YR7.0) THE THOLIAN HOLDFAST

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	C6.5 Break down	S2.1 BPV	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
THOLIAN COMMAND MODULE VARIANTS																
YLCM	10	4	3-6	32	0.25	—	4	A	Y3	R7.88	82	1	3	2	LPW	N, GL
YCOM	12	4	2-6	60/50	0.25	—	4	A	Y3	R7.87	82	2	6	5	LPW	N, GL

NOTES FOR THOLIAN UNITS

N: Nimble, see (C11.0).

GL: This unit can land on planets using the gravity landing system (P2.432).

See (S8.223) for Command Ratings of Tholian ships in Tholian space.

The Tholians do not use Early Years shuttles, but use the standard shuttle types (speed-6, phaser-armed, etc.) not available to other empires prior to Y125.

(YR8.0) ORION BUSINESSMAN'S PROTECTION SOCIETY

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
ORION NATIONAL GUARD SHIPS																
WDN	36	10	81	4-6	1.50	2	2	D	Y3	YR8.10	90	10	25	10	LP2	
WNR	36	10	102	4-6	1.50	2	2	D	Y3	YR8.10A	105	10	29	10	LP2	R
WCG	27	28	65/54	5-6	0.67	1G	3	B	Y3	YR8.12	87	6	7	6	LPW	T, GL, PL, LB
WDG	30	26	48/38	6	0.50	1G	4	A	Y3	YR8.13	75	4	15	4	LPW	N, T, GL, PL, LB
WGR	30	26	62/50	6	0.50	1G	4	A	Y3	YR8.13A	115	4	16	4	LPW	N, T, GL, PL, LB, R
WFF	9	6	33	6	0.33	—	4	A	Y3	YR8.11	71	3	4	3	RPW	N, GL, PL, LB
WFR	9	6	40	6	0.33	—	4	A	Y3	YR8.11A	113	3	5	3	RPW	N, GL, PL, LB, R

NOTES FOR ORION UNITS
N: Nimble, see (C11.0).
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.
PL: This unit can land on planets using the powered landing system (P2.434).
LB: This unit has the landing bonus in (P2.4311).
NOTE: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.
R: This ship is a refit of another class listed on the chart, not a new ship type.
GL: This unit can land on planets using the gravity landing system (P2.432).

(YR9.0) THE KINGDOM OF THE HYDRAN MONARCH

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
HYDRAN EARLY SHIPS																
YDSR	18	8	60/40	5-6	0.50	1	4	C	Y3	YR9.19	87	5	7	4	LP2	
YFT	9	4	46/34	6	†	—	4	†	Y3	YR9.20	84	3+2	5	3	LPW	TG, Y1

NOTES FOR HYDRAN UNITS
TG: Tug, see (G14.0).
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.

(YR11.0) THE LYRAN STAR EMPIRE

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
LYRAN EARLY YEARS SHIPS																
YBB	75	30	151	1-6	2.00	2	2	F	Y3	YR11.17	105‡	36	27	10	CNJ	LPW
YCC	41	20	81	5-6	1.00	1	3	C	Y3	YR11.18	85	7	15	9	RPW	
YSR	32	8	88/66	5-6	1.00	1	3	C	Y3	YR11.19	85	7	13	8	LP2	
YDT	22	6	54/36	5-6	†	—	4	†	Y3	YR11.20	88	5+2	7	4	LPW	TG
LYRAN WARP-REFITTED SHIPS																
WSR	30	6	64/48	5-6	1.00	1	3	C	Y3	YR11.21	66	7	8	8	LP2	
WDG	28	26	47/33	5-6	0.50	—	4	B	Y3	YR11.22	70	6	4	5	LPW	T

NOTES FOR LYRAN UNITS
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.
TG: Tug, see (G14.0).

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(YR12.0) WYN STAR CLUSTER																
WYN EARLY YEARS SHIPS																
YAxBC	17	6	67	3-6	0.50	—	4	D	Y3	YR12.3	130	6	14	6	RP3	ML
YAxBC	17	6	73	3-6	0.50	—	4	D	Y3	YR12.3	145	6	14	6	RP3	ML, R
YAxC	8	4	38	3-6	0.33	—	4	C	Y3	YR12.4	123	3	6	3	RPW	ML
YAxC	8	4	42	3-6	0.33	—	4	C	Y3	YR12.4	145	3	6	3	RPW	ML, R

NOTES FOR WYN UNITS

ML: Maneuver limitations on acceleration and/or disengagement. See ship description.
R: This ship is a refit of another class listed on the chart, not a new ship type.

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(YR13.0) THE INTER-STELLAR CONCORDIUM																
INTER-STELLAR CONCORDIUM EARLY YEARS SHIPS																
YDN	53	10	115	3-6	1.50	1	2	E	Y3	YR13.27	94	12	20	10	LPW	
YCC	40	8	86	5-6	1.00	1	3	D	Y3	YR13.28	88	8	14	9	RPW	
YCLG	30	26	75/55	5-6	0.67	1	3	C	Y3	YR13.29	92	5	9	6	LPW	T
YSR	32	6	74/50	5-6	0.67	1	3	C	Y3	YR13.30	93	5	9	6	LPW	
PRE-INTERSTELLAR CONCORDIUM WARP-DRIVEN SHIPS																
KORLIVILAR WARP-DRIVEN SHIPS																
WDN	42	20	81	4-6	1.50	1	2	D	Y3	YR13.31	40	15	14	10	LP1	
WLG	36	34	60/42	5-6	0.67	1	3	B	Y3	YR13.32	36	6	7	6	LP1	T
PRONHOULITE WARP-DRIVEN SHIPS																
WDN	47	10	80	3-6	1.50	2	2	E	Y3	YR13.33	40	12	16	10	LP1	
WLG	35	26	62/43	5-6	0.67	1	3	D	Y3	YR13.34	36	6	7	6	LP1	T
Q'NAABIAN WARP-DRIVEN SHIPS																
WDN	42	12	88	3-6	1.50	1	2	F	Y3	YR13.35	40	14	15	10	LP1	
WLG	36	18	75/56	5-6	0.67	1G	3	E	Y3	YR13.36	36	6	7	6	LP1	T
ROVILLIAN WARP-DRIVEN SHIPS																
WDN	44	10	79	3-6	1.50	1	2	E	Y3	YR13.37	40	15	15	10	LP2	
WLG	28	23	55/39	5-6	0.67	—	3	C	Y3	YR13.38	35	7	6	6	LP1	T
VELTRESSAI WARP-DRIVEN SHIPS																
WDN	42	12	77	3-6	1.50	2	2	E	Y3	YR13.39	40	13	16	10	LP1	
WLG	39	24	50/33	4-6	0.67	1G	3	C	Y3	YR13.40	36	6	8	6	LP1	T

NOTES FOR INTER-STELLAR CONCORDIUM UNITS

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.

(YR18.0) THE PARAVIAN MARAUDERS

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
PARAVIAN EARLY YEARS SHIPS																
YTG	40	10	90/70	4-6	†	1	3	†	Y3	YR18.13	85	9+2	14	8	LPW	TG, AL, PL, LB,
YLG	39	36	67/50	4-6	0.67	1G	3	B/D	Y3	YR18.11	85	8	9	6	LP2	T, AL, PL, LB
YSR	35	8	71/48	4-6	0.67	1	3	B/D	Y3	YR18.12	85	8	9	6	LP2	AL, PL, LB,
YDT	26	6	64/43	4-6	†	—	4	†	Y3	YR18.14	85	7+2	7	4	LPW	TG, AL, PL, LB,
PARAVIAN WARP-REFITTED SHIPS																
WDN	55	20	88	3-6	1.50	1	2	C/E	Y3	YR18.8	70	12	16	10	LPW	
WCC	43	16	74	4-6	1.00	1	3	B/D	Y3	YR18.9	70	9	12	9	RPW	AL, PL, LB
WLG	39	36	65/44	4-6	0.67	1G	3	B/D	Y3	YR18.10	70	8	8	6	LPW	T, AL, PL, LB
PARAVIAN EARLY YEARS PODS																
P-YC	0	0	14/10	—	■	—	4°	—	Y3	YR18.15	70	3	+0	—	RPW	
P-YSD	5	2	12	—	■	—	4°	—	Y3	YR18.16	80	3	+1	+0	RPW	
P-YT	22	36	24/12	—	△	—	4°	—	Y3	YR18.17	80	3	+1	+0	RPW	T, PL, LB
P-YH	5	2	16/11	—	■	—	4°	—	Y3	YR18.18	80	3	+0	+0	RPW	
PARAVIAN EARLY YEARS BASES																
S-AER	60	8	60	—	■	2	3	—	Y3	YR1.3-18A	66	—	10+	8	LPW	◆
W-AER	60	8	71	—	■	2	3	—	Y3	YR1.3-18B	70	—	10+	8	LPW	R, ◆
Y-AER	60	8	80	—	■	2	3	—	Y1-Y3	YR1.3-18C	85	—	10+	8	LPW	R, ◆
SCBS	60	8	53	—	■	2	3	—	Y3	YR1.3A-18A	65	—	10+	8	LPW	R
CBSI	60	8	64	—	■	2	3	—	Y3	YR1.3A-18B	70	—	10+	8	LPW	R
ECBS	60	8	67	—	■	2	3	—	Y3	YR1.3A-18C	85	—	10+	8	LPW	R
YCBS	60	8	71	—	■	2	3	—	Y3	YR1.3A-18D	120	—	10+	8	LPW	R
YCBS+	60	8	78	—	■	2	3	—	Y3	YR1.3A-18D	130	—	10+	8	LPW	R

NOTES FOR PARAVIAN UNITS

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

◆: The unit has special sensors and can operate under the rules in (YG24.0).

AL: This unit can land on planets using the aerodynamic landing system (P2.433).

PL: This unit can land on planets using the powered landing system (P2.434).

LB: This unit has the landing bonus in (P2.4311).

R: This ship is a refit of another class listed on the chart, not a new ship type.

TG: Tug, see (G14.0).

No Pod: This unit can only land on planets if it is not carrying a pod.

(YR19.0) THE CARNIVON HORDES

Ship Type	G9.0 Crew Units	D7.0 Brdg Parties	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
CARNIVON EARLY YEARS SHIPS																
YCB	29	8	74/67	4-6	0.75	—	3	C	Y3	YR19.18	87	7	12	6	LPW	
YDG	24	22	55/38	5-6	0.50	—	4	B	Y3	YR19.19	82	5	6	4	LPW	T
YDNI	14	6	61/51	5-6	0.50	—	4	B	Y3	YR19.20	83	5	9	4	LPW	
CARNIVON PODS																
P-YC	0	0	12/8	—	■	—	4°	—	Y2/Y3	YR19.15	85	4	+0	—	RPW	
P-YSD	4	2	11	—	■	—	4°	—	Y3	YR19.21	87	4	+1	+0	RPW	
P-YT	22	34	20/10	—	Δ	—	4°	—	Y3	YR19.22	87	4	+1	+0	RPW	T, PL, LB
P-YH	3	0	15/10	—	■	—	4°	—	Y3	YR19.23	87	4	+0	+0	RPW	
CARNIVON WARP-REFITTED SHIPS																
WCC	34	14	72	5-6	1.00	1	3	C	Y3	YR19.16	66	9	12	9	RPW	
WCG	33	34	72/44	4-6	0.75	1G	3	C	Y3	YR19.17	64	7	7	6	LPW	T

NOTES FOR CARNIVON UNITS
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.
PL: This unit can land on planets using the powered landing system (P2.434).
LB: This unit has the landing bonus in (P2.4311).

NOTES FOR ALL EMPIRES

NOTES FOR ALL EMPIRES

♦: The unit has special sensors and can operate under the rules of (YG24.0).
AL: This unit can land on planets using the aerodynamic landing system (P2.433).
GL: This unit can land on planets using the gravity landing system (P2.432).
LB: This unit has the landing bonus in (P2.4311).
ML: Maneuver limitations on acceleration and/or disengagement. See ship description.
N: Nimble, see (C11.0).
PL: This unit can land on planets using the powered landing system (P2.434).
R: This ship is a refit of another class listed on the chart, not a new ship type.
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.
TG: Tug, see (G14.0).
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.

END OF FILE

(YR4.F0) ROMULAN STAR EMPIRE SHUTTLES

Type	Size	Speed	Phaser	Missiles	Dmg	Other Weapons	BPV	Year	DFR	Prod	Ref
SLS	1	1	—	—	6	Sublight Shuttle	1	50	0§	AM	R4.F0
G-0	1	1	—	—	6	1xPl-F-FA, 2xbomb rails	3	88	0§	Y1/Y3	YR4.F1
G-0i	1	1	1xFLSR-FA	—	6	1xPl-F-FA, 2xbomb rails	3	130	0§	Y3	YR4.F1A
G-L	1	1	1xFLSR-FA	—	6	2xbomb rails	2	66	0§	Y1/Y3	YR4.F2
G-Li	1	1	2xFLSR-FA	—	6	2xbomb rails	2	130	0§	Y3	YR4.F2A
GAS-S	1	1	—	—	8	Ground Attack	2	50	0§	Y2	YR4.F3
HTS-S	2	1	—	—	12	Troop Transport	4	50	0§	Y2	YR4.F4
GBS-S	1	1	—	—	12	Ground Attack	2	80	0§	Y2	YR4.F5
HAS-S	2	1	—	—	14	Ground Attack, Troops	5	85	0§	Y2	YR4.F6
PROS-S	1	1	—	—	6	2xPro-Charge-FA	6/1	60	0§	Y2	YR4.F7
HFS-S	3	1	—	—	18	Cargo (75 points)	5	83	0§	Y2	YR4.F8
VFS-S	4	1	—	—	24	Cargo (100 points)	7	88	0§	Y2	YR4.F9
VIP-S	3	1	—	—	18	Cargo (25 points)	5	90	0§	Y2	YR4.F10
LVP-S	4	1	—	—	29	Cargo (25 points)	6	90	0§	Y2	YR4.F11
RSh-S	1	1	—	—	6	See (R1.F22)	2	50	0§	Y2	YR4.F12
HRS-S	3	1	—	—	18	See (R1.F23)	5	66	0§	Y2	YR4.F13
SVS-S	1	1	—	—	6	See (R1.F24)	2	55	0§	Y2	YR4.F14
RS-S	1	1	—	—	6	Rescue	2/1	50	0§	Y2	YR4.F15
MLS-S	1	1	—	—	6	See (M9.18)	2	150	0§	Y2	YR4.F16
MSS-S	1	1	—	—	6	See (M8.3)	2	150	0§	Y2	YR4.F17
MN-1	3	1	1xLSR-FA, 1xLSR-RA	—	18	2xPl-F-FA, 4xbomb rails, 1xE-EW pod	6	90	-2	Y3	YR4.F18
MN-2	3	1	1xLSR-FH, 1xFLSR-FH, 1xLSR-RH	—	18	2xPl-F-FA, 4xbomb rails, 1xE-EW pod	8	118	-2	Y3	YR4.F19
MN-3	3	1	1xLSR-FX, 1xFLSR-FX. 1xLSR-RH	—	18	3xPl-F-FA, 4xbomb rails, 1xE-EW pod	12	152	-2	Y3	YR4.F20
MN-4	3	1	1xPh-2-FX, 1xPh-3-FX, 1xPh-2-RH	—	18	3xPl-F-FA, 4xbomb rails, 1xEW pod	15	165	-2	Y3	YR4.F21
LG-1	2	1	1xLSR-FA, 1xFLSR-RX	—	12	2xPl-F-FA, 2xbomb rails, 1xE-EW pod	4	88	-1	Y3	YR4.F22
LG-2	2	1	1xPh-2-FA, 1xPh-3-RX	—	12	2xPl-F-FA, 2xbomb rails, 1xEW pod	5	165	-1	Y3	YR4.F23
MRS-S	1	1	2xLSR-FA	—	8	See (YR4.F24) 2xbomb rails	3	150	0§	Y3	YR4.F24

END MODULE Y3 ANNEX #4